



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

CHA
10
(+0)

Saving Throws
TODO Saving Throws
Skills Arcana +4
Religion
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

-

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
2nd Heir
South East Exploration Kompany - guild
Explorer

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
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

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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

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BACKGROUND STORY

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Dawnbringer +3 to attack,
1d8+2 damage, additional
2d4 damage to undead |
Spellcasting: firebolt, magic
missile, banishment

Factions

House Lillithium -
minor nobles

2nd Heir

South East

Exploration

Kompany - guild

Explorer