# 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 Hitdice)

Speed 35.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 12 ()
 16
 16
 11
 11
 12

**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,

**CELL ONE** 

# **Special Abilities**

• There are some downsides to having amnesia. When Noel finds out about their past, if events go against their current alignment, Noel would make a wisdom saving throw (DC 10). If they fail, they take 1d4 physic damage and that damage is removed from their max HP. | N/A | N/A | N/A | Noel starts as a Ranger. When the DM reveals more information about Noel's past through the story, Noel is able to reflect those changes on their character sheet: Meaning that if in Noel's past, the DM reveals they were a thief, Noel could obtain proficiency in thief's tools, or even multiclass as a rogue. This special ability can happen at anytime and is not related to experience, but 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 resembles a comedy mask from a traveling theater.

#### **Combat Tactics**

## **Actions**

Zephyr Strike | Hunters Mark

#### **Factions**

# 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. looks like body was not well taken care of. **Expressions** "My memories escape me." **Mannerisms** When Noel can't remember something, they grind their metal mouth. They tap their head as they think. **Motivations** Noel knows they use to be someone, but they cannot remember who. They search for answers. **Passions** Noel loves all animals. They have found nothing but love from forest creatures and will always give kindness in return. Secrets They do not know much about their past, but they do know of one name, though not to whom it belongs to.

CELL 2

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**Special Equipment** 

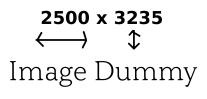
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**Factions** 



# ROLEPLAYING

# Introduction

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# **Appearance**

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## **Expressions**

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