



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

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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



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

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

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Saving Throws
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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

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

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Actions

Shaman Spellcasting or Psionics | Staff

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"

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BACKGROUND STORY

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