## 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**

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** 

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> Saving Throws TODO Saving Throws Skills Proficiency with leather working tools

**Proficiencies TODO** 

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CELL 2

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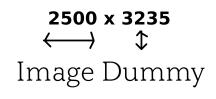
## **Special Equipment**

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**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 Cell3 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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