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	CHA
12	18	13	16	13	18

Saving Throws TODO Saving Throws
Skills Far above average sleight of hand skills as it pertains to magic tricks

Proficiencies TODO

Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
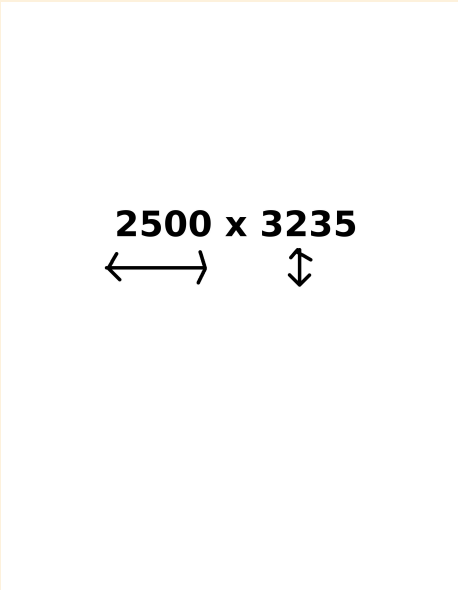**Senses** TODO Senses
Languages Common Abyssal Infernal ,
Adjectives ,

Special Abilities

Special Equipment

- Various magic trinkets

Combat Tactics

Actions

Factions

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

Background

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.