



# 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



Image Dummy

# ROLEPLAYING

## Introduction

Upon entering Hercule's Curiosity Shop  
you are approached by a tall well-  
dressed man "Can I help you find y  
future?"

## Appearance

Tall, thin and raven-haired, with a  
widow's peak and a curly mustache.  
fine tailored suit with tales and a top

## Expressions

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

## Mannerisms

Does everything with a flourish. Bro  
exaggerated movements like a stag  
magician

## Motivations

Money

## Passions

Learning magic tricks

## Secrets

Hercule has no real magic abilities o  
own, just slight of hand tricks and  
uncanny salesmanship

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of hand skills as it pertains  
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TODO

**Damage Immunities**  
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**Condition Immunities**  
TODO Condition  
Immunities

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"We can meet all of your  
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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 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.