

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

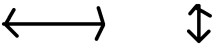


Image Dummy

**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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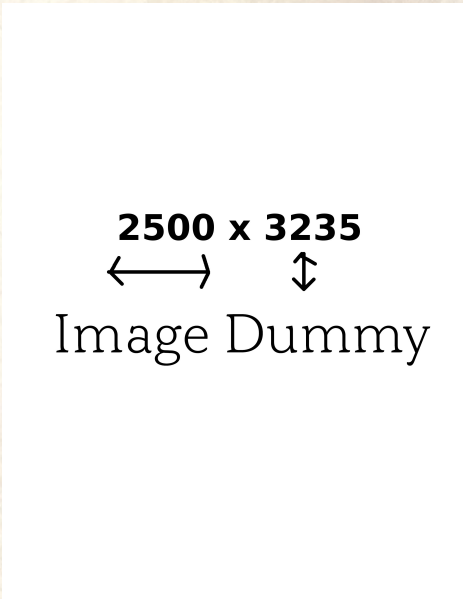
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