

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

16 19 13 13 14 (+3) (+5) (+2) (+2) (+2)

CHA

12 (+1)

Saving Throws
TODO Saving Throws
Skills
Proficiency with leather

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

 Various pieces of +1 Leather Armor

Combat Tactics

Actions

Factions

ROLEPLAYING

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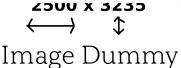
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Appearance

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, trainingell3 his children in the family trade

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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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

Personality