```
===== Ni'gel =====
```

```
</col>
```

 Ability Scores

```
^ Ability ^ Score ^ Modifier ^
| Strength     | 14 | +2 |
| Dexterity    | 18 | +4 |
| Constitution | 12 | +1 |
| Intelligence | 10 | +0 |
| Wisdom       | 16 | +3 |
| Charisma     | 8  | -1 |
</panel>
```

```
<panel type="default" title="⚔ Combat Stats">
^ Stat ^ Value ^
| Armor Class       | 18      |
| Initiative        | +4      |
| Speed             | 30 ft   |
| Hit Points        | 38 / 38 |
| Hit Dice          | 5d10    |
| Proficiency Bonus | +3      |
</panel>
</col>
```

```
<col sm="5">
<panel type="info" title="Character Overview">
<center>
{{:saltmarsh-home:players:screenshot_2025-10-24_170520.png?direct&300|Nigiel
Portrait}}
</center>
```

- *Race:*
  Class:
  Background:
  Alignment:
  Level:
  </panel> </col> </grid>

Name	Attack Bonus	Damage/Type
Longbow	+7	1d8+4 piercing
Shortsword	+5	1d6+2 slashing

 Equipment

    - Explorer's Pack
    - Longbow (20 arrows)
    - Shortsword

- Leather Armor
- Trinket: Feather from a griffon

 Lore

<!– Add lore content here –

‖

>

</panel> <panel type="info" title=" Info"> <!-- Add additional metadata or notes here --> </panel>