



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
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



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 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

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 **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 -
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

Shortsword

Factions

The Festival Guild of the Region

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

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 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.