

NARMANALETH

elderly Kalashtar
lawful good
Level 20 shaman

Pronouns: he/him
Occupations: Hermit

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Occupations: Hermit
Armor Class 13
Hit Points 173 (TODO Hitdice)
Speed 20.

STR	DEX	CON	INT	WIS
8	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 Exploration
Spiritual Magic Spirit Sight
Primal Protector Spiritual Connection Bounty of Life
Spiritual Whisper Eternal Faith
Spiritual Warrior | Sixth Sense
Spiritual Possession Bridge Between Worlds Vengeful Spirits
Grand Shaman Totem 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

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

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Hit Points 173 (TODO Hitdice)
Speed 20.

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(-1) (+1) (+2) (+4) (+5)

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2500 x 3235

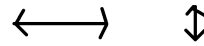


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ROLEPLAYING

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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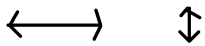


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BACKGROUND STORY

After coming of age in Adar and seeing the threats posed by the Dreaming Dark and the Riedra, Narmanaleth 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 now. His battle is almost done and he is 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 there are much fewer and further between as he's gotten older.

PERSONALITY

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