



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
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common and
Elvish,
Adjectives Diligent,

Special Abilities

-

Special Equipment

-

Combat Tactics

Actions

-

Factions

2500 x 3235



Image Dummy

ROLEPLAYING

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.

Motivations

Noel knows they use to be someone
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.

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Immunities
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Languages Common and
Elvish,
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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.
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

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 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.

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