



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
12	16	16	11	11
(+1)	(+3)	(+3)	(+1)	(+1)

CHA
12
(+1)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common and
Elvish,
Adjectives Diligent,

Special Abilities

-

Special Equipment

-

Combat Tactics

Actions

-

Factions

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

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

Appearance

A metal figure, rusted and dented. V
used metals and worn leather armor
looks like body was not well taken c
of.

Expressions

"My memories escape me."

Mannerisms

When Noel can't remember somethi
they grind their metal mouth. They t
their head as they think.

Motivations

Noel knows they use to be someone
they cannot remember who. They se
for answers.

Passions

Noel loves all animals. They have fo
nothing but love from forest creatur
and will always give kindness in retu

Secrets

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

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
12	16	16	11	11
(+1)	(+3)	(+3)	(+1)	(+1)

CHA
12
(+1)

Saving Throws
TODO Saving Throws
Skills 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
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.

BACKGROUND STORY

E