

## 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

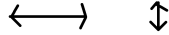


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## ROLEPLAYING

### Introduction

A Smiling Halfling, dirty and stained  
greetes 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 generation  
in his family that makes hides more  
pliable to work with and harder when  
they set

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**Proficiencies** TODO

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**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
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Halfling  
**Adjectives**

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## BACK STORY

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