

## 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

2500 x 3235

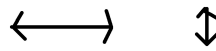


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## ROLEPLAYING

### 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 good 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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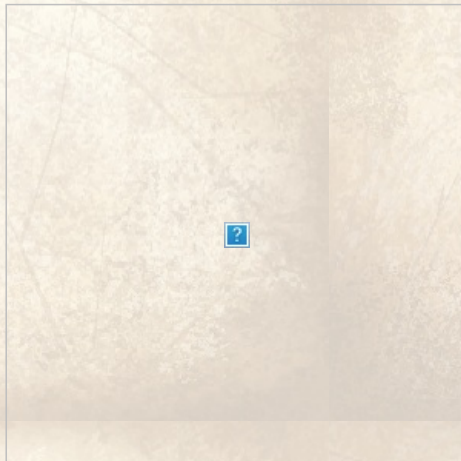
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