

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

- Various pieces of +1 Leather Armor

Combat Tactics

Actions

Factions

CELL ONE

2500 x 3235

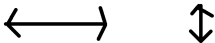


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ROLEPLAYING

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

short and bald with nimble fingers stained black and grown 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

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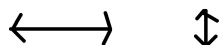
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**Bottom**