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Corrora Lillithium

CORRORA LILLITHIUM

Young Adult Half-Elf
Neutral Good
Level 8 Cleric Arcana Domain

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
(+3)	(+1)	(+3)	(+1)	(+4)	(+0)

Saving Throws - Skills -

{ "Half-Elf Abilities"=>{ "Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray.", "Fey Ancestry"=>"Advantage on Saving Throws against being Charmed, and magic can't put you to sleep."}, "Cleric Abilities"=>[{"Spellcasting"=>[{"Cantrips"=>"Guidance, Sacred Flame, Mending, Sacred Flame", "1st Level"=>"Bane, Bless, Guiding Bolt, Healing Word", "2nd Level"=>"Hold Person, Spiritual Weapon, Prayer of Healing", "3rd Level"=>"Spirit Guardians, Speak with Dead, Sending", "4th Level"=>"Banishment, Death Ward"}], "Channel Divinity"=>"Turn Undead, Destroy Undead", "Divine Intervention"=>"Can call her patron to intervene on her behalf"}], "Arcana Domain Abilities"=>[{"Spellcasting"=>[{"Cantrips"=>"Fire Bolt, Mage Hand", "1st Level"=>"Detect Magic, Magic Missile", "3rd Level"=>"Magic Weapon, Nystul's Magic Aura", "5th Level"=>"Dispel Magic, Magic Circle", "7th Level"=>"Arcane Eye, Leomund's Secret Chest"}], "Channel Divinity"=>[{"Description"=>"Arcane Abjuration", "Additional Information"=>"As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provide that the creature can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turn trying to save or flee away from you."}]

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ROLEPLAYING

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ROLEPLAYING

Introduction
/"Corrora Lillithium is your secret weapon. You can be found in the South Yakahe towns.
Appearance
nearly muscular, blonde, and that burn.
Express
May give me because

ge Dummy

turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the Banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table."}}, "Spell Breaker"=>"when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell", "Potent Spellcasting"=>"add your Wisdom modifier to the damage you deal with any cleric cantrip."}}}

Proficiencies -
Proficiency Mod - +3

Languages - Elvish Common Infernal Sylvan
Adjectives - brave, haunted, sarcastic,

Special Abilities

Special Equipment

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

Factions

- House Lillithium** - minor nobles
Role: *2nd Heir*
- South East Exploration Kompany** - guild
Role: *Explorer*

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

N/A

Secrets

N/A

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