



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

**Proficiencies** TODO  
**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**

# 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

# 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.

my

Cell3