# 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
 CHA

 15 ()
 12
 16
 12
 18
 10

**Saving Throws** TODO Saving Throws **Skills** Arcana +4Religion

#### **Proficiencies**

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 Lenterra 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 hit points, entering a rage state, and removing his spellcasting capabilities. Corrora makes a Charisma saving throw at the end of each round. A success allows him to regain control of his body

# **Special Equipment**

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

# 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

CHA 10

> 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 Lenterra 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 hit points, entering a rage state, and removing his spellcasting capabilities. Corrora makes a Charisma saving throw at the end of each round. A success allows him to regain control of his body

## Special Equipment

CELL 2

 Corrora rescued a sentient Sun Blade named Dawnbringer from a crypt of demonic worshippers and claimed a Warhammer of Warning

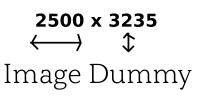
#### COMPAT LACTICS

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 war 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'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**



# 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

as treasure after successfully capturing a soldier who had gone rogue and kidnapped the son of a wealthy merchant and bringing him to justice

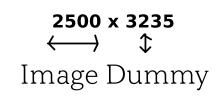
## **Combat Tactics**

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 war 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'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**



# 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

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

gives me strength, I will bash