

3235
↕
dummy

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

-
-

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

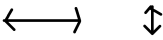


Image Dummy

ROLEPLAYING

Introduction

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

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 **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

-

Special Equipment

-
-

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

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

BACK STORY

After
Adar and
posed by
Dark and
Narmana
the world
and follow
shaman.
spirit to h
with othe
realms, h
adept an
practicin
his chose
with and
addition
to comba
Dreaming
plane, he
heroes ar
help ther
the spirit
very old
his battle
and he's
who wou
footsteps
knowledg
kind, he
madness
spirit, but
fewer and
as he's g