

CELL 2HEHLIAD DY

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 12 14 17 15

CHA  
18

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

Proficiencies TODO  
Damage Immunities  
TODO Damage Immunities  
Condition Immunities  
TODO Condition Immunities  
Senses TODO Senses  
Languages  
Common Gnomish Elven  
Dwarvish ,  
Adjectives ,

Special Abilities

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

Special Equipment

- { "Mac-Fuirmidh Cittern  
Wondrous item. Instrum  
major tier, uncommon  
(requires attunement by  
bard). 2 lb. An instrum  
of the bards is an exquis  
example of its kind supe  
to an ordinary instrum  
every way. Seven types  
these instruments exist  
each named after a  
legendary bard college.  
creature that attempts t  
play the instrument with  
being attuned to it must  
succeed on a DC 15 Wisd  
saving throw or take 2d4  
psychic damage. You can  
use an action to play the  
instrument and cast one  
its spells. Once the  
instrument has been use  
to cast a spell it can't be  
used to cast that spell  
again until the next daw  
The spells use your  
spellcasting ability and  
spell save DC. You can p  
the instrument while  
casting a spell that caus  
any of its targets to be  
charmed on a failed savi  
throw thereby imposing  
disadvantage on the sav  
This effect applies only i  
the spell has a somatic c

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2500 x 3235  
Image Dummy

ROLEPLAYING

Introduction

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

Appearance

2500 x 3235  
Image Dummy

every way. Seven of these instruments can be named after a legendary bard college. A creature attempts to play the instrument without attuned to it must succeed on a DC 15 Wisdom throw or take 2d4 per damage. You can use 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 the spell again until the dawn. The spells using spellcasting ability to save DC. You can play the instrument while casting a spell that causes an enemy's targets to be charmed or failed saving throw, imposing disadvantage on the save. This effect lasts only if the spell has a material component or a material component. 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.

Actions

Shortsword

Factions

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 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

the spell has a somatic or 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."}

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