



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 9 **DEX** 11 **CON** 15 **INT** 12 **WIS** 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 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

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Saving Throws

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

2500 x 3235
Image Dummy

<div>2500 x 3235</div> <div>Image Dummy</div>	<div>TODO Saving Throws</div> <div>Skills</div> <div>Persuasion; Survival; Perception; Insight; Arcana; History</div> <div>Proficiencies</div> <div>Damage Immunities</div> <div>TODO Damage Immunities</div> <div>Condition Immunities</div> <div>TODO Condition Immunities</div> <div>Senses</div> <div>TODO Senses</div> <div>Languages</div> <div>Common English</div> <div>Adjectives</div> <div>,</div>	<div>Cell3</div>	<div>"I've got it all. The good, the bad, and the not-so-bad!"; "Anything ya need? Ha! Wrong question."; "Take a good look."</div>
	<div>Special Abilities</div>	<div>Mannerisms</div>	<div>Broadly bows. Points multiple times at one good, then the next. Moves fingers as if kneading bread.</div>
	<div>Special Equipment</div> <div><ul style="list-style-type: none"><p><p>Emerald Spyglass - This can see through weather effects at up to 10x magnification</p>be it starsthe distant horizonor an incoming threat</div> <div><p>Peace Pipe This long ornate pipe smokes it and bonds the emotions of whomever through <i>friends and foes</i> anyone who shares pipe load.</p></div>	<div>Expressions</div> <div>"I've got it all. The good, the bad, and the not-so-bad!"; "Anything ya need? Ha! Wrong question."; "Take a good look."</div> <div>Mannerisms</div> <div>Broadly bows. Points multiple times at one good, then the next. Moves fingers as if kneading bread.</div> <div>Motivations</div> <div>To travel and find more curios. To make tragedies bearable, especially his own. Bring more color to the world.</div> <div>Passions</div> <div>Colors. Curios. Travel.</div> <div>Secrets</div> <div>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.</div>	<div>Motivations</div> <div>To travel and find more curios. To make tragedies bearable, especially his own. Bring more color to the world.</div> <div>Passions</div> <div>Colors. Curios. Travel.</div> <div>Secrets</div> <div>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.</div>
	<div>Combat Tactics</div>	<div>BACKGROUND STORY</div> <div><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 leave when the traveling show was passing through town, hiding amongst the crates and supplies at the curio shop.</p><p>Quickly becoming well-versed in the amazing oddities they had available, Clyde felt he found a 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 burned, losing the use of an eye and traumatized.</p><p>Doing his best at covering up the damage 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></div>	
	<div>Actions</div>	<div>PERSONALITY</div> <div><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 leave when the traveling show was passing through town, hiding amongst the crates and supplies</div>	
	<div>Factions</div>		

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