

Riz Gukgak

Brian Murphy as Riz Gukgak

SEASON 3



RACE
Goblin

CLASS
Rogue (Arcane Trickster)

LEVEL
14

BACKGROUND
—

STR -2	DEX +5	CON +1	INT +4	WIS +2	CHA +1
ARMOR CLASS 16	HIT POINTS —	LEVEL 14	PROFICIENCY —		

End of season 3 — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Fantasy High wiki (fan project), every value links to its moment on the site.

Riz Gukgak

FULL SHEET

Skills

- Investigation +13
- Thieves' tools +14

Saving throws

- —

Features

- **Arcane Trickster** — Murph says Riz is now an arcane trickster; he drives the Hangvan with a Mage Hand. S3E1 00:19:09
- **Alert** — Murph: "I have Alert." S3E1 00:21:55
- **Sneak Attack** — Adds sneak attack to a Sun Gun shot. S3E1 00:25:48
- **Fury of the Small** — Once a day, an extra 10 damage. S3E1 00:25:48
- **Reliable Talent** — At level 11: a roll of 9 or lower on a proficient check counts as 10. S3E6 01:01:46
- **Mage Hand Legerdemain** — Uses the improved Mage Hand: invisible spectral hand that can use thieves' tools at range. S3E7 00:13:18
- **Fury of the Ball** — Adds an extra 11 damage to a shot (28 becomes 39). S3E8 01:43:19
- **Uncanny Dodge** — Reaction to take 10 off an incoming hit. S3E8 01:46:56
- **Blindsense** — Aware of hidden or invisible creatures that can be heard within 10 feet. S3E16 00:52:06
- **Magical Ambush** — Hidden when casting a spell: the target has disadvantage on its save against it. S3E19 00:39:15
- **Ice Feast** — Maximum and current HP of everyone rise by 15. S3E19 00:25:35
- **Ice Feast** — Riz says he is at 105 HP because of Ice Feast. S3E19 01:39:04

Spells

- **Mage Hand** — Controls the Hangvan with a Mage Hand. S3E1 00:19:09
- **Booming Blade** — Declares Booming Blade, then notes it needs a sword and shoots with his gun instead. S3E1 00:23:31
- **Silvery Barbs** — Gives an ally advantage on their next roll. S3E1 00:36:59, S3E1 00:37:38
- **Silent Image** — Casts it through the Arcadian Watch, an imitation of a folder. S3E3 01:22:01
- **Detect Magic** — Casts it with his necktie. S3E4 01:24:28
- **Tasha's Hideous Laughter** — Cast while hidden; as an Arcane Trickster the target has disadvantage on the save. S3E5 00:23:07
- **Compelled Duel** — Cast on Kalina. S3E5 01:17:20
- **Invisibility** — Casts it on Kristen. S3E5 01:52:59
- **Remote Access** — Simulates a device's functions; the target makes a Wisdom save against his DC. S3E8 01:18:57
- **Detect Good and Evil** — Murph: "I've got See Invisibility and Detect Evil and Good." S3E12 00:21:07
- **See Invisibility** — Murph: "I've got See Invisibility and Detect Evil and Good." S3E12 00:21:07
- **Misty Step (Sword of Shadows)** — Uses the Sword of Shadows to Misty Step out of a room. S3E12 01:21:41
- **Haste** — Concentrates on Haste on himself. S3E14 01:29:14
- **Slow** — Casts Slow on four enemies after hiding (Magical Ambush). S3E19 00:39:29
- **Hold Person** — Plans to cast it on an attacker over the lava. S3E20 00:24:19

Items

- **Gukgak Gun (Sun Gun)** — The Gukgak Gun modified with Gorgug to have essentially sun powers, radiant damage. S3E1 00:19:51
- **Arcadian Watch** — Projects a Silent Image of a folder. S3E3 01:22:01
- **Briefcase** — Backup tie kept in his briefcase. S3E3 01:36:26
- **Necktie** — Used to scan for Detect Magic. S3E4 01:24:28

	<ul style="list-style-type: none">• Gregorian Necktie — Murph names it: it can do Detect Evil and Good. S3E8 00:18:56• Bracers of Defense — Received from Kristen; +2 AC with no armor or shield. S3E11 02:19:44• Potion of Fire Giant Strength — Gives Gorgug a Potion of Fire Giant Strength. S3E11 02:20:52• Potion of Fire Giant Strength — lost: handed to Gorgug. S3E11 02:20:52• Sword of Shadows — Used for Booming Blade, a melee attack with the sword. S3E12 00:54:41• Gregorian Necktie — Used to record everything that is happening. S3E15 02:19:50• Eye of the Vulture King — Riz says there are two eyes and he has the other one. S3E15 02:28:14• Gizzard of the Vulture King — Gives it to Fig for 3d10 hit points. S3E20 00:52:29

