

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 Lentrern 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 successful save allows him to regain control of his body

Special Equipment

- Corrora rescued a sentient S 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

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 weapon

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Elvish Common Infernal
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Special Abilities

- Corrora's worship of and in depth study helped him learn so Wizard Cantrips: Bless Control Flames, Fire 1st level Wizard spells including magic missile level spellcaster | V Corrora is reduced his hitpoints in a battle is a 1 in 10 chance body will be taken over the spirit of one of ancestors, temporarily increasing his strength

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 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 ancestral 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 as 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 Baraithon.

As an adolescent, Corrora began to experience extremely vivid nightmares of himself committing terrible, violent acts. The nightmares progressed to the point where previously gregarious nobleman

2500 x 3235

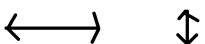


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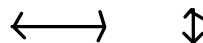


Image Dummy

ROLEPLAYING

Introduction

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Appearance

dexterity, and consistency. At 18, adding 40 temporary points, entering a room and removing his special capabilities. Corrorra's Charisma saving throw at the end of each round allows him to regain control of his body

Special Equipment

- Corrorra rescued a slave Dawnbringer from a demonic worshipper. He claimed a Warhammer Warning as treasure. He successfully captured a soldier who had gone and kidnapped the wealthy merchant, bringing him to justice.

Combat Tactics

Corrorra 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 | Corrorra 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

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son turned sullen and dour. The lack of sleep caused him to be irritable, constantly snapping 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 became. | One day the nightmares became reality. A skirmish with his younger brother, Yarith, ended in bloodshed. While wrestling Corrorra blacked out. When he came to his senses, he was holding a sharpened shard of wood with his Yarith's blood dripping from it and his brother's limp body beneath him. Dropping the stone in horror, Corrorra was touched by the Goddess Lenterra (Goddess of arcane knowledge) for the first time. He could feel her hand reaching through his hair 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, Corrorra had the same dream: he was floating above his body watching as his eyes burned with a hint of flickering fire, followed by him reaching for a rock and slashing Yarith's throat with it. | This was no last time something like this happened to Corrorra. | Under the suggestion of Lenterra, Corrorra 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. | Corrorra is constantly in search of a way to rid himself from his ancestor's curse. This search is what originally brought him to Eber and the Yakahe frontier far from his family. |

PERSONALITY

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

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