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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 323

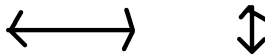


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## ROLEPLAYING

### 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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**CHA**  
16  
(+3)

### Saving Throws - Saving Throws - Skills -

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### Proficiencies

**Languages** - Common Elvish Sylvan

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### Secrets

Not all magical art people are one more occasion

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**

Will try to charm his way out of problems

**Actions**

-

**Factions**

Role: