**KRAMLIK**

**HEAD COUNCILMAN OF THE RIVERDEEP CRAFTSMANS GUILD**

**Strength:**

8 *(started as: 11)*

**Constitution:**

9 *(started as: 11)*

**Dexterity:**

9 *(started as: 12)*

**Intelligence:**

12

**Wisdom:**

11

**Charisma:**

15 *(started as: 17)*

**Magical Ability:**

15

**NPC Type:**

Merchant

**Race:**

Dwarf

**Age:**

Elderly - 156

**Gender:**

Male

**Culture:**

Civilized

**Social Status:**

Extremely Wealthy

**Environment:**

Urban

**Literate:**

Yes

**Starting Money:**

100 *(starting percent: 100%)*

**Noble:**

No

**Noble Title:**

None

**Occupation:**

Silk Merchant

**Alignment:**

Lawful Good

**Other Languages:**

4

* Dwarf - Stalwart, short, stocky humanoids, with long beards and dour personalities. They are longer-lived than men; are excellent metal and stone workers; reknowned as fighters; and often found in underground cities. Dwarves can be gruff, grumpy, gloomy or rowdy, often trusting none but themselves
* 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
  + Is noted for his extremely unusual personality. The character is strange, possibly a real weirdo
    - Trait Strength - Strong
      * Insomniac. Character finds it almost impossible to sleep or get any rest ... at least during the night
    - Trait Strength - Weak
      * Stuttering. Reduce Charisma attribute by 1 when talking. Spellcasting is 25% more difficult
    - Allergy
      * Insect BitedStings (Multiple bites/stings, increases reaction level by one)
        + Deadly

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. Skin rash and high fever. Subtract 1d6+3 Ranks from all skills. Victim is very ill and cannot clear head to concentrate (especially on magic spells). 1d3 hit points are lost, if victim does not end exposure upon occurance of symptoms. Victim is Catatonic (unconscious). Curative magics or healing medicines will be necessary to revive the victim

* Attitude
  + Ethical
    - Lives according to a strict, universal moral code of ethics. Values fair play and respects authority. Does no evil to self or others and works for the good of all
* Character is well known
* Merchant
  + Occupation
    - Silk Merchant - Imports silk fabric and thread from far-off lands
  + Silk Merchant
    - Occupation Attitude
      * Uncreative
      * Workaholic
* Identifying Quirk
  + Cursed
    - In rapid succession #1
      * The character is banned from performing his or her primary profession and is cast out of any guilds, associations or societies associated with the trade. If the character's identity is known, he or she cannot practice the profession within the known world of his or her current culture
    - In rapid succession #2
      * The character's mother or female guardian is killed in an accident
        + Victim is thrown into prison because of someone's actions and later dies there. The victim committed a crime against someone and was justly imprisoned
* Character loses 1 point of strength and dexterity due to old age for being Mature
* Character loses 2 points of constitution, charisma, strength and dexterity due to old age for being Elderly
* **Rank**
* **Name**
* 9
* Literacy
* 2
* Urban Survival
* 1
* Wilderness Survival