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

9 11 15 12 17

CHA

17

Saving Throws TODO Saving Throws Skills Persuasion; Survival; Perceptic 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 ι to 10x magnification
- be it stars
- the distant horizon
- or an incoming threat.
 b>Peace Pipe This lo ornate pipe calms the emotions of whomever smok it and bonds through
 friendship</i> anyone who shares the same pipe load.

Combat Tactics

Actions

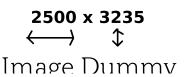
Factions

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ROLEPLAYING

Introduction

A colorful figure mans a covered carriage adorned patterns pulled slowly by a draft horse. "Feed yer curiosity!"

Appearance

Scarred, gnarled visage. Lo colorful robes. Stray eye. (hair beneath foppish red commonly smokes long curved pipe.

9 (0) 11 15 12 17 (+1) (+3) (+1) (+4)

CHA

17 (+4)

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\$ \longleftrightarrow Image Dummy

2500 x 3235

A colorful figure mans a covered carriage

Appearance

Scarred, gnarled visage. Long colorful robes. Stray eye. Curly hair beneath foppish red cap. Smokes long curved pipe.

"I've got it all. The good, the bad, and the not-so-"Take a goood look."

Mannerisms

Broadly bows. Points multiple times at one good, then the next. Moves fingers as if kneading bread.

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.

ROLEPLAYING

Introduction

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Expressions

bad!"; "Anything ya need? Ha! Wrong question.";

Motivations

Expressions

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BACKGROUND STORY

<i>Darius DeManque's Gle and Wondrous Traveling Shov was a well-known and loved troupe of traveling performer freaks, musicians, and various purveyors of oddities. A runay from an orphanage for boys, Clyde took his leave when the traveling show was passing through town, hiding amongs crates and supplies for the cu shop.Quickly becomi well-versed in the amazing oddities they had available, C felt he found a new home and in nicely as the years passed. Unfortunately, the troupe and nearly all of their sets and go were consumed by a flash gra fire while they camped. Clyde barely managed to escape on smoking curio carriage; albeit badly burned, losing the use eye, and traumatized. Doing his best at covering the damages to the carriage a at keeping alive the spirit of t traveling troupe, Clyde Goode travels the countryside attempting to bring color and wonder to others while seekir more and more trinkets and curiosities for his stash.

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