

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 | 11 | 15 | 12 | 17 |

CHA
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 lovely ornate pipe calms the emotions of whomever smoke it and bonds - through friendship - anyone who shares the same pipe load.

Combat Tactics

Actions

Factions

ROLEPLAYING

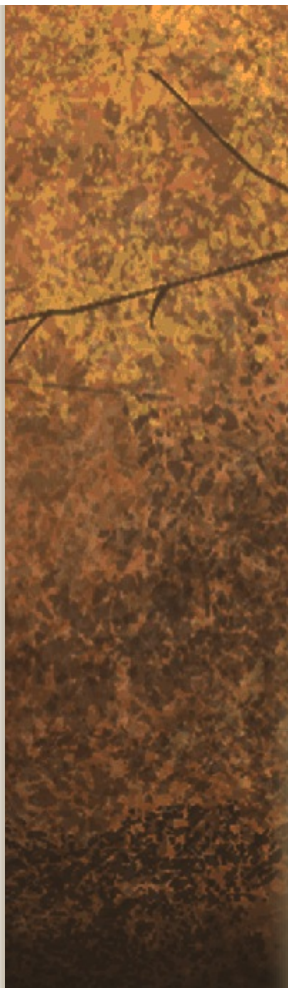
Introduction

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

Appearance

Groundwork, business, and

2500 x 3235
Image Dummy



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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.

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Passions

Colors. Curios. Travel.

Secrets

Clyde was once a purveyor of curiosities at a traveling circus. When the grounds were consumed by mysterious forest grass fires, Clyde was one of the few escapees.

9 (0)

11 (+1)

15 (+3)

12 (+1)

17 (+4)

17 (+4)

CHA

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Saving Throws

TODO Saving Throws

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Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

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Languages

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• or an incoming threat </p><p>Peace Pipe - This long ornate pipe calms the emotions of whoever smokes it and bonds through <i>friendship</i> - anyone who shares the same pipe load.</p>

Combat Tactics

Actions

Factions

BACKGROUND STORY

<p><i>Darius DeManque's Glorious and Wondrous Traveling Show was a well-known and loved troupe of traveling performer 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 a smoking curio carriage; albeit badly burned, losing the use of an 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 Goode travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.</p>

PERSONALITY

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