

# MERRICK DUNFERMAN

*middle aged adult h*  
*lawful good*  
*Level civilian / comr*

**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)

# MERRICK DUNFERMAN

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

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**Occupations:**  
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STR	DEX	CON	INT	WIS
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(+3)	(+5)	(+2)	(+2)	(+2)

**CHA**  
  
**12**  
**(+1)**

**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

## Introduction

2500 x 3235  
↔ ↑

Image Dummy



<div>CHA</div> <div>12</div> <div>(+1)</div>	<div></div>
<div>Saving Throws</div> <div>TODO Saving Throws</div> <div>Skills</div> <div>Proficiency with leather working tools</div> <div>Proficiencies</div> <div>Damage Immunities</div> <div>TODO Damage Immunities</div> <div>Condition Immunities</div> <div>TODO Condition Immunities</div> <div>Senses</div> <div>TODO Senses</div> <div>Languages</div> <div>Common Halfling ,</div> <div>Adjectives</div> <div>,</div>	<div>ROLEPLAYING</div> <div>Introduction</div> <div>A Smiling Halfling, dirty and stained greets you at the counter of the tanner's stall, "finest leatherwork you'll find!"</div> <div>Appearance</div> <div>Short and bald with nimble fingers stained black and brown up his arms. A heavy apron filled with leather carving tools</div> <div>Expressions</div> <div>"Don't low-ball me, just look at the quality of my filigree! It's not my first day out of the woods"</div>
<div>Special Abilities</div> <div> <ul style="list-style-type: none"> <li>Lucky Brave Halfling</li> <li>Nimbleness Stout</li> <li>Resilience   Leather Working Cantrip that gives all leather armor he produces a +1 to AC</li> </ul> </div> <div>Special Equipment</div> <div> <ul style="list-style-type: none"> <li>Various pieces of +1 Leather Armor</li> </ul> </div> <div>Combat Tactics</div> <div></div> <div>Actions</div> <div></div> <div>Factions</div> <div></div>	<div>Mannerisms</div> <div>Always smiling, rubs his hands up and down forearms</div> <div>Motivations</div> <div>Improving his craft, growing his business, training his children in the family trade</div> <div>Passions</div> <div>He sees himself as an artisan and loves his work</div> <div>Secrets</div> <div>A cantrip passed down for generations in his family that makes hides more pliable to work with and harder when they set</div>

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### **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

## **PERSONALITY**

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