



# 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.

	<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>
9 (0)	11	15	12	17	17
	(+1)	(+3)	(+1)	(+4)	(+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

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

## 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  
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 curios  
at a traveling circus. When the grounds  
were consumed by mysterious flash  
grass fires, Clyde was one of few  
escapees.

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Insight; Arcana; History;

**Proficiencies** TODO

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# BACKGROUND STORY

<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 his  
leave when the traveling  
show was passing through  
town, hiding amongst the  
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 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 badly burned, losing  
the use of an eye, and  
traumatized.</p><p>Doing  
his best at covering up the  
damages 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>