

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 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

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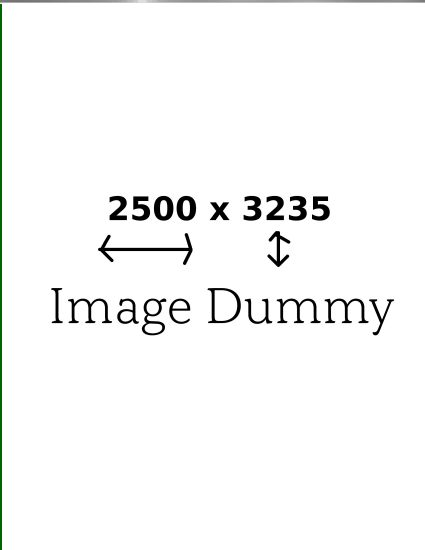
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ROLEPLAYING

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.

Actions

Zephyr Strike | Hunters Mark

Factions

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Introduction

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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 what it belongs to.

Noel is able to remember changes on their character sheet: Meaning that Noel's past, the DM they were a thief, Noel obtain proficiency in tools, or even multi-rogue. This special happen at anytime related to experience up to the DM.

Special Equipment

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

Combat Tactics

Actions

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Factions

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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 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 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 request local clerics to ask around about the faceless name for any answers. | The true backstory of this character is up to the DM. | 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, the 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.

PERSONALITY

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