

# 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 (+1)	15 (+3)	12 (+1)	17 (+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 to 10x magnification
- be it stars
- the distant horizon
- or an incoming threat.
- **Peace Pipe** - This l ornate pipe calms the emotions of whomever smo it and bonds - through *friendship* - anyone who shares the same pipe load.

## Combat Tactics

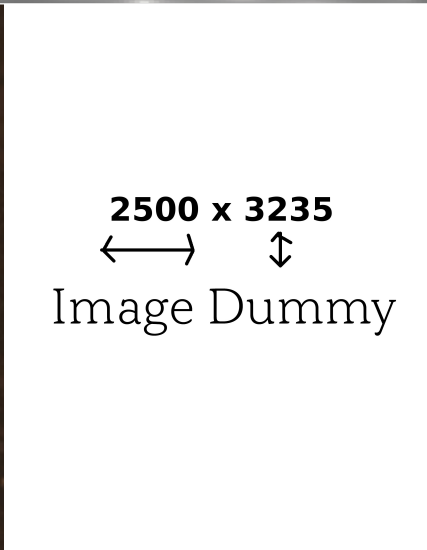
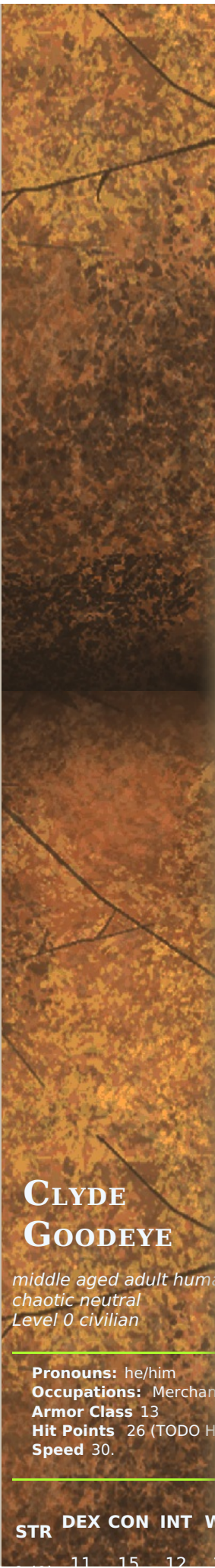
## Actions

## Factions

# ROLEPLAYING

## Introduction

2500 x 3235  
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

## CLYDE GOODEYE

*middle aged adult human  
chaotic neutral  
Level 0 civilian*

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

STR DEX CON INT WIS

11 15 12 17

Cell3

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 flame-grass fires, Clyde was one of the few escapees.



9 (0)

11 (+1)

13 (+3)

15 (+1)

17 (+4)

the world.

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

• <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 whoever smokes it and bonds through friendship - anyone who shares the same pipe load.</p>

Combat Tactics

Actions

Factions

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 STORY

<p><i>Darius DeManque's Glo 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 crates and supplies for the curio shop.</p><p>Quickly becoming well-versed in the amazing oddities they had available, Clyde felt he found a new home and 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 eye, and traumatized.</p><p>Doing his best at covering the damages to the carriage and at keeping alive the spirit of the traveling troupe, Clyde Goodey travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.</p>

# PERSONALITY

*Darius DeManque's Glo 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 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 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 one eye, and traumatized.

Doing his best at covering the damages to the carriage and at keeping alive the spirit of the traveling troupe, Clyde Goodey travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.