

## 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	14	17	15	
	(+1)	(+2)	(+4)	(+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

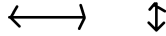


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## ROLEPLAYING

### 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

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## BACKSTORY

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

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