

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)

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Saving Throws
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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
TODO Condition Immunities
Senses TODO Senses
Languages Common,
Abyssal, Infernal,
Adjectives

Special Abilities

Special Equipment

Various magic trinkets

Combat Tactics

Actions

Factions

Chamber of Commerce

2500 x 3235

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ROLEPLAYING

Introduction

Upon entering Hercule's Curiosity SI you are approached by a tall welldressed man "Can I help you find you future?"

Appearance

Tall, thin and raven-haired, with a widow's peak and a curly mustache. fine tailored suit with tales and a top

Expressions

"We can meet all of your magical needs!", "It's difficult to procure, but may have some of that left in the ba

Mannerisms

Does everything with a flourish. Broa exaggerated movements like a stag magician

Motivations

Money

Passions

Learning magic tricks

Secrets

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

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BACKGROUND STORY

Hercule is the 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.