



# 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.

# 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** **Skills**  
**Proficiencies**  
TODO  
**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

Zephyr Strike | Hunters Mark

## Factions

# 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, 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 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.