

Merrick Dunferman

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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	DEX	CON	INT	WIS	CHA
16	19	13	13	10	9
(+3)	(+5)	(+2)	(+2)	(+0)	(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

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**

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**Proficiencies** -

**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, Prideful, Competative,

**Special Abilities** -

**Special Equipment** - - -

**Combat Tactics**  
He's not a fighter but will fight if required

**Actions**

<div>Languages - Common<div>Halfling</div><div>{ "id"=&gt;"chamber_of_commerce", "name"=&gt;"Chamber of Commerce"} { "id"=&gt;"adventurer_s_guild", "name"=&gt;"Adventurer's Guild"} { "id"=&gt;"trading_companies", "name"=&gt;"Trading Companies"} Adjectives - Talented, Prideful, Competative,</div></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>		<div>Actions Factions</div>	
<div>Special Abilities<div>Special Equipment</div><div>Combat Tactics</div><div>He's not a fighter but will fight if required</div></div>					
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