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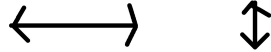


Image Dummy

Merrick Dunferman

## 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
(+3)	(+5)	(+2)	(+2)	(+2)	(+1)

**Saving Throws** -  
**Skills** - Proficiency with leather working tools  
**Proficiencies** -  
**Proficiency Mod** -

**Languages** - Common Halfling  
**Adjectives** -

**Special Abilities** -  
**Special Equipment** -  
**Combat Tactics**  
**Actions**  
**Factions**  
**Chamber of Commerce**  
Role:  
**Adventurer's Guild**  
Role:  
**Trading Companies**  
Role:

## 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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### Special Abilities

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