


Gilbert Bluehorn

 \ **Race:** Goblin \ **Class:** Paladin (Level 7) \ **Background:** Sailor \ **Alignment:** Neutral Good (NG) \ **Level:** 7 \ **Player Name:** [PLACEHOLDER]

Lore & History

Lore

Trait, Ideal, Bond, Flaw information is missing from the provided file. \ **Feature:** Ship's Passage (Sailor Background) </panel> — =====  Ability Scores & Combat =====

Ability Scores

ABILITY SCORES TABLE

Ability	Score	Modifier
Strength	13	+1
Dexterity	16	+3
Constitution	14	+2
Intelligence	10	+0
Wisdom	8	-1
Charisma	16	+3

Combat Stats

COMBAT STATS TABLE

Stat	Value
Armor Class	20 (Plate Armor + Shield)
Initiative	+3
Speed	30 ft.
Hit Points (Max)	58
Current Hit Points	45
Hit Dice	6d10
Proficiency Bonus	+3

— =====  Skills =====

Skills

SKILLS TABLE: [P]=Proficient

Skill	Mod	Prof.	Skill	Mod	Prof.
Acrobatics (DEX)	+3	[]	Persuasion (CHA)	+3	[]
Animal Handling (WIS)	-1	[]	Religion (INT)	+0	[]
Arcana (INT)	+0	[]	Sleight of Hand (DEX)	+3	[]
Athletics (STR)	+4	[P]	Stealth (DEX)	+3	[]
Deception (CHA)	+3	[]	Survival (WIS)	-1	[]
History (INT)	+0	[]	Saving Throws		
Insight (WIS)	+2	[P]	Strength	+1	[]
Intimidation (CHA)	+3	[]	Dexterity	+3	[]
Investigation (INT)	+0	[]	Constitution	+2	[]
Medicine (WIS)	+2	[P]	Intelligence	+0	[]
Nature (INT)	+0	[]	Wisdom	+2	[X]
Perception (WIS)	+2	[P]	Charisma	+6	[X]
Performance (CHA)	+3	[]			

— ===== Spells & Class Features (Paladin) ===== Total Spell Slots: 1st (4), 2nd (2)

Paladin Spellcasting

Spellcasting Ability: Charisma

Spell Save DC: 14

Spell Attack Bonus: +6

Paladin Features (Level 6)

* **Fighting Style** (Missing specific choice from file) * **Divine Sense** * **Lay on Hands** (30 points) * **Divine Smite** * **Extra Attack** (Level 5) * **Aura of Protection** (Level 6: 10 ft. radius)

Racial Features (Goblin)

* **Nimble Escape** * **Fury of the Small** * **Condition Immunities:** Diseased

— ===== Attacks & Spellcasting =====

Name	Attack Bonus	Damage/Type	Notes
Scimitar	+6 (DEX + PB)	1d6 + 3 Slashing	Finesse, Light.
Javelin	+4 (STR + PB)	1d6 + 1 Piercing	Range 30/120 ft.
Spell Save DC	14	Spell Attack +6	Spellcasting Ability: Charisma

— ===== Inventory & Equipment (All Items) =====

Weapons & Armor:

* Scimitar (Equipped) (Quantity: 1)

* Shield (Equipped) (Quantity: 1)

* Javelin (Quantity: 4)

Gear & Tools (Proficient: Navigator's Tools, Water Vehicles):

* Holy Symbol (Amulet) (Quantity: 1)

* Dungeoneer's Pack (Quantity: 1)

Currency:

* **Gold Pieces (GP):** 3949

* **Silver Pieces (SP):** 1200

— ===== Additional Info =====

Info

Proficiency Bonus: +3

Languages: Common, Goblin

Senses: Darkvision 60 ft.

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