

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)

CHA
20
(+5)

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

-

Factions

Monks of Adaran -

2500 x 3235

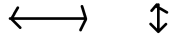


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ROLEPLAYING

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. Loose-fitting 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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BACKSTORY

After coming to the world and seeing the Dreaming Dark, Riedra, Narmanaleth decided to follow the path of the Quori. Using his Quori powers to connect with other realms, he became an adept and a powerful practitioner, eventually chosen as the spirit's representative for the spirit's forces of the astral plane. He helped out heroes and helped them fight the spirit's behemoths. He was very tired and almost done with those who walked the footsteps to knowledge. He had he has bouts by his twin spirit, but much fewer as he's gotten older.