

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

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills
Persuasion; Survival;
Perception; Insight;
Arcana; History;
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities
Senses TODO Senses
Languages Common Elven
Adjectives

Special Abilities

Special Equipment

-
-
-

Combat Tactics

Actions

Factions

2500 x 3235

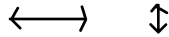


Image Dummy

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.

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

CHA
17
(+4)

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

-
-
-

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.

BACK STORY

*Darius De
and Wond
Show was
and loved
traveling
freaks, m
various p
oddities.
an orphar
Clyde too
the travel
passing t
hiding an
and suppl
shop.*

*Quickly b
versed in
oddities t
available
found a n
in nicely
passed. U
troupe ar
their sets
consume
fire while
Clyde bai
escape o
curio can
burned, l
an eye, a
Doing his
up the da
carriage.
alive the
traveling
Goodeye
countrysi
bring col
others wl
and more
curiositie*

3235



dummy

Cell3