

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

CHA
12

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 wisdom saving throw (DC 10). If they fail, they take 1d4 psychic damage and that damage is removed from the max HP. | N/A | N/A | N/A | No 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

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 H

ROLEPLAYING

Introduction

2500 x 3235
Image Dummy

Speed 35.

STR	DEX	CON	INT	WIS
12	() 16	16	11	11

CHA
12

Saving Throws
TODO Saving Throws

Skills

Proficiencies

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages Common and Elven

Adjectives Diligent ,

Special Abilities

- There are some doves having amnesia. When they find out about the events go against their current alignment, they would make a wisdom throw (DC 10). If they fail, they take 1d4 physical damage and that damage is subtracted from their max HP. | N/A | Noel starts as a Ranger. When they have more information about Noel's past through the DM, Noel is able to reflect changes on their character sheet: Meaning that if Noel's past, the DM says they were a thief, Noel can obtain proficiency in tools, or even multiclass as a rogue. This special ability can happen at anytime related to experience up to the DM.

Special Equipment

- Noel has a unique necklace found in a dump. it is cracked in places. It resembles a comed mask from a traveling theater.

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.

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 meat 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 was someone they once knew. They have been searching for answers but no prevail. They have been kicked out of towns and shunned from 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 patron 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 the

died did the patron put their so into a machine for them to cont 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

Noel was not always a warforge. 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 plant 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 belongs to someone they once knew. They have been searching for answers but to no prevail. They have been kicked out of towns and shunned from 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 patron 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 many possibilities, that I would feel right cementing only one background for this character. Adjust as needed for your own campaign.