

## 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; 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

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

### Combat Tactics

#### Actions

#### Factions

## 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.

## 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
-----	-----	-----	-----	-----

2500 x 3235

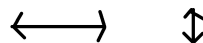


Image Dummy

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

## CHA

17  
(+4)

### Saving Throws

TODO Saving Throws

### Skills

Persuasion; Survival; Perception; Insight; Arcana; History

### Proficiencies

TODO Damage Immunities

TODO Condition Immunities

TODO Senses

TODO Languages

TODO Adjectives

Common E

,

## Special Abilities

### Special Equipment

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

## Combat Tactics

## Actions

## Factions

## 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-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

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.

## 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

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.

## BACKGROUND STORY

<p><i>Darius DeManque's Glorious and Wondrous Traveling Show 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 among 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 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 smoking curio carriage; albeit badly burned, losing the use of one eye, and traumatized.</p><p>Doing his best at covering the damages to the carriage and at keeping alive the spirit of the traveling troupe, Clyde Gooder travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.</p>

2500 x 3235

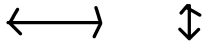


Image Dummy

## PERSONALITY

*Darius DeManque's Glorious and Wondrous Traveling Show* 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 among crates and supplies for the curio shop.

Quickly becoming well-versed in the amazing oddities they had available, Clyde felt he found a new home and 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 his smoking curio carriage; albeit badly burned, losing the use of his right eye, and traumatized.

Doing his best at covering the damages to the carriage and at keeping alive the spirit of the traveling troupe, Clyde Goode travels the countryside attempting to bring color and wonder to others while seeking more and more trinkets and curiosities for his stash.