

CELL  
ONE

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	CHA
16 ( )	19	13	13	14	12

**Saving Throws** TODO Saving Throws  
**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

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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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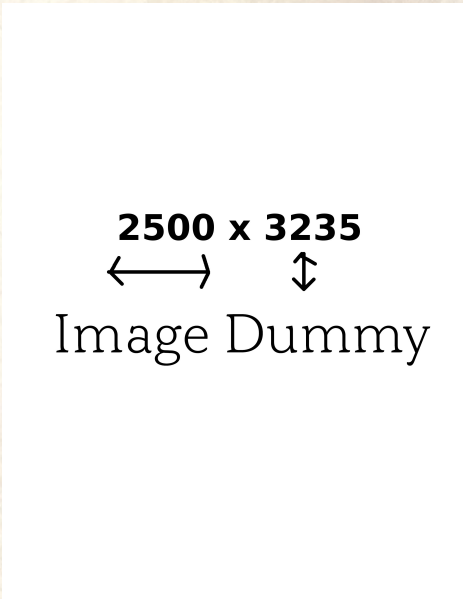
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