

## CELL 2NoEL

young adult warforged  
neutral good  
Level 5 ranger

**Pronouns:** they/them

**Occupations:**

Lone wonderer / outcast / r  
use for money

**Armor Class** 14

**Hit Points** 30 (TODO Hitdic

**Speed** 35.

STR	DEX	CON	INT	WIS
12	16	16	11	11

**CHA**  
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 ,

### 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 physical 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 thieves 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

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2500 x 3235  
Image Dummy

## ROLEPLAYING

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### 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.

2500 x 3235  
Image Dummy

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**Special Equipment**

- Noel has a unique necklace found in a dump. it is cracked in places. It resembles a comed mask from a traveling theater.

**Combat Tactics**

**Actions**

Zephyr Strike | Hunters Mark

**Factions**

**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.

## ROLEPLAYING

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