

# 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)

12 (+1)

my

**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

# ROLEPLAYING

#### Introduction

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

#### Appearance

Short and bald with nimble fingers stained black and brown up his arms heavy apron filled with leather carvitools

#### **Expressions**

"Don't low-ball me, just look at the quality of this filigree! It's not my fire day out of the woods"

## **Mannerisms**

Always smiling, rubs his hands up ar down his forearms

### Motivations

Improving his craft, growing his busi training his children in the family tra

### Passions

He sees himself as an artisan and lo his work

### Secrets

A cantrip passed down for generation his family that makes hides more plito work with and harder when they s

# 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)

12 (+1)

Saving Throws

TODO Saving Throws **Skills Skills** Proficiency
with leather working tools

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

### **Combat Tactics**

Actions

Factions

Chamber of Commerce

Adventurer's Guild

**Trading Companies** 

## 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**

Cell3

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

# BACKGROUND STORY

Merrick comes from a long line of tanners and leather workers. The skills have been passed down through generations of his family along with the leather working magic his great great grandfather developed. He works hard and loves his work. He takes great pride in the quality and beauty of his work. He lovingly trains his twin boys in the family trade. Not only is he an immaculate craftsman, he is also a shrewd businessman. He knows the quality of his work and will not be swayed on his prices. His prices aren't unreasonable, but they are definitely not on the cheaper end