

Age: young adult
Race: warforged
Pronouns: they/them
Occupation:

- Lone wonderer / outcast / no use for money

Class: ranger
Level: 5
Alignment: neutral good
Languages:

- Common and Elvish

Factions:

Adjectives:

- Diligent

Armour Class: 14
Hit Points: 30
Speed: 35

STR 12	DEX 16	CON 16	INT 11	WIS 11	CHA 12
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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.~~

Acting

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.
Vulnerabilities: Noel would give their all in protecting any animal from harm, just as though they would to protect their allies.

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.
Attacks: Zephyr Strike | Hunters Mark
Combat Tactics:

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.

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 only a name in their head. The 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, 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.