

Merrick Dunferman

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MERRICK DUNFERMAN

Middle Aged Adult Halfling
Lawful Good
Level 0 Civilian N/A

Pronouns - he/him
Occupations - Tanner/Leather Worker
Armor Class - 16
Hit Points - 26 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS	CHA
16	19	13	13	10	9
(+3)	(+5)	(+2)	(+2)	(+0)	(0)

Saving Throws - Skills -
{ "Halfling Abilities"=>{ "Lucky"=>"When rolling a 1 on The D20 for an Attack roll, ability check, or saving throw, can reroll the die and must use the new roll", "Brave"=>"Has advantage on Saving Throws against being Frightened", "Halfling Nimbleness"=>"can move through the space of any creature that is of a size larger than her", "Stout Resilience"=>"You have advantage on saving throws against poison, and you have resistance to poison damage"}}}
Proficiencies -
Proficiency Mod - +2

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

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

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Languages - Common Halfling
{ "id"=>"chamber_of_commerce", "name"=>"Chamber of Commerce"}
{ "id"=>"adventurer_s_guild", "name"=>"Adventurer's Guild"}
{ "id"=>"trading_companies", "name"=>"Trading Companies"}
Adjectives - Talented, Prideful, Competative,

Special Abilities -

Special Equipment - - -

Combat Tactics
He's not a fighter but will fight if required

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<div>Special Abilities - -</div>					
<div>Special Equipment - - -</div>					
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