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Image Dummy

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## 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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## BACKSTORY

Hercule's owner, Curiosity Shop, his hair through to school found sales. made school current opene Most carries are trinkets of anyone, but and extensive materials various spellcasting symbols to materials, it all. Now does actual procure so items for sale are few and far between