



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

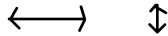


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ROLEPLAYING

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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BACKSTORY

After coming to the world and seeing the world the way it is, he followed the path of a shaman. Using his spirit to help others with other realms, he became an adept and practiced, his chosen path. With his addition to the world, he fought to combat the Dreaming Dark. In the astral plane, he was a hero and helped them. The spirit's very old and his battle with the Dark and he's lonely who would follow his footsteps to knowledge. In the end, he had a madness and a spirit, but fewer and as he's got

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