



# 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

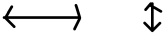


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# ROLEPLAYING

## 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 filgree! 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 comes from a long line of tanner workers. They have been passing down the generation along with the working methods. A great grandfather developed the trade and loves leather. He takes great quality and work. He has two twin boys in the trade. Not immaculate work and very on his price. They aren't unrefined they are doing the cheapest

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