

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 ()	12	14	17	15

CHA
18

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 Dwarv

Adjectives ,

Special Abilities

- Bardic Inspiration; Song of Rest; Countercharm; Mantle of Inspiration; Enthralling Performance; Mantle of Majesty | Spells: 1 - 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 of the bards is an exquisite example of its kind superior to an ordinary instrument in every way. Seven types of these instruments exist each named after a legendary bard college. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage. You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC. You can play the instrument while casting a spell that causes a of its targets to be charmed or a failed saving throw thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component. All instruments of the bards can be used to cast the following spells"=>"fly, invisibility, levitate, and protection from

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2500 x 3235

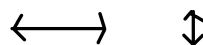


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2500 x 3235

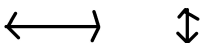


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ROLEPLAYING

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 harked the night sky.

attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom check or throw or take 2d4 points of damage. You can use the instrument as a weapon in combat and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast another spell again until the next dawn. The spells usable with this spellcasting ability are listed below. save DC. You can play the instrument while casting a spell that causes an enemy target to be charmed. If you failed saving throw, you are imposing disadvantage on the save. This effect lasts only if the spell has a material component or a material component. Instruments of the instrument 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

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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