NARMANALETH

elderly Kalashtar lawful good Level 20 shaman

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

STR DEX CON INT WIS 8 () 11 14 18 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 Raven Ironwood Sk Explorer Spiritual M Sight Primal Protect Spiritual Connection of Life Spiritual Whi **Eternal Favor Spirit** Warrior | Sixth Sens **Spiritual Possessior** Between Worlds Ve Spirits Grand Sham of Spirits | Path of t Spiritual Guide Gho Spiritual Focus Spir | Wild Talent Tower Will Metabolic Cont Telepathic Telekine

2500 x 3235 ⇕ Image Dummy

ROLEPLAYING

Introduction

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

Appearance

Heavily tanned and wrinkled with long gra 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 wit its light"

Mannerisms

Needs staff to walk, very hunched and has tremors

Motivations

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Hit Points 173 (TODO Hitdice)

Speed 20.

STR DEX CON INT WIS 11 14 18 20

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> **Saving Throws TODO Saving Throws 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 fro Dreams | Totem Spirit: Rave Ironwood Skin Natural Explo Spiritual Magic Spirit Sight Primal Protector Spiritual Connection Bounty of Life** Spiritual Whisper Eternal Fa Spiritual Warrior | Sixth Sens **Spiritual Possession Bridge Between Worlds Vengeful Spirits Grand Shaman Totem** Spirits | Path of the Spirit **Spiritual Guide Ghost Touch Spiritual Focus Spirit Journe** Wild Talent Tower of Iron Wi **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 u magic and psionics if he's forced fight, but he mostly only fights or the astral plane

Shaman Spellcasting or Psionics | Staff

Factions

ROLEPLAYING

2500 x 3235 Image Dummy

Special Equipment

- Staff of the Woodlar
- {"Statue of Wondro Power"=>"Silver C Symbol of Ravenkir

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

Passions

Combat Tactics Secrets

Due to his frailty, he will magic and psionics if he' fight, but he mostly only the astral plane He speaks to the spirits through his spirit and knows what they want. He's been fleeing the Dreaming Dark his whole lif

Actions

Shaman Spellcasting or Psionics | Staff

Factions

rishes.

Cell3

In small clearing, a leather man tends a small pot ove fire. "The Spirits said you would come. Please sit"

Appearance

introduction

Heavily tanned and wrinkle with long gray hair. Loosefitting animal hide armor a linen clothes and cloudy w eyes

Expressions

"The Spirits have spoken",
"Your path is clear to me",
Yannah surrounds you witl
light"

Mannerisms

Needs staff to walk, very hunched and has tremors

Motivations

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

Passions

Secrets

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