2500 x 3235

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Image Dummy

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

15 (+3)

DEX

12 (+1)

CON

16 (+3)

INT

12 (+1)

WIS

18 (+4)

CHA

10 (+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 Missle", "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 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

Actions

Factions

House Lillithium - minor nobles

Role: *2nd Heir*

South East Exploration Kompany - guild

Role: *Explorer*

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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

Secrets

N/A

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Proficiencies -

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*

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Motivations

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Passions

N/A

Secrets

N/A

Background Story

The son of Yakahe's human ambassador to the High-Elves of Silverleaf and a Elven diplomat, Corrora 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, Corrora began to have extremely vivid nightmares of himself committing terrible, violent acts. The nightmares progressed to the point where the previously gregarious nobleman's son turned sullen and dour. The lack of sleep caused him to be irritable, constantly snapping at his family, his tutors, and his friends. The feeling of isolation only made the problem worse. The nightmares because more violent, more vivid, and more frequent the more withdrawn he became. One day the nightmares became reality. A skirmish with his younger brother, Yarith ended in bloodshed. While wrestling, Corrora blacked out. When he came to his senses, he was holding a sharpened shard of rock with his Yarith's blood dripping from it and his brother's limp body beneath him. Dropping the stone in horror, Corrora was touched by the Goddess Lenterra (Goddess of arcane knowledge) for the first time. He could feel her hand reaching through him 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, Corrora had the same dream: he was floating above his body watching as his eyes became red with a hint of flickering fire followed by him reaching for a rock and slashing Yarith's throat with it. This was not the last time something like this happened to Corrora. At the suggestion of Lenterra, Corrora began to deepen his study of the arcane and religion in 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 millenia ago. The acts they committed were the very acts he dreams about so vividly. The ancestors were the very ancestors who's spirits overcame his body when under too much stress from imminent danger. Corrora is constantly in search of a way to rid himself from his ancestor's curse. This search is what originally brought him to Eberston and the Yakahe frontier far from his family.