



# 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

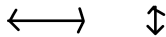


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# ROLEPLAYING

## 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. 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 STORY

Hercule's Curiosity Shop is a hand at through school for that he the content his brief his current opened

Most of carries are n trinkets of n anyone, but extensive st used for the spellcasting. symbols to s Hercule's ca again, he do manage to p magic items are few and

3235  
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Cell3