

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

CHA 12 (+1)

x 3235

Dummy

Saving Throws -Skills -Proficiency with leather working tools

Proficiencies -**Proficiency Mod -**

Languages -Common Halfling Adjectives -

Special Abilities Special Equipment Combat Tactics

Actions **Factions**

Chamber Commerce -

Adventurer's Guild -

Trading Companies -

2500 x 3235 \longleftrightarrow \updownarrow

Image Dummy

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

of

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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TODO Saving Throws Skills -

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Condition Immunities -TODO Condition

Immunities Senses - TODO Senses Languages -

Common Halfling Adjectives -

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BACKG STORY

Merrick co line of tar workers. been pass generation along w working great developed and love takes gre quality ar work. He twin boy trade. No immacula is also businessm quality of not be prices. H unreasona definitely cheaper e