

# Wee Goo — The Fighter



## Identity

- **Name:** Wee Goo
- **Gender:** Male
- **Class:** Fighter

- **Tribe origin:** Licktoad
- **Player:** Karim

## Roster Note

Wee Goo is a fill-in character for low-player-count sessions. He appears as "Vigo" in the early items log (`scorch-early-items.txt`, T3) — listed alongside Scorch and Bähh with a Dogslicer. Not confirmed in FoundryVTT (T1). Not confirmed present in all campaign phases. Last confirmed level 4.

The campaign account (T4) describes him as present from the whelping cage through the Temple of Lamashtu. This is narrative retelling, not session-confirmed presence.

## Physical & Personality

Wee Goo's defining action in the campaign narrative is sitting on someone — physical, direct, occupying space. This is both his introduction and a complete personality summary. The campaign account's final line at the Temple of Lamashtu: "sat on someone at the start and ended here." The arc is complete in that line. He is one of two fighters, alongside Shvub-Mah.

## Role in Campaign Events

- **Early sessions (as "Vigo" — fill-in):** Listed in the early items log with a Dogslicer alongside Scorch and Bähh. *remembered* — T3 (`scorch-early-items.txt`)
- The campaign account (T4) describes him as present throughout. This is narrative retelling.
- His actual session-by-session presence is not confirmed in T1 (FoundryVTT).

## Status at End of Known Account

Fill-in. Last confirmed level 4. The campaign account places him at the Temple of Lamashtu — this reflects narrative retelling (T4), not session-confirmed presence.

## Notes

- "Sat on someone at the start and ended here" is a canonical character-arc note from the primary source (T4). Preserve in narrative use.
  - Named "Vigo" in the early items log. "Wee Goo" is the canonical name for narrative/game use.
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