

Gilbert Bluehorn



Race: Goblin

Class: Fighter (Level 6)

Background: [NOT FOUND]

Alignment: Neutral Good (NG)

Level: 6 (Derived from 23,000 XP)

Player Name: [PLACEHOLDER]

□ Lore & History

□ Lore

Trait: [NOT FOUND]

Ideal: [NOT FOUND]

Bond: [NOT FOUND]

Flaw: [NOT FOUND]

□ 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 | 15 (Calculated: 10 + DEX Mod 3 + Shield 2) |
| Initiative | +3 |
| Speed | 30 ft. |
| Hit Points (Max) | 58 |

| Stat | Value |
|--------------------|---------------|
| Current Hit Points | 45 |
| Hit Dice | 6d? (Level 6) |
| Proficiency Bonus | +3 |

✘ Skills

✘ Skills

SKILLS TABLE

| 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 | [X] | Stealth (DEX) | +3 | [] |
| Deception (CHA) | +3 | [] | Survival (WIS) | -1 | [] |
| History (INT) | +0 | [] | Saving Throws | | |
| Insight (WIS) | +2 | [X] | Strength | +1 | [] |
| Intimidation (CHA) | +3 | [] | Dexterity | +3 | [] |
| Investigation (INT) | +0 | [] | Constitution | +2 | [] |
| Medicine (WIS) | +2 | [X] | Intelligence | +0 | [] |
| Nature (INT) | +0 | [] | Wisdom | +2 | [X] |
| Perception (WIS) | +2 | [X] | Charisma | +6 | [X] |
| Performance (CHA) | +3 | [] | | | |

☐ All Spells

☐ All Spells

No spells were found in the character data.

☐ Attacks & Spellcasting

| Name | Attack Bonus | Damage/Type | Notes |
|-------------------------|---------------|------------------|---|
| Scimitar | +6 (DEX + PB) | 1d6 + 5 Slashing | Finesse, Light, Equipped. Includes +2 MWAK bonus. |
| Javelin (Melee) | +4 (STR + PB) | 1d6 + 3 Piercing | Equipped. Includes +2 MWAK bonus. |
| Javelin (Thrown) | +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 (Quantity: 1, Equipped)
- * Javelin (Quantity: 5, Equipped)
- * Shield (Quantity: 1, Equipped, +2 AC)

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

- * Navigator's Tools (Proficiency Mod: +3)
- * Water Vehicle Proficiency (Mod: +3)

Currency:

- * **Gold Pieces (GP):** 3949
- * **Silver Pieces (SP):** 1200
- * **Copper Pieces (CP):** 0

Additional Info

Info

Proficiency Bonus: +3

Languages: Common, Goblin

Condition Immunities: Diseased

Senses: Darkvision 60 ft.

Size: Small

Feats/Features: Action Surge, Second Wind, Fighting Style (Fighter Class Features)

From:
<http://wiki.liamgore.co.uk/> - Liam's Campaigns

Permanent link:
<http://wiki.liamgore.co.uk/doku.php?id=saltmarsh-home:players:gilbert&rev=1762796617>

Last update: **2025/12/29 20:41**

