

Clyde Goodeye

middle aged adult human  
chaotic neutral  
Level 0 civilian

Pronouns: he/him  
Occupations: Merchant

Armor Class 13

Hit Points 26 (TODO Hitdice)  
Speed 30.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 9   | 11  | 15  | 12  | 17  | 17  |

Saving Throws TODO Saving Throws  
Skills Persuasion; Survival; Perception; Insight; Arcana; History;  
Proficiencies TODO

Damage Immunities TODO Damage Immunities  
Condition Immunities TODO Condition Immunities  
Senses TODO Senses  
Languages Common Elven ,  
Adjectives ,

Special Abilities

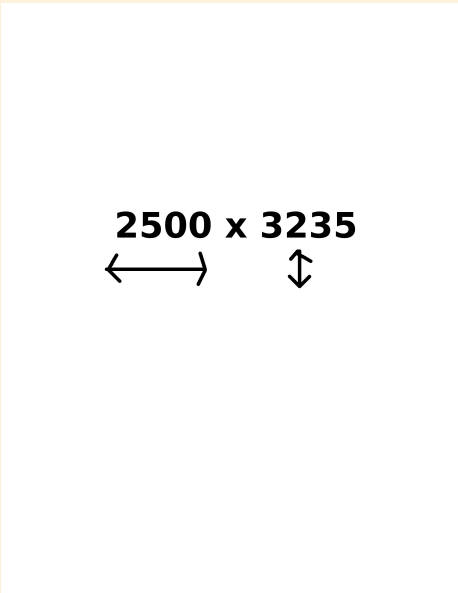
- Special Equipment
- Emerald Spyglass** - This spyglass can see through weather effects at up to 10x magnification

    - be it stars
    - the distant horizon
    - or an incoming threat.
  - Peace Pipe** - This long ornate pipe calms the emotions of whomever smokes it and bonds - through *friendship* - anyone who shares the same pipe load.

Combat Tactics

Actions

Factions



ROLEPLAYING

Introduction  
A colorful figure mans a covered carriage adorned with patterns pulled slowly by a draft horse. "Feed yer curiosity!"

Appearance  
Scarred, gnarled visage. Long colorful robes. Stray eye. Curly hair beneath foppish red cap. Smokes long curved pipe.

Expressions  
"I've got it all. The good, the bad, and the not-so-bad!"; "Anything ya need? Ha! Wrong question."; "Take a goood look."

Mannerisms  
Broadly bows. Points multiple times at one good, then the next. Moves fingers as if kneading bread.

### **Motivations**

**To travel and find more curios. To make tragedies bearable, especially his own. Bring more color to the world.**

### **Passions**

**Colors. Curios. Travel.**

### **Secrets**

**Clyde was once a purveyor of curiosities at a traveling circus. When the grounds were consumed by mysterious flash grass fires, Clyde was one of few escapees.**

## **Background**

---

*Darius DeManque's Glorius and Wondrous Traveling Show* was a well-known and loved troupe of traveling performers, freaks, musicians, and various purveyors of oddities. A runaway from an orphanage for boys, Clyde took his leave when the traveling show was passing through town, hiding amongst the crates and supplies for the curio shop.

Quickly becoming well-versed in the amazing oddities they had available, Clyde felt he found a new home and fit in nicely as the years passed. Unfortunately, the troupe and nearly all of their sets and goods were consumed by a flash grass fire while they camped. Clyde barely managed to escape on the smoking curio carriage; albeit badly burned, losing the use of an eye, and traumatized.

Doing his best at covering up the damages to the carriage and at keeping alive the spirit of the traveling troupe, Clyde Goodeye travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.