

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)

3235 \$)ummy **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 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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Back Stor

Hercule is

owner/op

Hercule's Having tri several ca throughou including attemptin sorcery, hexcelled a the conta through h schooling current pe Most of th carries ar trinkets c anyone, I carries ar stock of r the vario symbols materials carries it again, he manage t useful ma sale, but and far b