Age: middle aged adult

Race: human Pronouns: he/him Occupation:

Magic Shop Owner

Class: civilian / commoner

Level: 0

Alignment: lawful neutral

Languages:

- Common
- Abyssal
- Infernal

Factions:

Chamber of Commerce

Adjectives:

Armour Class: 13 Hit Points: 52 Speed: 30

STR 12

DEX 18 CON 13 **INT 16**

CHA 18

WIS 13

Saving Throws TODO Saving Throws

Role-Playing

Improv Introduction: Upon entering Hercule's Curiosity Shop, you are approached by a tall well-dressed man "Can I help you find your future?"

Appearance: Tall, thin and raven-haired, with a widow's peak and a curly

mustache. A fine tailored suit with tales and a top hat

Expressions: "We can meet all of your magical needs!", "It's difficult to procure,

but I may have some of that left in the back"

Mannerisms: Does everything with a flourish. Broad exaggerated movements like

Passions: Learning magic tricks

Secrets: Hercule has no real magic abilities of his own, just slight of hand tricks

and uncanny salesmanship

Vulnerabilities: Being found out as a charlatan. He's also a bit of a coward

Skills:

• Far above average sleight of hand skills as it pertains to magic tricks

Special Abilities:

Attacks:

Combat Tactics:

Special Equipment:

Various magic trinkets

le owner/operator of Hercule's Curiosity Shop. Having tried his hand at several careers throughout his lifetime, including briefly attempting to school for sorcery, he found that he excelled at sales. Using the contacts he made through his brief schooling, he created his current personae and opened his curiosity shop. Most of the goods he carries are minor magic trinkets of no real use to anyone, but he also carries and extensive stock of materials used for the various schools of spellcasting. From holy symbols to spellbook materials, Hercule's carries it all. Now and again, he does actually manage to procure some useful magic items for sale, but those are few and far between.