

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

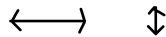


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ROLEPLAYING

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 carries all sorts of magical trinkets of his own design, including magical school materials that he has created through his own magical abilities. Most of the items he carries are magical trinkets of his own design, including magical school materials that he has created through his own magical abilities. Most of the items he carries are magical trinkets of his own design, including magical school materials that he has created through his own magical abilities.

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