CLYDE GOODEYE middle aged adult human

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

9 (0) 11 15 12 17 (+1) (+3) (+1) (+4)

CHA

17 (+4)

> 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
 <i>friendship</i>
 anyone who shares the
 same pipe load.

Combat Tactics

Actions

Factions

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2500 x 3235

Image Dummy

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Saving Throws TODO Saving Throw

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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-sobad!"; "Anything ya need? Ha! Wrong question. **Çell3** "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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BACKGROUND STORY

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Personality