# 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

 8 ()
 11
 14
 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

CELL ONE

# **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 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**

Image Dummy

# 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", "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 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

ROLEPLAYING

CELL 2

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Combat Tactice

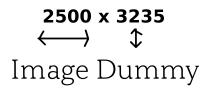
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#### **Factions**



# ROLEPLAYING

## Introduction

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#### **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

Bottom