



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

**CHA** 17 (+4)

**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

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Combat Tactics

Actions

Factions

2500 x 3235

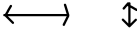


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ROLEPLAYING

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-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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Combat Tactics Actions FactionsCells

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BACKGROUND STORY

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.