



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

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Adjectives

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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Cell3

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 whoever smokes it and bonds through friendship - anyone who shares the same pipe load.

Combat Tactics

Actions

Factions

BACKGROUND STORY

Darius DeManque's Glorious 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 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 Goodey travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.

PERSONALITY

Darius DeManque's Glorious 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 Goodey travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.