

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 H  
**Speed** 25.

**STR** 16 (**DEX** 19 **CON** 13 **INT** 13 **V** 1

**CHA**  
12

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Proficiency with leather  
tools  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunit  
**Condition Immunities**  
TODO Condition Immuni  
**Senses** TODO Senses  
**Languages** Common H  
**Adjectives** ,

Special Abilities

- Lucky Brave Halfling

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"

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**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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Resilience | Leather  
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**Combat Tactics**

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**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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