

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

CHA
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Saving Throws
TODO Saving Throws
Skills
Herbalism and Potion M
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities

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Herbalism and Potion Making
Proficiencies TODO
Damage Immunities
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Condition Immunities
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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 Explo
Spiritual Magic Spirit Sight
Primal Protector Spiritual
Connection Bounty of Life
Spiritual Whisper Eternal Fa
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 Wi
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

2500 x 3235

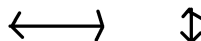


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Introduction

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 life

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BACKGROUND STORY

After coming of age in Adar and seeing the threats posed by the Dreaming Dark and the Riedra, Narmanaeth 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 and after years of practicing, very powerful in his chosen path. He speaks with animals and the spirits. 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 find the path at the spirit's behest. He is very old and very tired now, his battle is almost done and he's looking for those who would follow in his footsteps to impart his knowledge. Like most of his kin, he has bouts of madness caused by his twin spirit, but they are much fewer and further between as he's gotten older.

PERSONALITY

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