

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

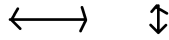


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ROLEPLAYING

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 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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BACK STORY

Merrick has a long line of leather workers who have been working through generations. His family alone has made leather work great and developed and loves it. He takes great quality and work. He has two twin boys in the trade. Not immaculate, also a shrew. He knows his work and value on his price aren't unreasonable, they are the cheapest.

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