

Age: middle aged adult

Race: half-elf

Pronouns: he/him

Occupation:

- Merchant

Class: sorcerer

Level: 4

Alignment: lawful neutral

Languages:

- Common
- Elvish
- Sylvan

Factions:

Adjectives:

Armour Class: 13

Hit Points: 35

Speed: 30

STR 10	DEX 16	CON 14	INT 12	WIS 10	CHA 16
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Saving Throws TODO Saving Throws

## Role-Playing

### Improv

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

### Acting

Motivations: Gold or magic items in exchange for rings OR identifying rings orMagical nature.

Passions:

Secrets: Not allHis rings are magical and he has sold people non-magicalRings one more than one occasion.

Vulnerabilities:

Special Abilities:

Attacks:

Combat Tactics:

## Story