

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

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

Special Abilities

Special Equipment

- <p><b>Emerald Spyglass</b> - This spyglass can see through weather effects at up to 10x magnification
- be it stars
- the distant horizon
- or an incoming threat.</p><p><b>Peace Pipe</b> - This long ornate pipe calms the emotions of whomever smokes it and bonds - through <i>friendship</i> - anyone who shares the same pipe load.</p>

Combat Tactics

Actions

Factions

2500 x 3235

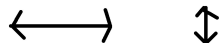


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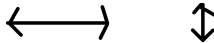


Image Dummy

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.

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