

Squeak

Dot point history

- Was 'defective' - squeaky - and needed work before being sent out. Ended up immobile in an Alchemist's lab for a few months until they had time to fix him. Name comes from then.
- Was in a squad with Palisade and multiple other warforged under the command of X. Many warforged died.
- Learned to help repair other warforged, trained to deploy explosives/flamethrower at close range. Very effective against undead.
- X sent remainder of squad to guard [Bronwyn d'Deneith](#) with his dying breath.
- Found Bronwyn. Guarding her.
- Hired Vi as a 'scout' to help navigate human society.

Squeak was built with a defect. It wasn't detected until the second day after his creation, when he started to squeak while moving.

The lubricant produced within his body was defective. His joints started to freeze up, and he was taken out of training for repair.

The alchemist specialist took a while to get round to squeak. Weeks passed as he stood, immobile, in the workshop. Occasional discussions about whether his defect meant he should just be recycled - discussions in which he was a mute observer.

This gave him an elementary understanding of his own creation, and a fear of immobility - and helplessness.

- Convinced not actually alive => desperately pretending to be more 'human'
- * Worships creator as god => The gods exist, but don't care about me
- * Philosophical => Pragmatic
- * Q: What does outliving my creator make me? => Q: What can I become?
- * Simple tool of war => Highly complex tool of peace
- * Doesn't like to worry about the complexity of life => Fascinated by complexity, easily bored.

Step 1: Write 5 background and concept elements that you feel are important to your image of the character. These can be a concept overview, a list of important life events, a physical description, a personality profile...whatever you need to get an image in your mind. 5 is just a minimum...more elements are encouraged!

1. Desperately trying to be more 'human'. Surrounds himself with the trappings of human life in the hopes somehow it will transmute him. Exception: sleeping.
2. Malthusian: he has seen the suffering of war, of people, and especially of the warforged. The gods do not care about him, he does not care about them. Clerics say his people have no soul: "If we do not have a soul, I will build one".
3. Scared of damage (unusual for a warforged) not because of pain but because he fears being abandoned (or recycled) if not useful.
4. Fascinated by the complexity in everything. Easily bored. Tried pretending to sleep, but just couldn't cope.
5. Desperate to be found useful - a holdover from his earliest days

Step 2: List at least two goals for the character. At least one of these goals should be one that the character has, while another should be one that you, as a player, want to see developed over the course of the game.

- Character goal: Make Bronwyn declare him her best friend. He's not quite sure how. Humans have best friends.
- Player goal: Build a new construct (in attempting to understand himself, but also to simulate parenthood).

Step 3: List at least two secrets about your character. One is a secret the character knows, one is a secret that involves him but that he is not actually aware of yet. This will help me in creating plots that center around your character. I will also be creating a third secret which you as a player will not be aware of, so expect some surprises!

- That he knows: An early commander marked a green Squeak down as 'parts' after performing badly and taking major damage in a large skirmish. Squeak killed her in fear. He tried to repair her. His squadmates knew he tried repair, but not that he killed her... but with time and perspective they may have become less naive and gullible.
- That he does not know: Squeak's model was an experiment, with extra thick Adamantine plating and a unique secondary neural motivator. There are no spares. Someone is hunting down warforged of his model, scrapping them and removing the motivator.

Step 4: Describe at least three people that are tied to the character. Two of them are friendly to the character, one is hostile. If you like, you can include an enemy of yours here as well, so I have an instant NPC nemesis to throw at you.

- Friendly: Still (Warforged Fighter/Alchemist). Still was a member of Squeak's unit, but didn't get the final order. Still is another Alchemist, and the two exchange very large letters very slowly when they can, sharing notes, stories and experiences.
- Friendly: Greybeard (Dwarven Fighter, old). Greybeard bought a tower in Sharn when she retired from the war. She discovered the lower towers were cheaper, and bought in bulk for her whole family. Squeak bought one of her refurbished apartments a few days ago. Regular gifts of fresh-baked Dwarven tarts has made Greybeard like him, and made Squeak thereby a semi-honorary member of a small Dwarven Ghetto near the bottom of one of Sharn's towers. He's a good boy.
- Enemy: Jarot (Human Alchemist) doesn't like a warforged moving in and stealing a good, hardworking human's business. He especially doesn't like it when it is his business. Jarot wasn't quite ready to attack by himself, but he's rallied a number of fellow citizens to make Squeak's life hell.

Step 5: Describe three memories, mannerisms, or quirks that your character has. They don't have to be elaborate, but they should provide some context and flavor.

1. Frozen in immobility as Alchemist and apprentices work madly in the laboratory. The apprentice assigned to dismantle him - until called away to more important business.
2. Humans like food. Humans need food to live. Humans want to live. Eating food makes humans happy. Therefore giving gifts of food to humans will make them like you. Squeak carries a lot of treats he can't eat, so he can give them to humans.

3. Because of his weight Squeak is always very hesitant with new surfaces, he will walk with legs far apart, and tends to stamp a little before trusting something with his weight.