

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.

DEX CON INT WIS 15 9 (0) (+1) (+3) (+1) (+4)

CHA 17 (+4)

) x 3235 **TODO Saving Throws** Skills 1

Dummy

Persuasion; Survival; Perception; Insight; Arcana; **Proficiencies**

Saving Throws

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

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235 \longleftrightarrow \updownarrow

Image Dummy Chaotic Neutral Level 0 Civilian

CLYDE GOODEYE

Middle Aged Adult Human

Pronouns: he/him Occupations: Merchant **Armor Class 13 Hit Points** 26 (TODO Hitdice) Speed 30.

Introduction

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

ROLEPLAYING

Appearance

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

Expressions

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

Mannerisms

Broadly bows. Points multiple times 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. Whe the grounds were consumed by mysterious flash grass fires, Clyde was one of few escapees.

STR DEX CON INT WIS 11 15 12 17 9 (0) (+1) (+3) (+1) (+4)

(+4)

Saving Throws TODO Saving Throws Skills 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

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."

Cell3

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.

BACKG STORY

Dai and Wo was a v troupe freaks, purveyor from ar Clyde to travelin through crates shop.

Quickly in the amaz available, C new home a years passe troupe and and goods v camped. Cly to escape o carriage; all losing the u

Doing h the damage at keeping a travels the attempting wonder to comore and m curiosities f