

Glaughlin Fizzlebane

CHARACTER NAME

PLAYER NAME

Gnome

Tinker's Pastime / Repair broken items.

CHARACTER RACE (SUBRACE)

RACIAL ABILITY / EFFECT

Mage

1

Theratis

CHARACTER CLASS

LEVEL

DEITY

PROFICIENCIES & RESOURCES

	Weapons	Armor	Shields	Two-Weapon Fighting	<input type="radio"/>	Ammunition
				Ranged Weapons	<input type="radio"/>	
Light	●	●	<input type="radio"/>	Spell Packets	●	10
Medium	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	White Cloth Strip	●	1
Heavy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Green Cloth Strip	●	3

CHARACTER HISTORY

A tinkerer of machines and magic, Glaughlin always found delight in understanding how things worked. His arcane studies were no different. He would spend days unraveling a spell just to break it into its barest components to see what made it tick.

CLASS ABILITIES/SPELLS

- Spellcasting / The ability to cast spells and use magic.
- Counterspell / Catch and return an enemy spell.
- Spell - (Elemental) Bolt / Deal 2 pts elemental damage.
- Spell - Entangle / Halt enemy movement for 10 seconds.

Considering his curious nature, it came as no surprise when he answered the call for adventures to explore a newly discovered land full of strange magics and unknown secrets. Glaughlin was all too happy to make the journey across the sea, especially if it meant he'd be one of the first to study this perplexing energy at the island's core.