

CELL ONECLY 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; Arc
History;
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages Common E
Adjectives ,

Special Abilities

Special Equipment

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-

2500 x 3235
Image Dummy

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Senses TODO Senses
Languages Common Elven ,
Adjectives ,

Special Abilities

Special Equipment

- **<p>Emerald Spyglass</p>** - 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</p> - 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

<div><ul style="list-style-type: none">• Emerald Spyglass - This spyglass can see through weather effects at 10x magnification• be it stars• the distant horizon• or an incoming threat<div>Combat Tactics</div><div>Actions</div><div>Factions</div></div>	<div><p>bad!"; "Anytning ya need? Ha! wrong question."; "Take a goood look."</p><div>Mannerisms</div><p>Broadly bows. Points multiple times at one good, then the next. Moves fingers as if kneading bread.</p><div>Motivations</div><p>To travel and find more curios. To make tragedies bearable, especially his own. Bring more color to the world.</p><div>Passions</div><p>Colors. Curios. Travel.</p><div>Secrets</div><p>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.</p></div>	
	<div>Cell3</div> <div><div>ROLEPLAYING</div><div><div>Introduction</div><p>A colorful figure mans a covered carriage adorned with patterns pulled slowly by a draft horse. "Feed yer curiosity!"</p><div>Appearance</div><p>Scarred, gnarled visage. Long colorful robes. Stray eye. Curly hair beneath foppish red cap. Smokes long curved pipe.</p><div>Expressions</div><p>"I've got it all. The good, the bad, and the not-so-bad!"; "Anything ya need? Ha! Wrong question."; "Take a goood look."</p><div>Mannerisms</div><p>Broadly bows. Points multiple times at one good, then the next. Moves fingers as if kneading bread.</p><div>Motivations</div><p>To travel and find more curios. To make tragedies bearable, especially his own. Bring more color to the world.</p><div>Passions</div><p>Colors. Curios. Travel.</p><div>Secrets</div><p>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.</p></div></div>	