

[Previous](#)[Next](#)

hercule rivera

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Hercule Rivera

**middle age adult Human**

**Lawful Neutral**

**Level 0 Civilian N/A**

---

### Pronouns -

he/him

### Occupations -

Magic Shop Owner

**Armor Class -**

13

**Hit Points -**

52 (TODO Hitdice)

**Speed -**

30.

---

**STR**

12 (+1)

**DEX**

18 (+4)

**CON**

13 (+2)

**INT**

16 (+3)

**WIS**

13 (+2)

**CHA**

18 (+4)

---

**Saving Throws -**

**Skills -**

{"Feats"=>"Actor, Observant"}

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Abyssal Infernal

**Adjectives -**

N/A,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Chamber of Commerce**

Role:

---

**2500 x 3235**

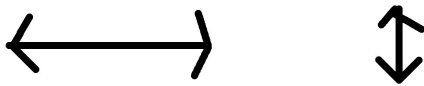


Image Dummy

**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 tails 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

---

**Hercule Rivera**

**middle age adult Human**  
**Lawful Neutral**  
**Level 0 Civilian N/A**

---

**Pronouns -**

he/him

**Occupations -**

Magic Shop Owner

**Armor Class -**

13

**Hit Points -**

52 (TODO Hitdice)

**Speed -**

30.

---

**STR**

12 (+1)

**DEX**

18 (+4)

**CON**

13 (+2)

**INT**

16 (+3)

**WIS**

13 (+2)

**CHA**

18 (+4)

---

**Saving Throws -**

**Saving Throws -**

**Skills -**

{"Feats"=>"Actor, Observant"}

**Proficiencies -**

**Languages -**

Common Abyssal Infernal

**Adjectives -**

N/A,

---

**Special Abilities**

-

**Special Equipment**

-

**Combat Tactics**

Will do everything in his power to run away from a fight.

Actions

-

Factions

Chamber of Commerce

Role:

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 tails 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

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 an 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.