**BYNNOA,**

**HEAD OF RIVERDEEP’S MERCHANT GUILD**

Stats

**Strength:**

12

**Constitution:**

13

**Dexterity:**

14

**Intelligence:**

10

**Wisdom:**

10

**Charisma:**

9

**Magical Ability:**

17

Basics

**NPC Type:**

Merchant

**Race:**

Human

**Age:**

Adult - 33

**Gender:**

Female

**Culture:**

Civilized

**Social Status:**

Extremely Wealthy

**Environment:**

Urban

**Literate:**

Yes

**Starting Money:**

100 *(starting percent: 100%)*

**Noble:**

No

**Noble Title:**

None

**Occupation:**

Art Dealer

**Alignment:**

Lawful Evil

**Other Languages:**

2

* Human - The most common race in many game systems. If one is familiar with modern examples of humanity, then one has a good basis for humanity when found anywhere or anywhen else
* Like the Wealthy, the Extremely Wealthy have lots and lots of money. However, they view the merely Wealthy as just penny-ante. The Extremely Wealthy own estates the size of baronies (even dukedomes), have armies of servants (and usually at least one army), throw parties that would beggar most cities, and are often quite eccentric
* Extremely Wealthy
  + Within reason, a character will begin with just about anything he desires, including carriages, arms and armor, expensive clothing, a minor magical item, etc
* Key aspect of the character's past
  + Tells tales of a legendary lost treasure that gave vague hints regarding its location
* Trait Strength - Driving
  + Allergy
    - Fur (Additional symptom of constant sneezing)
      * Serious
        + Red, itchy eyes, sniffles. Minus 1 Rank to combat skills until 1d3 hours after exposure ends. Asthmatic reaction( hard to get one's breath). Minus 3 Ranks to combat skills, minus 1d8 to Strength attribute
* Trait Strength - Weak
  + Dark side trait
    - Self-doubting - unsure of self and abilities
* Attitude
  + Deviant
    - This character lives by a strict and ordered moral code. But this code is centered around the Deviant character's self-centered personal goals. He respects honor and self-discipline in others, and may even protect the innocent, but will not tolerate anyone who works to cross him
* Character is unknown
* Merchant
  + Occupation
    - Art Dealer - Acquires and sells antiquities (ancient statuary and historial artifacts) and arranges work for popular artists
  + Art Dealer
    - Occupation Attitude
      * Talented
      * Hard worker
      * Fair
* **Rank**
* **Name**
* 11
* Literacy
* 2
* Urban Survival
* 1
* Wilderness Survival