

# 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)

x 3235 1 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

Role:

**Adventurer's Guild** 

**Trading Companies** 

Role:

2500 x 3235  $\longleftrightarrow$   $\updownarrow$ 

Image Dummy **Dunferman** 

# 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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# BACKG STORY

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