# CELL **ONEN**ARMANALETH elderly Kalashtar lawful good Level 20 shaman

Pronouns: he/him Occupations: Hermit

**Armor Class** 13

Speed 20.

Hit Points 173 (TODO Hitdice)

STR DEX CON INT 8 () 11 14 18

CHA 20

> **Saving Throws TODO Saving Throws** Skills Herbalism and Potion M. **Proficiencies Damage Immunities TODO Damage Immunit Condition Immunities TODO Condition Immun**

Senses TODO Senses Languages Common Quori Celestia

ROLEPLAYING

# **Special Abilities**

Adjectives ,

• Kalashtar Traits: Du Mental Discipline M Psychic Glamour Se from Dreams | Tote Spirit: Raven Ironw Natural Explorer Sp Magic Spirit Sight P Appearance

### Introduction

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

2500 x 3235

Image Dummy

# NARMANALETH

elderly Kalashtar lawful good Level 20 shaman

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Hit Points 173 (TODO Hitdice)

Speed 20.

STR DEX CON INT WIS 11 14 18 20

CHA 20

> **Saving Throws TODO Saving Throws** 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**

CELL 2

- Staff of the Woodlands.
- {"Statue of Wondrous Power"=>"Silver Crow, Holy Symbol of Ravenkind."}

# **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

Shaman Spellcasting or Psionics | Staff

**Factions** 

Protector Spiritual
Connection Bounty
Spiritual Whisper El
Favor Spiritual War
Sixth Sense Spiritual
Possession Bridge El
Worlds Vengeful Sp
Grand Shaman Tote
Spirits | Path of the
Spiritual Guide Gho
Touch Spiritual Foc
Journey | Wild Taler
of Iron Will Metabol
Control Telepathic
Telekinetic

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Shaman Spellcasting or Psionics | Staff

# **Factions**

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

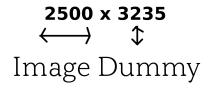
# **Motivations**

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



# ROLEPLAYING

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