

HERCULE RIVERA

Middle Aged Adult Human Lawful Neutral Level 0 Civilian / Commoner

Pronouns: he/him Occupations: Magic Shop Owner Armor Class 13 Hit Points 52 (TODO Hitdice) Speed 30.

 STR
 DEX
 CON
 INT
 WIS

 12
 18
 13
 16
 13

 (+1)
 (+4)
 (+2)
 (+3)
 (+2)

18 (+4)

 Saving Throws

TODO Saving Throws **Skills**

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

Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition

Immunities
Senses TODO Senses
Languages Common
Abyssal Infernal
Adjectives

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Chamber of Commerce -

Image Dummy

ROLEPLAYING

Introduction

Upon entering Hercule's Curiosity Shop, you are approached by a tall welldressed 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 a stage magician

Motivations

Money

Passions

Learning magic tricks

Secrets

Hercule has no real magic abilities of his own, just slight of hand tricks and uncanny salesmanship

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BACK Story

owner/ Curiosi his har throug includ school that he Using t throug create Most o carries are trinkets of anyone, bu materials u schools of holy symbo materials, lall. Now an actually ma some usefu sale, but th between.