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fingers dozen

**2500 x 3235**  
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Image Dummy

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## Fingers Dozen

**middle aged adult Half-Elf**

**Lawful Neutral**

**Level 4 Sorcerer Clockwork Soul**

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**Pronouns -**

he/him

**Occupations -**

Merchant

**Armor Class -**

13

**Hit Points -**

35 (TODO Hitdice)

**Speed -**

30.

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**STR**

10 (+0)

**DEX**

16 (+3)

**CON**

14 (+2)

**INT**

12 (+1)

**WIS**

10 (+0)

**CHA**

16 (+3)

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**Saving Throws -**

**Skills -**

{ "Half-Elf Abilities"=>[ { "Fey Ancestry"=>"Advantage on saving throws againts 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, Disingenuous, Slick,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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**2500 x 3235**  
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# Image Dummy

## Roleplaying

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### 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**

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

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Proficiencies -

Languages -

Common Elvish Sylvan

Adjectives -

Shifty, Disingenuous, Slick,

Special Abilities

-

Special Equipment

-

Combat Tactics

Will try to charm his way out of problems

Actions

-

Factions

Role:

# Roleplaying

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# Background Story

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Fingers is a bit of a shady character and a con man. He owns a "magic shop". He specializes in magic rings. Now and again he's able to actually get his hands on some magic rings to sell, but just as often he uses his sorcery to simulate magical effects in order to sell ring.