# Fingers Dozen

*Middle Aged Adult Half-Elf*
*Lawful Neutral*
*Level 4 Sorcerer*

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

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

| CHA |
|---|
| 16 |
| (+3) |

**Saving Throws**
TODO Saving Throws
**Skills**
**Proficiencies**
**Damage Immunities**
TODO Damage Immunities
**Condition Immunities**
TODO Condition Immunities
**Senses** TODO Senses
**Languages** Common, Elvish, Sylvan,
**Adjectives**

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

2500 x 3235
Image Dummy

## Roleplaying

**Introduction**

He runs a magic ring shop, patrons adventurers and sailors."Please cor ins. Gaze yourselves upon my ware

**Appearance**

The most distinguishing aspect of Fi Dozen is the six clasped fingers on b hands that each bear a shiny ring.

**Expressions**

Typically rounds out his sentences ir plurals."This rings will keeps you wa on an otherwise frigid nights."

**Mannerisms**

When not emoting with his hands, k his fingers clasped together, enjoys clicking sound the rings make togeth

**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.


# Fingers Dozen

*Middle Aged Adult Half-Elf*
*Lawful Neutral*
*Level 4 Sorcerer*

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

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

| CHA |
|---|
| 16 |
| (+3) |

**Saving Throws**
TODO Saving Throws
**Skills** **Skills**

**Proficiencies** TODO

**Damage Immunities**
TODO Damage Immunities
**Condition Immunities**
TODO Condition Immunities
**Senses** TODO Senses
**Languages** Common, Elvish, Sylvan,
**Adjectives**

**Special Abilities**
**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**


Cell3


## 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**

**Secrets**

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


## Background Story