



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

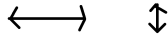


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ROLEPLAYING

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 Dunferman is a line of tanners and leatherworkers. The family has passed down their craft through generations, with the leatherwork being his great grandfather's developed. He loves his work and takes pride in the quality of his work. He has two twin boys in the family. Not only is he a craftsman, but he is also a businessman. The quality of his work is so good that he is always being swayed by higher prices and is always being told they are doing it cheaper elsewhere.

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