

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 ,

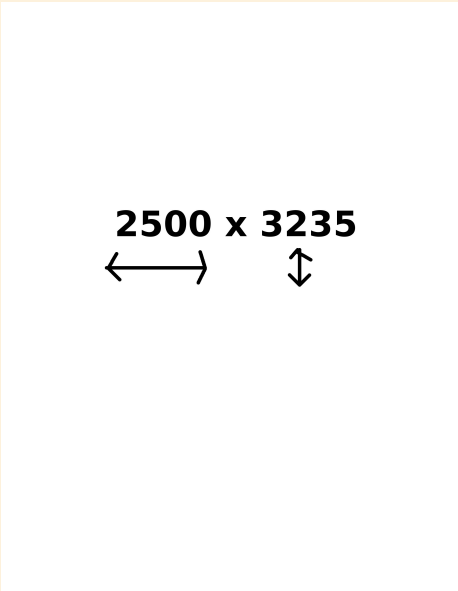
Special Abilities
Special Equipment

- **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.