

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 WIS8 11 14 18 20
(-1) (+1) (+2) (+4) (+5)

20 (+5)

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Saving Throws

TODO Saving Throws **Skills**

Herbalism and Potion Making

Proficiencies

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

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Factions

Monks of Adaran -

Image Dummy

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"

Mannerisms

Needs staff to walk, very hunched and has tremors

Motivations

Helping the spirits carry out their wishes. Spreading the light of Il-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

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BACK STOR

After cor Adar and see posed by the and the Ried fled out into hide, fight ba the path of a his Ouori spir connect with other realms very adept a practicing, v his chosen p with and for addition to u combat the f Dreaming Da plane, he wil heroes and a help them fir the spirit's b old and very battle is alm he's looking would follow to impart his most of his k of madness of twin spirit, b fewer and fu he's gotten c