

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)

20 (+5)

x 3235

1

Dummy

Saving Throws -Skills -

Herbalism and Potion Making

Proficiencies
Proficiency Mod -

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 Role:

Image Dummy

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> Saving Throws -TODO Saving Throws Skills -Herbalism and Po

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Proficiencies - TODO

Damage Immunities TODO Damage Immunities TODO Condition

Immunities -

Senses - TODO Senses Languages -Common Quori Celestial

Adjectives -

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Monks of Adaran

Role:

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

BACKG STORY

After com and seei posed by Dark an Narmanal the world back and a shaman spirit to I with othe realms. It adept an practicing his chosei with and addition to to combat Dreaming astral pla seek ou adventure find their behest. H very tired almost looking would footsteps knowledge kind, he madness twin spiri much fer between older.

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