

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

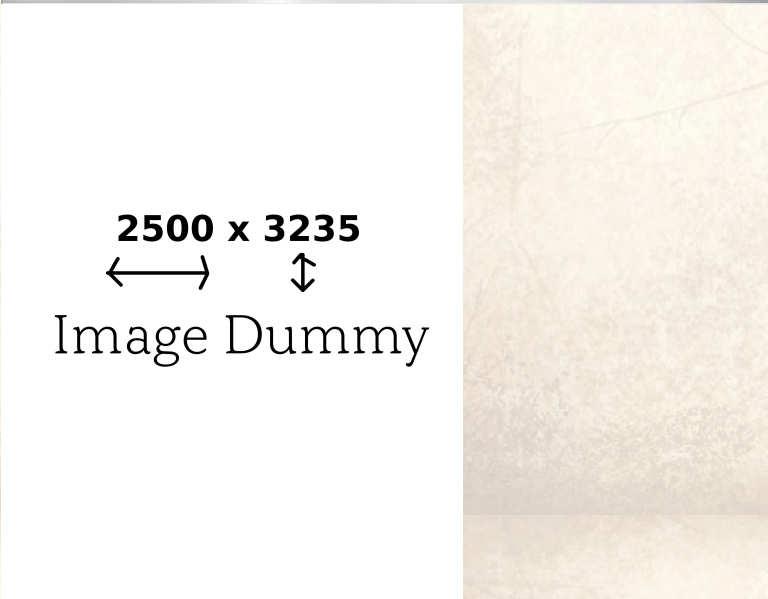
Special Equipment

- **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



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.

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CELL 2

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2500 x 3235  
↔ ↕  
Image Dummy

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