x 3235
↕
Dummy

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
⟷ ↕
Image Dummy

Roleplaying

Introduction

A colorful figure mans a covered carriage adorned with patterns pulled slowly by a draft horse. "Fee yer curiosity!"

Appearance

Scarred, gnarled visage. Long colorf robes. Stray eye. Curly hair beneath foppish red cap. Smokes long curve pipe.

Expressions

"I've got it all. The good, the bad, an the not-so-bad!"; "Anything ya need Ha! Wrong question."; "Take a gooo 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. Whe the grounds were consumed by mysterious flash grass fires, Clyde was one of few escapees.

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 **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

-
-
-
-

Combat Tactics

Actions

Factions

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.

Backg Story

Da and Wo was a v troupe freaks, purvey runawa boys, C when t passing among supplie

Quickly versed in th they had av he found a nicely as th Unfortunate nearly all o goods were flash grass camped. Cl to escape c carriage; al losing the u traumatized

Doing h up the dam and at keep of the trave Goodeye tr countryside color and w while seeki trinkets and stash.

Cell3