



# HEHLIAD DYS

Young Adult Gnome  
Neutral Good  
Level 10 Bard

**Pronouns:** she/her  
**Occupations:**  
Master of the Revels  
**Armor Class** 15  
**Hit Points**  
65 (TODO Hitdice)  
**Speed** 45.

STR	DEX	CON	INT	WIS
9 (0)	12 (+1)	14 (+2)	17 (+4)	15 (+3)

**CHA**  
18  
(+4)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Persuasion; Performance;  
Perception; Insight; History  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common  
Gnomish Elven Dwarvish  
**Adjectives**

## Special Abilities

-

## Special Equipment

-

## Combat Tactics

Hehliad will reluctantly engage with combatants if she feels she has the upper hand (because of numbers or the effects of her spells and performances). Otherwise, she seeks a respectable escape.

## Actions

-

## Factions

The Festival Guild of the Region

2500 x 3235

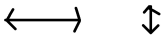


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# ROLEPLAYING

## Introduction

In the din of a remarkable festival - music, food, dancing - a gnome strides forward, examining a poster in her hands

## Appearance

Slender with high cheekbones. Long, beautiful gossamer hair. Glittering black eyes that harken the night sky

## Expressions

"What talents have ye, then?"; "Too many things to organize, else the magistrates get ornery"; "Off to the drinktables!"

## Mannerisms

Very composed with overly conscious good posture. Elegantly and regally uses hands while describing events.

## Motivations

To create the greatest events that the people have ever seen. To balance the need for Order with desires of the commoner

## Passions

Art. Music. Gatherings.

## Secrets

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# BACKSTORY

He raised a city of the roy a child, her to f held or and he imagin with he contrib experie her cra younge attenti magist as his a discern talents she wa Master charge most n recent

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