

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

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Senses TODO Senses
Languages
Common Gnomish Elven
Dwarvish ,
Adjectives ,

Special Abilities

- Bardic Inspiration; Song of Rest; Countercharm; Mantle of Inspiration; Enthralling Performance; Mantle of Majesty | Spells: 1 - 4; 2 - 4; 3 - 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

Adjectives

- {"Mac-Fuirimh Cittern": "A Wondrous item. Instrument, major treasure. 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 of the 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 any of its targets to be charmed on 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 evil and good. In addition, the Mac-Fuirimh cittern can"};

Secrets

Factions

Mannerisms

Cell3

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

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

BACKGROUND
STORY

<p>Hehliad was born and raised
in Polsgaard, the capital city of
the region and where the royal
magistrates reside. As a child,
her parents would bring her to
the numerous festivals held on
behalf of the nobility and her
young mind could imagine doing
nothing else with her life than
perform and contribute to the
kind of joy experienced there.
Studying her craft throughout
her younger years, she caught
the attention of one of the lower
magistrates who enlisted her as
his assistant and a discerning
eye for festival talents. It wasn't
long before she was given the
role of Master of the Revels and
took charge to create some of
the most memorable events in
recent history.</p>

PERSONALITY