HEHLIAD D

young adult gnome neutral good Level 10 bard

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

STR DEX CON INT W

9 (0) 12 14 17 (+1) (+2) (+4) (

CHA

18 (+4)

Saving Throws

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CHA

18 (+4)

Saving Throws
TODO Saving Throws
Skills
Persuasion; Performance

Persuasion; Performance; Perception; Insight; History

Proficiencies TODO

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

Special Abilities

 Bardic Inspiration; Song of Rest; Countercharm; Mantle 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 o the bards is an exquisite example of its kind superior an ordinary instrument in every way. Seven types of these instruments exist eac named after a legendary ba college. A creature that attempts to play the instrument without being attuned to it must succeed a DC 15 Wisdom saving thre or take 2d4 psychic damage You can use an action to pla the instrument and cast on its spells. Once the instrum has been used to cast a spe can't be used to cast that s again until the next dawn. spells use your spellcasting ability and spell save DC. Y can play the instrument wh

Skills Persuasion; Performanc Perception; Insight; His **Proficiencies** Damage Immunities **TODO Damage Immunit Condition Immunities** TODO Condition Immun Senses TODO Senses Languages Common Gnomish Elver

TODO Saving Throws

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2500 x 3235

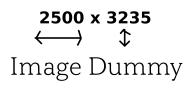
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Combat Tactics

Hehliad will reluctantly en combatants if she feels s upper hand (because of i or the effects of her spel performances). Otherwis seeks a respectable esca



ROLEPLAYING

Introduction

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

Appearance

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

Expressions

"What talents have ye, then?"; "Too many thing 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

casting a spell that causes of its targets to be charme a failed saving throw there imposing disadvantage on save. This effect applies on the spell has a somatic or a material component. All instruments of the bards ca be used to cast the followin spells"=>"fly, invisibility, levitate, and protection fro evil and good. In addition, 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 sh has the upper hand (because o numbers or the effects of her spells and performances). Otherwise, she seeks a respectable escape.

Actions

Shortsword

Factions

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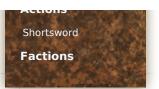
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BACKGROUND STORY

Hehliad was born and raise in Polsgaard, the capital city o the region and where the roya magistrates reside. As a child, parents would bring her to the numerous festivals held on bel of the nobility and her young mind could imagine doing noth else with her life than perform and contribute to the kind of jo experienced there. Studying h craft throughout her younger years, she caught the attention one of the lower magistrates w enlisted her as his assistant ar discerning eye for festival tale It wasn't long before she was given the role of Master of the Revels and took charge to crea some of the most memorable events in recent history.

Personality

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