



## 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)

**CHA**  
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

2500 x 3235

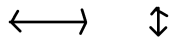


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## ROLEPLAYING

### 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 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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## BACKSTORY

He owner Curios his ha throug includ to sch found sales. made school curren opene Most c carries are trinkets of anyone, bu and extens materials t various scl spellcastin symbols to materials, it all. Now does actual procure so items for s are few an

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