

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

2500 x 3235

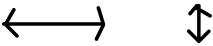


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ROLEPLAYING

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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Saving Throws
Proficiency with leather working tools

Proficiencies

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