

GRAFTON HUGHES



Profession: Banker's Assistant

Employment: Ashton House

World View: The Free City of Raiderspoint is a backwater that knows no law other than that which is purchased. Order should come to allow the city to raise to the level of prosperity enjoyed by the larger cities in the eastern kingdoms.

Motivation: Success. He has been passed over twice for promotion at Ashton House because they claim he “doesn't have the temperament to be a banker”. This, and a taste for antiquities, drove him to look elsewhere for success.

Reason He's Important: Grafton is keeping the books for an underground that wishes to take over the city and regional governments. He believes they will bring order and prosperity, more importantly, they will bring his family prosperity.

Personality: Grafton comes across as a hard man, almost the spoiled noble type, but should it come to physical confrontation, he will back down or slink away. As soon as his work for the underground starts truly generating revenue, he intends to hire guards to take care of the “brute work” for him.

Views on Adventurers: Generally, Grafton sneers at those who risk their lives for a shaky chance at gain. Little better than mercenaries in his eyes, he certainly wouldn't give them a loan. Those few who have collected some amount of fame he will talk to – and purposely be seen with – because it shows his ‘elevated station’. While associating with them, he will feel them out in the hopes of recruiting them for the underground.

Weaknesses: Aside from being afraid of physical confrontation, Grafton believes that all he is doing will make life for his family better. Any credible threat to his wife or two children will make him do whatever is asked. He knows that some of the things he is involved in are questionable – he is keeping accounts for a woman he has never met, and some of the payments out of his own accounts he is certain have gone to the local assassin's guild – but he gets through by reminding himself that this is all to give his family a better life. Flattery, or attention to his shadier dealings will eventually get him to talk also.

Strengths: Grafton has a chip on his shoulder that works to his strength. He hates being called inferior, even by implication, and it will make him set his teeth and do what needs doing. Trying to question him by belittling him in any way will just make him more determined not to talk.

Special Items and Abilities: Grafton really *is* gifted with accounting. He can move money around in ways that auditors can't find, and he can spot a good investment before others have started to consider it. (He gets +4 on all checks related to business, accounting, or money)

Since his fortunes have started to grow, Grafton has been buying unique and collectible items. Most is mundane and decorates his house, but in his bedroom, he keeps his one mystical item. See [“The Grafton Hughes Residence”](#) for more information on this item. He will use it to appear to be someone else when making transactions in names other than his own at the local banks.

