

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; Hist

HEHLIAD DYS

young adult gnome
neutral good
Level 10 bard

Pronouns: she/her

Occupations: Master of the Re

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 TODO

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; 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 of the bards is an exquisite example of its kind superior 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 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

2500 x 3235
Image Dummy

Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Gnomish Elven
Adjectives

Special Abilities

- Bardic Inspiration; S
Rest; Countercharm
of Inspiration; Enth
Performance; Mant
Majesty | Spells: 1 -
- 4; 4 - 3; 5 - 2

Special Equipment

- {"Mac-Fuirmidh Cittern
Wondrous item. Ins
major tier, uncommon
(requires attuneme
bard). 2 lb. An instr
the bards is an exq
example of its kind
to an ordinary instr
every way. Seven t
these instruments
named after a lege
bard college. A crea
attempts to play th
instrument without
attuned to it must s
on a DC 15 Wisdom
throw or take 2d4 p
damage. You can u
action to play the i
and cast one of its
Once the instrumen
been used to cast a
can't be used to ca
spell again until the
dawn. The spells us
spellcasting ability
save DC. You can p
instrument while ca
spell that causes a
targets to be charm
failed saving throw
imposing disadvant
the save. This effec
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-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

2500 x 3235
Image Dummy

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 drinkables!"

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

instruments or the bards 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 w combatants if she feels she has tl upper hand (because of numbers the effects of her spells and performances). Otherwise, she seeks a respectable escape.

Actions

Shortsword

Factions

ROLEPLAYING

Introduction

In the din of a remarkable festival - music, food, dance - 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 drinkables!"

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

Factions

BACKGROUND STORY

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 performing and contribute to the kind of life experienced there. Studying magic 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 talk. 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.

PERSONALITY

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 performing and contribute to the kind of life experienced there. Studying magic 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 talk. 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.