NOEL

young adult warforged neutral good Level 5 ranger

Pronouns: they/them **Occupations:**

Lone wonderer / outcast / no use

for money

Armor Class 14

Hit Points 30 (TODO H Speed 35.

STR DEX CON INT WIS 12 () 16 16 11

CHA 12

Saving Throws

TODO Saving Throws Skills

Proficiencies

Damage Immunities TODO Damage Immunit Condition Immunities

TODO Condition Immuni Senses TODO Senses Languages Common a

Adjectives Diligent,

Special Abilities

 There are some dov having amnesia. W finds out about the events go against t current alignment, would make a wisd throw (DC 10). If th they take 1d4 phys and that damage is from their max HP. | N/A | Noel starts a Ranger. When the I more information a Noel's past through Noel is able to refle changes on their ch sheet: Meaning tha Noel's past, the DM they were a thief, N

obtain proficiency i

tools, or even multi

2500 x 3235 \longleftrightarrow 1 Image Dummy

ROLEPLAYING

Introduction

Mysterious figure in the bell tower causes rumors by locals. No memories and needs help figuring out their past.

Appearance

A metal figure, rusted and dented. Well used metals and worn leather armor. look like body was not well taken care of.

Expressions

"My memories escape me."

Mannerisms

When Noel can't remember something, the grind their metal mouth. They tap their head as they think.

Motivations

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> **Saving Throws TODO Saving Throws** Skills

Proficiencies TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common and Elvish Adjectives Diligent,

Special Abilities

 There are some downsides to having amnesia. When Noel finds out about their past, if events go against their curre alignment, Noel would make wisdom saving throw (DC 10 If they fail, they take 1d4 physic damage and that damage is removed from the max HP. | N/A | N/A | N/A | No starts as a Ranger. When the **DM reveals more information** about Noel's past through th story, Noel is able to reflect those changes on their character sheet: Meaning th if in Noel's past, the DM reveals they were a thief, No could obtain proficiency in thief's tools, or even multicla as a rogue. This special abili can happen at anytime and i not related to experience, bu is up to the DM.

Special Equipment

 Noel has a unique mask they found in a dump. it is a bit cracked in places. It resemb a comedy mask from a traveling theater.

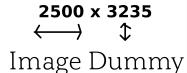
Combat Tactics

Actions

Zephyr Strike | Hunters Mark

Factions

ROLEPLAYING



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they cannot remember who. They search

Secrets

for answers.

Passions

They do not know much about their past, but they do know of one name, though not to whom it belongs to.

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