

2500 x 3235
↔ ↑
Image Dummy

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
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 successful save allows him to regain control of his body

ROLEPLAYING

Introduction

"Corrora Lillithium 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"

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Special Equipment

- Corrora rescued a sentient sword 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 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

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Actions

Dawnbringer +3 to attack
damage, additional 2d4 d
undead | Spellcasting: fir
magic missile, banishme

Factions

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

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Passions

Secrets

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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