16 19 13 13 14 (+3) (+5) (+2) (+2) (+2)

CHA

12 (+1)

> Saving Throws TODO Saving Throws Skills Proficiency with leather working tools Proficiencies

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities

Senses TODO Senses Languages Common, Halfling, Adjectives

Special Abilities

Lucky Brave Halfling Nimbleness Stout Resilience | Leather Working Cantrip that gives all leather armor he produces a +1 to AC

Special Equipment

Various pieces of +1 Leather Armor

Combat Tactics

Actions

Factions

Chamber of Commerce

Adventurer's Guild

Trading Companies

MERRICK DUNFERMAN

Middle Aged Adult Halfling Lawful Good Level Civilian / Commoner

Pronouns: he/him Occupations: Tanner/Leather Worker Armor Class 16 Hit Points 46 (TODO Hitdice) Speed 25.

STR DEX CON INT WIS

16 19 13 13 14 (+3) (+5) (+2) (+2) (+2)

CHA

2500 x 3235

Image Dummy

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ROLEPLAYING

A Smiling Halfling, dirty and stained greets you at the counter of the tanner's stall, "finest leatherwork ye

Short and bald with nimble fingers

stained black and brown up his arm

heavy apron filled with leather carvi

"Don't low-ball me, just look at the

quality of this filigree! It's not my firs

Always smiling, rubs his hands up ar

Improving his craft, growing his busi

training his children in the family tra

He sees himself as an artisan and lo

A cantrip passed down for generatio

his family that makes hides more pli

to work with and harder when they

Introduction

Appearance

Expressions

Mannerisms

Motivations

his work

down his forearms

day out of the woods"

find!"

12 (+1)

Saving Throws
TODO Saving Throws
Skills Skills Proficiency
with leather working tools

Proficiencies TODO

Damage Immunities

TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities

Senses TODO Senses Languages Common, Halfling, Adjectives

Special Abilities Lucky Brave Halfling Nimbleness Stout Resilience | Leather Working Cantrip that gives all leather armor he produces a +1 to AC Special Equipment Various pieces of +1 Leather Armor

Combat Tactics

Actions

Factions

Chamber of Commerce

Adventurer's Guild

Trading Companies

ROLEPLAYING

Introduction

A Smiling Halfling, dirty and stained greets you at the counter of the tanner's stall, "finest leatherwork you'll find!"

Appearance

Short and bald with nimble fingers stained black and brown up his arms. A heavy apron filled with leather carving tools

Expressions

"Don't low-ball me, just look at the quality of this filigree! It's not my first day out of the woods"

Mannerisms

Cell3

Always smiling, rubs his hands up and down his forearms

Motivations

Improving his craft, growing his business, training his children in the family trade

Passions

He sees himself as an artisan and loves his work

Secrets

A cantrip passed down for generations in his family that makes hides more pliable to work with and harder when they set

BACKGROUND STORY

Merrick comes from a long line of tanners and leather workers. The skills have been passed down through generations of his family along with the leather working magic his great great grandfather developed. He works hard and loves his work. He takes great pride in the quality and beauty of his work. He lovingly trains his twin boys in the family trade. Not only is he an immaculate craftsman, he is also a shrewd businessman. He knows the quality of his work and will not be swayed on his prices. His prices aren't unreasonable, but they are definitely not on the cheaper end