

500 x 3235  
→ ↕  
ge Dummy

2500 x 323  
↔ ↕  
Image Dummy

Hercule Rivera

**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   |
| (+1) | (+4) | (+2) | (+3) | (+2) | (+4) |

---

**Saving Throws** -  
**Skills** -  
Far above average sleight of hand skills as it pertains to magic tricks  
**Proficiencies** -  
**Proficiency Mod** - +2

---

**Languages** - Common Abyssal Infernal  
**Adjectives** -

---

**Special Abilities**  
**Special Equipment** -  
**Combat Tactics**  
**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 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

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

---

**Languages** -  
Common Abyssal Infernal  
**Adjectives** -

---

**Special Abilities**  
**Special Equipment** -  
**Combat Tactics**  
**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 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