

NoEL

young adult warforged
neutral good
Level 5 ranger

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 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

Pronouns: they/them
Occupations: Lone wonderer / outcast / no use for money
Armor Class 14
Hit Points 30 (TODO Hit Points)
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

- 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 permanent 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, 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

2500 x 3235
Image Dummy

Actions
Zephyr Strike | Hunters Mark

Factions

ROLEPLAYING

Introduction
Mysterious figure in the bell tower causes rumors by local. 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 one name, though not to whom it belongs to.

BACKGROUND STORY
Noel was not always a warforged. They remember the grass upon their feet and the taste of mead, but nothing else, not even their name. The name Noel comes from an old manufacturing plate located on the body they woke up in: Number 31 (No.31). The body was long ago discarded. Noel awoke in a mass grave of warforged with no name in their head. They are not sure if the name is theirs or if it's someone they once knew. They have been searching for answers, but no prevail. They have been kicked out of towns and shunned from

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 a 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, their 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 so many possibilities, that I wouldn't feel right cementing only one background for this character. Adjust as needed for your own campaign.

PERSONALITY

Noel was not always a warforged. They remember the grass upon their feet and the taste of mead, but nothing else, not even their name. The name Noel comes from an old manufacturing plate located on the body they woke up 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's someone they once knew. They have been searching for answers with 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 a 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, their 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 so many possibilities, that I wouldn't feel right cementing only one background for this character. Adjust as needed for your own campaign.