

# NOEL

young adult warforged  
neutral good  
Level 5 ranger

**Pronouns:** they/them  
**Occupations:**  
Lone wonderer / outcast / no u  
for money  
**Armor Class** 14  
**Hit Points** 30 (TODO Hitdice)  
**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 wisdom saving throw (DC 10). If they fail, they take 1d4 psychic 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 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

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

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

- There are some doves having amnesia. W finds out about the events go against the current alignment, would make a wise throw (DC 10). If they take 1d4 physical damage and that damage is from their max HP. | N/A | Noel starts a Ranger. When the more information about Noel's past through Noel is able to reflect changes on their character.

## Image Dummy

sheet: Meaning that Noel's past, the DM they were a thief, Noel obtain proficiency in tools, or even multi-rogue. This special happen at anytime related to experience up to the DM.

**Special Equipment**

- Noel has a unique necklace found in a dump. it cracked in places. It resembles a comed 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.

**BACKGROUND STORY**

Noel was not always a warforged. They remember the grass under their feet and the taste of meat but nothing else, not even their name. The name Noel comes from an old manufacturing plate located on the body they woke in: Number 31 (No.31). The body was long ago discarded. Noel awoke in a mass grave of warforged with only a name in their head. They are not sure if the name is theirs or if it is someone they once knew. They have been searching for answers to no prevail. They have been kicked out of towns and shunned from inns for the way they look. They have only ever found sanctuaries, temples and alone in the woods. They have resorted to requesting local clerics to ask around about the faceless name for any answers. | The true backstory of this character is up to the DM. Is this character somehow connected to your party or the BBEG? | were they in a romantic partnership with a necromancer or Lich and when they died, did the partner did everything they could to bring them back? Were they the warlock that made a deal with their patron? After they died, did the patron put their soul into a machine for them to continue to serve? Are those memories actually their own, or are they being manipulated? | There are many possibilities, that I would feel right cementing only one background for this character. Adjust as needed for your own campaign.

## PERSONALITY

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