

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 (+1) | 16 (+3) | 16 (+3) | 11 (+1) | 11 (+1) |

CHA

12
(+1)

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 psychic damage and that damage is removed from their max HP. | N/A | N/A | N/A | N/A 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

2500 x 3235
Image Dummy

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Actions

Zephyr Strike | Hunters Mark

Factions

ROLEPLAYING

Introduction

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Appearance

A metal figure, rusted and
dented. Well used metals a
worn leather armor. looks li
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 w
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Secrets

They do not know much abo
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one name, though not to wh
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| Combat Tactics Actions Zephyr Strike Hunters Mark | Secrets 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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BACKGROUND STORY

Noel was not always a warforged. They remember the grass upon 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 sanctuary in 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, the partner did everything they could to bring them back? Were they a 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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