

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 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.

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BACK STORY

Dar and Woi was a w troupe c freaks, r purveyo runaway boys, Cl when th passing amongs supplies

Quickly versed in th they had av he found a n nicely as the Unfortunate nearly all of goods were flash grass f camped. Cly to escape or carriage; al losing the us traumatized

Doing h up the dama and at keepi of the travel Goodeye tra countryside color and w while seekin trinkets and stash.

3235
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