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merrick dunferman

2500 x 3235
↔ ↕

Image Dummy

Merrick Dunferman

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

16 (+3)

DEX

19 (+5)

CON

13 (+2)

INT

13 (+2)

WIS

10 (+0)

CHA

9 (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

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, Proudful, Competative,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
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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

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

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Languages -

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Adjectives -

Talented, Prideful, Competative,

Special Abilities

-
-

Special Equipment

-
-
-

Combat Tactics

He's not a fighter but will fight if required

Actions

-

Factions

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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