

middle aged adult halfling
lawful good
Level civilian / commoner

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

STR	DEX	CON	INT	WIS
16 ()	19	13	13	14

CHA
12

Saving Throws
 TODO Saving Throws

Skills
 Proficiency with leather tools

Proficiencies

Damage Immunities
 TODO Damage Immunit

Condition Immunities
 TODO Condition Immuni

Senses TODO Senses

Languages Common H

Adjectives

Special Abilities

- Lucky Brave Halfling Nimbleness Stout R Leather Working C gives all leather arm produces a +1 to A

Special Equipment

- Various pieces of + Armor

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

**A Smiling Halfling, dirty and stained greet
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

MERRICK DUNFERMAN

*middle aged adult halfling
lawful good
Level civilian / commoner*

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Occupations:
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Armor Class 16
Hit Points 46 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
16	19	13	13	14

CHA
12

Saving Throws
TODO Saving Throws
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

ROLEPLAYING

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Cell3

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

Mannerisms

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