

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** 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

- 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

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

2500 x 3235

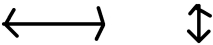


Image Dummy

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

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** 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

- 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

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

CELL 2

2500 x 3235

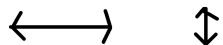


Image Dummy

# 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

Bottom