

## 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**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Elven  
**Adjectives**

### Special Abilities

### Special Equipment

-  
-  
-  
-

### Combat Tactics

### Actions

### Factions

2500 x 3235

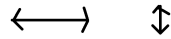


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## ROLEPLAYING

### 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 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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Survival; Perception;  
Insight; Arcana; History;  
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## BACK STORY

Glorious Travels known travels free variations odd an c Clyde the pas hidi and shoi  
Quite well-versed oddities available found a in nicely passed. troupe a their set consum fire while Clyde ba escape o curio ca burned, an eye,  
Doing covering to the ci keeping the trav Goodeye country bring co others v and mor curiositi

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