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.

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

Saving Throws -

Skills -

Abilities"=>[{"Lucky"=>"When {"Halfling 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

Middle Aged Adult Halfling

2500 x 323!

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damage"}]} **Proficiencies** -

Introduction

ROLEPLAYING

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

He sees himself as an artisan and loves his work

Secrets

Languages -

Common Halfling {"id"=>"chamber_of_commerce", "name"=>"Chamber 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

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Adjectives - Talented, Prideful, Competative,

Special Abilities Special Equipment - -

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Combat Tactics

Actions Factions

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

Actions - Factions