

## 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

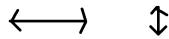


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## ROLEPLAYING

### 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.  
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. Bro  
exaggerated movements like a stag  
magician

### Motivations

Money

### Passions

Learning magic tricks

### Secrets

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

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skills as it pertains to magic  
tricks

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
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Abyssal Infernal  
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## BACK STORY

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