Corrora Lillithium

young adult half-elf neutral good Level 8 cleric

Pronouns: he/him Occupations: Explorer Armor Class 18 Hit Points 57 (TODO H Speed 30.

STR DEX CON INT W

15 12 16 12 (+3) (+1) (+3)

CHA

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Occupations: Explorer
Armor Class 18
Hit Points 57 (TODO Hitdice)

Speed 30.

STR DEX CON INT WIS

15 12 16 12 18 (+3) (+1) (+3) (+1) (+4)

CHA

10 (+0)

> Saving Throws TODO Saving Thro Skills Arcana +4Religion

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Elvish Common Infernal Sylvan ,
Adjectives brave haunted sarcasti

Special Abilities

 Corrora's worship of Lenterra at in depth study of Arcana helpe him learn some Wizard Cantrip Blade Ward, Control Flames, Firebolt, and 1st level Wizard s including magic missile | 8th le spellcaster | When Corrora is reduced to half of his hitpoints battle, there is a 1 in 10 chance that his body will be taken ove the spirit of one of his ancestor temporarily increasing his strength, dexterity, and constitution to 18, adding 40 temporary hit points, entering rage state, and removing his spellcasting capabilities. Corro makes a Charisma saving throu the end of each round. A succe allows him to regain control of body

Special Equipment

 Corrora rescued a sentient Sun Blade named Dawnbringer fror crypt of demonic worshippers a claimed a Warhammer of Warn as treasure after successfully capturing a soldier who had go rogue and kidnapped the son of wealthy merchant and bringing him to justice

Combat Tactics

10 (+0)

2500 x 3235

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Image Dummy

Saving Throws
TODO Saving Throws
Skills Arcana +4Religic
Proficiencies
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Combat Tactics

Corrora prefers to use his ranged attack spells whe possible. As a warcaster, to carry his shield and eit hammer or longsword to himself from enemies who close | Corrora will be the rush to the aid of fallen a drag them to safety and healing spells to save the

Actions

Dawnbringer +3 to attack damage, additional 2d4 of undead | Spellcasting: fir magic missile, banishmen

Factions

ROLEPLAYING

Introduction

"Corrora Lillitium at your service." Corrora can be found exploring the South East frontier of Yakahe surrounding towns

Appearance

nearly 6 ft tall, muscular, brown skin and blonde cornrows. eyes that burn with pain

Expressions

"May Lenterra give me patience, because if she gives me strength, I will bash your skull in"

Cell3

Mannerisms

Reads voraciously. Argues trivial, academic poin

Motivations

Stop the nightmares that plague him and control an affliction where his ancestors' spirits to take over his body

Passions

Secrets

Corrora prefers to use his arsenal or anged attack spells whenever possible. As a warcaster, he is able carry his shield and either a war hammer or longsword to defend himself from enemies who get too close | Corrora will be the first to ruto the aid of fallen allies. He'll drag them to safety and use his healing spells to save them

Actions

Dawnbringer +3 to attack, 1d8+2 damage, additional 2d4 damage to undead | Spellcasting: firebolt, mag missile, banishment

Factions

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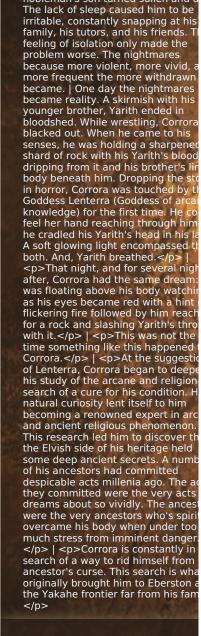
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Passions

Secrets

BACKGROUND STORY

The son of Yakahe's human ambassador to the High-Elves of Silverleaf and a Elven diplomat, Corrora had it all as a child and you man. Intelligent and athletic, he excelled on the training field and ur the tutelage of the local sages who taught the children of minor Nobles his home; the city of Baraithton.
As an adolescent, Corrora begato have extremely vivid nightmares himself committing terrible, violent acts. The nightmares progressed to point where the previously gregario poblemants son turned sullen and described and the services of the ser



PERSONALITY