



# 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



Image Dummy

# ROLEPLAYING

## Introduction

A Smiling Halfling, dirty and stained greets you at the counter of the tanner's stall, "finest leatherwork you find!"

## Appearance

Short and bald with nimble fingers stained black and brown up his arms 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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**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

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# BACKGROUND STORY

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