

CORRORA LILLITHIUM

young adult half-elf
neutral good
Level 8 cleric

Pronouns: he/him
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 Throws
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 sarcastic ,

Special Abilities

- Corrora's worship of Lenter and in depth study of Arcana helped him learn some Wizard Cantrips: Blade Ward, Control Flames, Firebolt, and 1st level Wizard spells including magic missile | 8th level spellcaster When Corrora is reduced to half of his hitpoints in a battle there is a 1 in 10 chance that his body will be taken over by the spirit of one of his ancestors, temporarily increasing his strength, dexterity, and constitution to 18, adding 40 temporary hitpoints, entering a rage state, and removing his spellcasting capabilities. Corrora makes a Charisma saving throw at the end of each round. A successful save allows him to regain control of his body

Special Equipment

- Corrora rescued a sentient Blade named Dawnbringer from a crypt of demonic worshippers and claimed it as a Warhammer of Warning as treasure after successfully capturing a soldier who had gone rogue and kidnapped

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Damage Immunities
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Senses TODO Senses
Languages
Elvish Common Infernal
Adjectives
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Special Abilities

- Corrora's worship of and in depth study helped him learn so Wizard Cantrips: Blessing Control Flames, Fire 1st level Wizard spells

genealogist and kidnapped son of a wealthy merchant bringing him to justice

Combat Tactics

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

Actions

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

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"

Mannerisms

Reads voraciously. Argues trivial, academic points

Motivations

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

Passions

Secrets

BACKGROUND STORY

The son of Yakahe's human ambassador to the High-Elves Silverleaf and a Elven diplomat Corrora had it all as a child and

2500 x 3235
Image Dummy

ROLEPLAYING

2500 x 3235

including magic missile level spellcaster | V Corrora is reduced his hitpoints in a battle is a 1 in 10 chance body will be taken the spirit of one of ancestors, temporarily increasing his strength, dexterity, and constitution 18, adding 40 temporary hitpoints, entering a rage and removing his special capabilities. Corrora's Charisma saving throw at the end of each round allows him to regain some of his body

Special Equipment

- Corrora rescued a sunblade named Dawnbringer from a demonic worshipper claimed a Warhammer Warning as treasure successfully captured a soldier who had gone and kidnapped the son of a wealthy merchant and bringing him to justice

Combat Tactics

Corrora prefers to use his arsenal of ranged attack spells whenever possible. As a warcaster, he is able to carry his shield and either a warhammer or longsword to defend himself from enemies who get too close | Corrora will be the first to rush to 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, magic missile, banishment

Factions

young man. Intelligent and athletic, he excelled on the training field and under the tutelage of the local sages who taught the children of minor Nobles in his home; the city of Barraithton.

As an adolescent, Corrora began to have extremely vivid nightmares of himself committing terrible, violent acts. The nightmares progressed to the point where previously gregarious nobleman turned sullen and dour. The lack of sleep caused him to be irritable, constantly snapping at his family, his tutors, and his friends. The feeling of isolation only made the problem worse. The nightmares became more violent, more vivid, and more frequent the more withdrawn he became. One day the nightmares became reality. A skirmish with his younger brother, Yarith ended in bloodshed. While wrestling, Corrora blacked out. When he came to his senses, he was holding a sharpened shard of rock with his Yarith's blood dripping from it and his brother's limp body beneath him. Dropping the stone in horror, Corrora was touched by the Goddess Lentera (Goddess of arcane knowledge) for the first time. He could feel her hand reaching through him as he cradled his Yarith's head in his lap. A soft glowing light encompassed them both. And, Yarith breathed.

That night, and for several nights after, Corrora had the same dream: he was floating above his body watching as his eyes became red with a hint of flickering fire followed by him reaching for a rock and slashing Yarith's throat with it.

This was not the last time something like this happened to Corrora.

At the suggestion of Lentera, Corrora began to deepen his study of the arcane and religious search of a cure for his condition. His natural curiosity lent itself to him becoming a renowned expert in arcane and ancient religious phenomenon. This research led him to discover that the Elvish side of his heritage held some deep ancient secrets. A number of his ancestors had committed despicable acts millennia ago. The acts they committed were the very acts he dreams about so vividly. The ancestors were the very ancestors whose spirits overcame his body when under too much stress from imminent danger.

Corrora is constantly in search of a way to rid himself from his ancestor's curse. This search is what originally brought him to Ebers and the Yakahe frontier far from his family.

The son of Yakahe's human ambassador to the High-Elves, Silverleaf and a Elven diplomat, Corrora had it all as a child and a young man. Intelligent and athletic, he excelled on the training field and under the tutelage of the local sages who taught the children of minor Nobles in his home; the city of Baraithton.

As an adolescent, Corrora began to have extremely vivid nightmares of himself committing terrible, violent acts. The nightmares progressed to the point where the previously gregarious nobleman's son turned sullen and dour. The lack of sleep caused him to be irritable, constantly snapping at his family, his tutors, and his friends. The feeling of isolation only made the problem worse. The nightmares became more violent, more vivid, and more frequent the more withdrawn he became.

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