Pronouns: he/him Occupations: Explorer Armor Class 18 **Hit Points** 57 (TODO Hitdice) Speed 30.

STR DEX CON INT WIS 12 16 12 18 (+3) (+1) (+3) (+1) (+4)

CHA 10 (+0)

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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** South East Exploration Kompany - guild Explorer

2500 x 3235

Image Dummy

ROLEPLAYING

 $\longleftrightarrow$ 

## 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 witl

#### Expressions

"May Lenterra give me patience, bed if she gives me strength, I will bash

Reads voraciously. Argues trivial, academic points

# **Motivations**

Stop the nightmares that plague him control an affliction where his ances 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 12 16 12 18 (+3) (+1) (+3) (+1) (+4)

CHA 10 (+0)

> **Saving Throws** TODO Saving Throws Skills Skills Arcana +4 Religion

**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

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**

Cell3

"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

BACKGROUND

STORY

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