

elderly Kalashtar  
lawful good  
Level 20 shaman

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## Factions

2500 x 3235  
Image Dummy

Hit Points 175 (TODO Intake)  
Speed 20.

STR 8 ( )  
DEX 11  
CON 14  
INT 18  
WIS 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 Celestia

Adjectives ,

Special Abilities

- Kalashtar Traits: Du
- Mental Discipline M
- Psychic Glamour Se
- from Dreams | Tote
- Raven Ironwood Sk
- Explorer Spiritual M
- Sight Primal Protec
- Spiritual Connectio
- of Life Spiritual Whi
- Eternal Favor Spirit
- Warrior | Sixth Sens
- Spiritual Possession
- 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

Special Equipment

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

Combat Tactics

Due to his frailty, he will

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

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Image Dummy

Cell3

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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## BACKGROUND STORY

After coming of age in Adar and seeing the threats posed by the Dreaming Dark and the Riedra, Narmanaeth fled out into the world to hide, fight back and follow the path of a shaman. Using his Quori spirit to help him connect with other spirits of other realms, he became very adept after years of practicing, very powerful in his chosen path. He speaks with and for the spirit in addition to using his power to combat the forces of the Dreaming Dark on the astral plane, he will also seek out heroes and adventurers to help them on their path at the spirit's behest. He is very old and very tired, his battle is almost done and looking for those who would follow in his footsteps to impart his knowledge. Like most of his kind, he has bouts of madness caused by his twin spirit, but they are much fewer and further between as he's gotten older.

## PERSONALITY

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