

CELL  
ONENARMANALETH

elderly Kalashtar  
lawful good  
Level 20 shaman

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

**STR** 8 (**DEX** 11 **CON** 14 **INT** 18 **V** 20  
**CHA** 20

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Herbalism and Potion M.  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunit  
**Condition Immunities**  
TODO Condition Immuni  
**Senses** TODO Senses  
**Languages**  
Common Quori Celestial  
**Adjectives** ,

Special Abilities

- Kalashtar Traits: Du  
Mental Discipline M  
Psychic Glamour Se  
from Dreams | Tote  
Spirit: Raven Ironw  
Natural Explorer Sp  
Magic Spirit Sight P

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

2500 x 3235  
Image Dummy

NARMANALETH

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lawful good  
Level 20 shaman

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**Occupations:** Hermit  
**Armor Class** 13  
**Hit Points** 173 (TODO Hitdice)  
**Speed** 20.

**STR** 8 **DEX** 11 **CON** 14 **INT** 18 **WIS** 20  
**CHA** 20

**Saving Throws**  
TODO Saving Throws  
**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

- Kalashtar Traits: Dual Mind  
Mental Discipline Mind Link  
Psychic Glamour Severed from  
Dreams | Totem Spirit: Raven  
Ironwood Skin Natural Explorer  
Spiritual Magic Spirit Sight  
Primal Protector Spiritual  
Connection Bounty of Life  
Spiritual Whisper Eternal Favor  
Spiritual Warrior | Sixth Sense  
Spiritual Possession Bridge  
Between Worlds Vengeful Spirits  
Grand Shaman Totem of Spirits |  
Path of the Spirit Spiritual Guide  
Ghost Touch Spiritual Focus  
Spirit Journey | Wild Talent  
Tower of Iron Will Metabolic  
Control Telepathic Telekinetic

Special Equipment

- Staff of the Woodlands.
- {"Statue of Wondrous  
Power"=>"Silver Crow, Holy  
Symbol of Ravenkind."}

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

Shaman Spellcasting or Psionics | Staff

Factions

Protector Spiritual Connection Bounty Spiritual Whisper E Favor Spiritual War Sixth Sense Spiritua Possession Bridge E Worlds Vengeful Sp Grand Shaman Tote Spirits   Path of the Spiritual Guide Gho Touch Spiritual Foc Journey   Wild Taler of Iron Will Metabol Control Telepathic Telekinetic	<b>Appearance</b> <b>Heavily tanned and wrinkled with long gray hair. Loose-fitting animal hide armor and linen clothes and cloudy white eyes</b>
<b>Special Equipment</b> <ul style="list-style-type: none"><li>• Staff of the Woodlan</li><li>• {"Statue of Wondro Power"=&gt;"Silver C Holy Symbol of Ravenkind."}</li></ul>	<b>Expressions</b> <b>"The Spirits have spoken", "Your path is clear to me", "Il-Yannah surrounds you with its light"</b>
<b>Combat Tactics</b> <p>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</p>	<b>Mannerisms</b> <b>Needs staff to walk, very hunched and has tremors</b>
<b>Actions</b> <p>Shaman Spellcasting or Psionics   Staff</p>	<b>Motivations</b> <b>Helping the spirits carry out their wishes. Spreading the light of Il-Yannah. Fighting the Inspired</b>
<b>Factions</b>	<b>Passions</b> <b>Secrets</b> <b>He speaks to the spirits through his spirit and knows what they want. He's been fleeing the Dreaming Dark his whole lif</b>

	<div>2500 x 3235</div> <div>Image Dummy</div>
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