

## 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 working tools  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Halfling  
**Adjectives**

### Special Abilities

-

### Special Equipment

-

### Combat Tactics

### Actions

### Factions

Chamber of Commerce -

Adventurer's Guild -

Trading Companies -

2500 x 3235

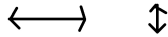


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## ROLEPLAYING

### 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 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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## BACK STORY

Merrick  
line of tann  
workers. Th  
passed dow  
generations  
with the lea  
his great gr  
developed.  
loves his w  
pride in the  
of his work.  
his twin boy  
trade. Not c  
immaculate  
also a shren  
knows the c  
and will not  
prices. His p  
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definitely n  
end

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