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 TODO

Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
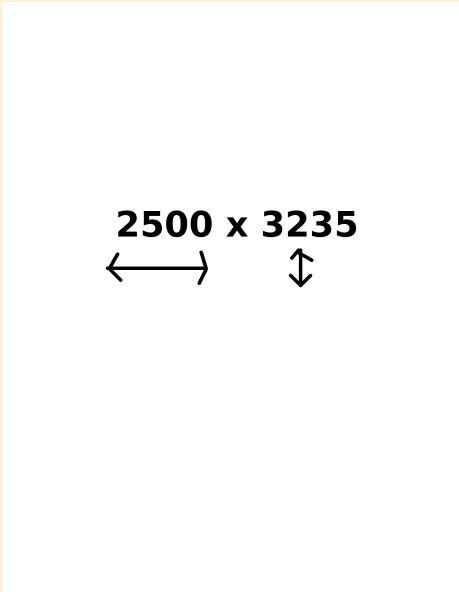**Languages** Common Halfling ,
Adjectives ,

Special Abilities Lucky Brave Halfling Nimbleness Stout Resilience | Leather Working Cantrip that gives all leather armor he produces a +1 to AC

Special Equipment

COMBAT TACTICS

ACTIONS

FACTIONS

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

BACKGROUND

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