# 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 CHA 14 8 () 11 18 20 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**

CELL

ONE

• Kalashtar Traits: Dual Mind Mental Discipline Mind Link Psychic In small clearing, a leathery old man tends a small pot Glamour Severed from Dreams | Totem Spirit: Raven Ironwood over a fire. "The Spirits said you would come. Please sit" 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."}

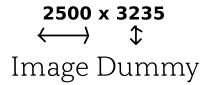
### **Combat Tactics**

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**



## ROLEPLAYING

## Introduction

#### **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", "II-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

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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 CELL 2 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** 

## ROLEPLAYING

# Introduction

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