

CELL ONE

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 15 **DEX** 12 **CON** 16 **INT** 12 **WIS** 18

CHA 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

ROLEPLAYING

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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

Combat Tactics

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