

## **N**ARMANALETH

Elderly Kalashtar Lawful Good Level 20 Shaman

> Pronouns: he/him Occupations: Hermit Armor Class 13 Hit Points 173 (TODO Hitdice) Speed 20.

**STR DEX CON INT WIS** 8 11 14 18 20 (-1) (+1) (+2) (+4) (+5)

20 (+5)

3235

Ĵ

)ummy

Saving Throws
TODO Saving Throws
Skills
Herbalism and Potion Making
Proficiencies
Damage Immunities
TODO Damage Immunities
TODO Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Quori
Celestial
Adjectives

#### **Special Abilities**

-

#### **Special Equipment**

#### **Combat Tactics**

Due to his frailty, he will mostly use magic and psionics if he's forced to fight, but he mostly only fights on the astral plane

#### **Actions**

-

#### **Factions**

• Monks of Adaran

#### NARMANALETH

Elderly Kalashtar Lawful Good Level 20 Shaman

> Pronouns: he/him Occupations: Hermit Armor Class 13 Hit Points 173 (TODO Hitdice) Speed 20.

**STR DEX CON INT WIS**8 11 14 18 20
(-1) (+1) (+2) (+4) (+5)

20 (+5)

2500 x 3235

Image Dummy

 $\longleftrightarrow$ 

ROLEPLAYING

In small clearing, a leathery old mar tends a small pot over a fire. "The

Spirits said you would come. Please

Heavily tanned and wrinkled with lo

gray hair. Loose-fitting animal hide

armor and linen clothes and cloudy

"The Spirits have spoken", "Your pat

is clear to me", "II-Yannah surrounds

Needs staff to walk, very hunched at

Helping the spirits carry out their

He speaks to the spirits through his spirit and knows what they want. He

been fleeing the Dreaming Dark his

wishes. Spreading the light of Il-

Yannah. Fighting the Inspired

Introduction

**Appearance** 

white eyes

**Expressions** 

you with its light"

**Mannerisms** 

has tremors

Motivations

**Passions** 

Secrets

whole lif

**Saving Throws** 

TODO Saving Throws **Skills Skills** Herbalism and Potion Making

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities

Senses TODO Senses Languages Common Quori Celestial Adjectives

#### **Special Abilities**

## Special Equipment

#### **Combat Tactics**

Due to his frailty, he will mostly use magic and psionics if he's forced to fight, but he mostly only fights on the astral plane

#### **Actions**

#### **Factions**

Monks of Adaran

### ROLEPLAYING

#### Introduction

In small clearing, a leathery old man tends a small pot over a fire. "The Spirits said you would come. Please sit"

#### **Appearance**

Heavily tanned and wrinkled with long gray hair. Loosefitting animal hide armor and linen clothes and cloudy white eyes

#### Expressions

"The Spirits have spoken", "Your path is clear to me", "Il-Yannah surrounds you with its light"

# Cell3

Needs staff to walk, very hunched and has tremors

#### **Motivations**

**Mannerisms** 

Helping the spirits carry out their wishes. Spreading the light of II-Yannah. Fighting the Inspired

#### **Passions**

#### Secrets

He speaks to the spirits through his spirit and knows what they want. He's been fleeing the Dreaming Dark his whole lif

## BACK STOR

After cor and seeing tl the Dreamin Riedra, Narm into the worl and follow th Using his Qu connect with other realms adept and af practicing, ve chosen path. for the spirits using his pov forces of the the astral pla out heroes a help them fir spirit's behes very tired no almost done those who w footsteps to knowledge, I he has bouts by his twin s much fewer as he's gotte