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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				

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.

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**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

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Motivations

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

Passions

BACKSTORY

Hehliad was raised in a capital city and when a magistrate's child, her bring her to festivals throughout the nobility's mind could nothing else than perform. She contributed joy experiences throughout years, she attracted lower magistrates enlisted her assistant's eye for few wasn't lost was given Master of took charge some of the memorabilia recent his

(+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**

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**Special Equipment**

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**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**

**Motivations**

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**Passions**

Art. Music. Gatherings.

**Secrets**

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Art. Music. Gatherings.

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