



Johnny B. Goodlight

CHARACTER NAME

Warlock 3

CLASS & LEVEL

Half Elf

RACE

Reformed Hermit Fish

BACKGROUND

PLAYER NAME

the light LOL ☺ Himself

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

15

+2

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

11

0

CHARISMA

18

+4

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- 1 Strength
- 2 Dexterity
- 4 Constitution
- 2 Intelligence
- 3 Wisdom
- 7 Charisma

SKILLS

- 2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 4 Arcana (Int)
- 1 Athletics (Str)
- 4 Deception (Cha)
- 2 History (Int)
- 1 Insight (Wis)
- 4 Intimidation (Cha)
- 2 Investigation (Int)
- 3 Medicine (Wis)
- 2 Nature (Int)
- 1 Perception (Wis)
- 4 Performance (Cha)
- 7 Persuasion (Cha)
- 4 Religion (Int)
- 2 Sleight of Hand (Dex)
- 2 Stealth (Dex)
- 1 Survival (Wis)

13 **ARMOR CLASS**

+2 **INITIATIVE**

30 **SPEED**

Hit Point Maximum: 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

My exposure to the light makes me very charismatic, I love people. I cast spells to impress/annoy and I tend to lie about things.

PERSONALITY TRAITS

Even though I know darkness is a necessary part of light, I am compelled to bring light to all that are dark. I MUST bring light into the darkness.

IDEALS

BONDS

I don't "fear" the dark, I fear my inability to bring light into darkness. If I cannot bring light into a dark area I become fidgety. I cast Light all the time, which is annoying/cute.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff		1d6 Bludgeoning

ATTACKS & SPELLCASTING

-Darkvision 60 ft

-Advantage to Charm Spells

-Can't be put to sleep via magic

*Undying Light Pact:

Radiant Soul: Starting at 1st lvl my link to the Positive Plane allows me to serve as a conduit for radiant energy.

-Resistance to Radiant Damage

-When I cast spells that do radiant or fire damage I add CHA modifier to the damage

-I auto know and can cast at will Light and Sacred Flame (dont count against my cantrips)

*Pact of the Tome: I own a Book of Light. In it I can have 3 cantrips from any other class, to use without it counting against me.

-If I lose it, I can resummon if I concentrate for an hour (during any length rest)

*Warlock Invocations:

Can Switch Invocations during a rest of any length.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Common

Elvish

Celestial

Primordial

OTHER PROFICIENCIES & LANGUAGES

- Herbalism Kit
- Scrolls of notes on the Planes
- Winter Blanket
- Common Clothing
- Explorer's Pack ← *Samany boddies!*
- Light Crossbow w/ 20 bolts
- Component pouch
- Leather Armor
- 2 Daggers
- Quarterstaff
- Sunstone (see treasure)

EQUIPMENT



AGE 53

5'11
HEIGHT

190 lbs
WEIGHT

Bright Green
EYES

Fair
SKIN

Silver
HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Abandoned at 5years old and sent to walk alone to a monastery miles away. I lost my way in the darkness and I wandered for days until I was dying of hunger. Just before my dying breath in the darkest part of the night the Undying Light shone through the Planes and saved me. I awoke at the monastery and began my studies into what happened and how I survived.
-Discovery: I discovered the existence of 2 Planes that surround all others, Positive and Negative. Where they meet is where the creation of all life started, and where all other planes exist. This information helps me as I quest to rid all darkness from the world.

CHARACTER BACKSTORY

Half Elf: +2 CHA and then +1 to 2 ability scores

ADDITIONAL FEATURES & TRAITS

Sunstone: When I awoke after nearly dying I was holding a rock in the shape of a sun. Doesn't seem magical, but at night it shines like the sun, though doesn't overtly give off light. It is a personal item
Book of Light: After making my Discovery, I accidentally summoned this book. It looks infinitely heavier than it is. Light to the touch, seems bright and stands out when read from it. When using it it glows slightly (but doesn't overtly give off light)

TREASURE