



Fingers Dozen

FINGERS DOZEN

Middle Aged Adult Half-Elf
Lawful Neutral
Level 4 Sorcerer Clockwork Soul

Pronouns - he/him
Occupations - Merchant
Armor Class - 13
Hit Points - 35 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
10	16	14	12	10	16
(+0)	(+3)	(+2)	(+1)	(+0)	(+3)

Saving Throws - Skills -
{ "Half-Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon", "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC 13"}, {"Sorcerer Abilities"=>[{ "Sorcerer Spellcasting"=>[{ "Description"=>"Sorcery Points 4", "Cantrips"=>"Fire Bolt, Mage Hand, Ray of Frost, Chill Touch, Dancing Lights", "1st Level"=>"Charm Person, Disguise Self, Magic Missile, Fog Cloud", "2nd Level"=>"Scorching Ray, Mirror Image, Shatter"}]}, {"MetaMagic"=>[{ "Description"=>"You gain two of the following Metamagic Options of your choice. You gain another one at 10th and 17th level. Subtle Spell or Twinned Spell"}]}, {"Clockwork Soul Abilities"=>[{ "Restore Balance"=>"When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage", "Spellcasting"=>[{ "1st Level"=>"Alarm, Protection from Good and Evil", "3rd Level"=>"Aid Lesser Restoration"}]}]}]
Proficiencies - Proficiency Mod - +2

Languages - Common Elvish Sylvan
Adjectives - Shifty, Disingenuuous, Slick,

- Special Abilities** -
- Special Equipment** -
- Combat Tactics**
Will try to charm his way out of problems
- Actions** -
- Factions**

2500 x 3235
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Image Dummy

ROLEPLAYING

- Introduction**
He runs a magic ring shop, patrons are adventurers and sailors. /"Please come ins. Gaze yourselves upon my wares/"
- Appearance**
The most distinguishing aspect of Fingers Dozen is the six clasped fingers on both hands that each bear a shiny ring.
- Expressions**
Typically rounds out his sentences in plurals.
"This rings will keeps you warm on an otherwise frigid nights."
- Mannerisms**
When not emoting with his hands, keeps his fingers clasped together, enjoys the clicking sound the rings make together.
- Motivations**
Gold or magic items in exchange for rings OR identifying rings orMagical nature
- Passions**
N/A
- Secrets**

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Not all magical art people are one more occasion

500 x 3235
→ ↕
Image Dummy

Role:

Not all his rings are magical and he has sold people non-magicalRings one more than one occasion

Common Elvish Sylvan

Adjectives -

Shifty, Disingenuous, Slick,

Special Abilities

-

Special Equipment

-

Combat Tactics

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Actions -

Factions

Role: