

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)

18 (+4)

Saving

x 3235

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Dummy

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

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. fine tailored suit with tales and a top hat

Expressions

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

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 his own, just slight of hand tricks an uncanny salesmanship

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BACK(STORY

owner/ Curiosi hand a through includi school that he the cor his brie his cur opened Most of carries are trinkets of anyone, bu extensive s used for the spellcasting symbols to Hercule's c again, he d manage to magic item are few and