## ROLEPLAYING

### Introduction

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

#### **Appearance**

# 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

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

CHA

17 (+4)

**Saving Throws** TODO Saving Thro **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**

- <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.<b>Peace Pipe</b> This long ornate pipe calms the emotion whomever smokes it and bond through <i>friendship</i> anyone who shares the same pload.

## **Combat Tactics**

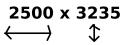
**Actions** 

**Factions** 

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# Image Dummy CLYDE

# GOODEYE

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Pronouns: he/him Occupations: Merchan **Armor Class 13** Hit Points 26 (TODO H Speed 30.

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."; "Take a goood look."

#### **Mannerisms**

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

## Cell3

#### **Motivations**

11 15 12 17 bearable, (+1) (+3) (+1) (+4) the world.

STR DEX CON INT WIS

To travel and find more curios. To make tragedies 17 bearable, especially his own. Bring more color to

**Saving Throws** 

**Proficiencies** 

Adjectives ,

**TODO Saving Throws** 

Insight; Arcana; History;

**TODO Damage Immunities** 

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**Condition Immunities** 

Senses TODO Senses Languages Common Elven,

17 (+4)

CHA

#### **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.

Persuasion; Survival; Perception;

pulled slowly by a draft horse. "Feed yer curiosity!"

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### **Combat Tactics**

#### Actions

**Factions** 

# BACKGROUND STORY

<i>Darius DeManque's Glorius Wondrous Traveling Show</i> was well-known and loved troupe of traveling performers, freaks, musicians, and various purveyors of oddities. A runaway from an orphan for boys, Clyde took his leave when traveling show was passing through town, hiding amongst the crates an supplies for the curio shop. Quickly becoming well-versed i the amazing oddities they had available, Clyde felt he found a new home and fit in nicely as the years passed. Unfortunately, the troupe a nearly all of their sets and goods we consumed by a flash grass fire while they camped. Clyde barely manage escape on the smoking curio carriag albeit badly burned, losing the use an eye, and traumatized. Doing his best at covering up tl damages to the carriage and at keeping alive the spirit of the travel troupe, Clyde Goodeye travels the countryside attempting to bring coland wonder to others while seeking more and more trinkets and curiosit for his stash.

# **Personality**