

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

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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

- 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 on a DC 15 Wisdom saving throw or take 2d4 psychic damage. You can use an action to play the

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Condition Immunities
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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 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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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

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BACKGROUND STORY

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PERSONALITY