



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.

	DEX	CON	INT	WIS
STR	11	15	12	17
9 (0)	(+1)	(+3)	(+1)	(+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

<p>Emerald
Spyglass - This spyglass
can see through weather
effects at up to 10x
magnification be it stars the
distant horizon or an incoming
threat.</p><p>Peace
Pipe - This long ornate
pipe calms the emotions of
whomever smokes it and
bonds - through
<i>friendship</i> - anyone
who shares the same pipe
load.</p>

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. "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
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 curios
at a traveling circus. When the grounds
were consumed by mysterious flash
grass fires, Clyde was one of few
escapees.

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BACKGROUND
STORY

<p><i>Darius DeManque's
Glorious and Wondrous
Traveling Show</i> 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.</p><p>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.</p><p>Doing
his best at covering up the
damages to the carriage
and at keeping alive the
spirit of the traveling
troupe, Clyde Goodeye
travels the countryside
attempting to bring color
and wonder to others while
seeking more and more
trinkets and curiosities for
his stash.</p>