



## 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

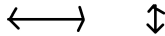


Image Dummy

## ROLEPLAYING

### Introduction

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

### Appearance

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

## 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** 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 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

## 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

## BACKSTORY

Hehliad was raised in the city of the royal child, her to the held on and her imagine with her contribu experie her craf younger attentio magistr as his as discerni talents. she was Master o charge t most m recent h

c 3235  
↓  
Dummy

Cell3