

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

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STR **DEX** **CON** **INT** **WIS**

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CHA

18

Saving Throws
TODO Saving Throws
Skills
Persuasion; Performance;
Perception; Insight; History

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Gnomish Elven Dwarv
Adjectives ,

Special Abilities

- Bardic Inspiration; Song of Rest; Countercharm; Mantle of Inspiration; Enthralling Performance; Mantle of Majesty | Spells: 1 - 4; 2 - 4; 4; 4 - 3; 5 - 2

Special Equipment

- {"Mac-Fuirmidh Cittern Wondrous item. Instrument, major tier, uncommon (requires attunement by a bard). 2 lb. An instrument of the bards is an exquisite example of its kind superior in every way. Seven types of these instruments exist each named after a legendary bard college. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage. You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC. You can play the instrument while casting a spell that causes a failed saving throw thereby imposing disadvantage on the

2500 x 3235
Image Dummy

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Skills
Persuasion; Performance
Perception; Insight; History
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Damage Immunities
TODO Damage Immunities
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Senses TODO Senses
Languages
Common Gnomish Elven
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Special Abilities

- Bardic Inspiration; Song of Rest; Countercharm of Inspiration; Enthrall; Performance; Mantle of Majesty | Spells: 1 - 4; 4 - 3; 5 - 2

Special Equipment

- {"Mac-Fuirmidh Cittern": "A wondrous item. Inscribed with a major tier, uncommon (requires attunement by a bard). 2 lb. An instrument the bards is an exquisite example of its kind, unlike to an ordinary instrument in every way. Seven of these instruments exist, named after a legendary bard college. A creature attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage. You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast a spell again until the dawn. The spells use your spellcasting ability and save DC. You can play the instrument while casting a spell that causes an enemy target to be charmed. Hehliad failed saving throw imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component. All instruments of the bards can be used to cast the following spells"=>"fly, invisibility, levitate, and protection from evil and good. In addition, the Mac-Fuirmidh cittern can be used to cast barkskin, cure wounds, and fog cloud.")

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.

2500 x 3235
Image Dummy

ROLEPLAYING

Introduction

In the din of a remarkable festival - music, food, and 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 to the night sky.

Expressions

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

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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Actions

Shortsword

Factions

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BACKGROUND STORY

<p>Hehliad was born and raised in Polsgaard, the capital city of the region and where the royal magistrates reside. As a child, her parents would bring her to the numerous festivals held on behalf of the nobility and her young mind could imagine doing nothing else with her life than perform and contribute to the kind of events experienced there. Studying the craft throughout her younger years, she caught the attention of one of the lower magistrates, who enlisted her as his assistant and used her discerning eye for festival talk. It wasn't long before she was given the role of Master of the Revels and took charge to create some of the most memorable events in recent history.</p>

PERSONALITY

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