# 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 CHA** 16 () 19 13 13 14 12

**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** 

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# ROLEPLAYING

## Introduction

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## **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

A cantrip passed down for generations in his family that makes hides more pliable to work with and harder when they set stained greets you at the counter of the tanner's stall, "finest leatherwork you'll find!"

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