## CLYDE GOODEYE

middle aged adult human chaotic neutral Level 0 civilian

Pronouns: he/him Occupations: Merchar Armor Class 13 Hit Points 26 (TODO H Speed 30.

**STR DEX CON INT** 9 () 11 15 12

**CHA** 17

Saving Throws TODO Saving Throws Skills

Persuasion; Survival; Pe Insight; Arcana; History

**Proficiencies** 

Adjectives ,

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immun
Senses TODO Senses
Languages Common E

## **Special Abilities**

#### **Special Equipment**

- <b>Emerald
   Spyglass</b> Thi
   can see through we
   effects at up to 10>
   magnification
- be it stars
- the distant horizon
- or an incoming thre <b>Peace Pip This long ornate pip the emotions of wh smokes it and bond through <i>friends anyone who shares pipe load.

# 

## 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 foppis 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.

#### **Passions**

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Adjectives,

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- · be it stars
- the distant horizon
- or an incoming threat.
  <b>Peace Pipe</b> This lo ornate pipe calms the emotions of whomever smokit and bonds through <i>friendship</i> anyone who shares the same pipe load.

#### **Combat Tactics**

Actions

Factions

## ROLEPLAYING

#### Introduction

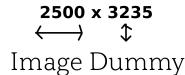
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Combat Tactics

**Actions** 

**Factions** 

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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