

[Previous](#)[Next](#)

fingers dozen

2500 x 3235
↔ ↕

Image Dummy

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

10 (+0)

DEX

16 (+3)

CON

14 (+2)

INT

12 (+1)

WIS

10 (+0)

CHA

16 (+3)

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,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Role:

2500 x 3235
↔ ↕

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

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

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

10 (+0)

DEX

16 (+3)

CON

14 (+2)

INT

12 (+1)

WIS

10 (+0)

CHA

16 (+3)

Saving Throws -

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 -

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

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

Background Story

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.