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 14 17 15 (+1) (+2) (+4) (+3)

CHA

18 (+4)

Saving Throws TODO Saving Throws Skills

Persuasion; Performance; Perception; Insight; History

Proficiencies

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 14 17 15 (+1) (+2) (+4) (+3)

CHA

18 (+4)

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
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

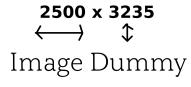
Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common Gnomish Elver Dwarvish . Adjectives ,

Special Abilities

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

Special Equipment

 {"Mac-Fuirmidh Citt Wondrous item. Instrument, major i uncommon (require attunement by a bard). 2 lb. An instrument of the bards is an exquisit example of its kind superior to an ordinary instrumen every way. Seven types of these instruments exist each named after a legendary bard college. A creature that attempts to pla the instrument without being attur to it must succeed a DC 15 Wisdom saving throw or tak 2d4 psychic damag You can use an acti to play the instrum and cast one of its spells. Once the instrument has bee used to cast a spell can't be used to ca that spell again unt 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 imposina disadvantage on the save. This effect applies only if the spell has a somatic or



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 harker 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

instrument and cast one of its spells. Once the instrument has been used to cast a spell it 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-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

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 drinktables!"

Mannerisms

Cell3

Very composed with overly conscious good posture. Elegantly and regally uses hands while describing



2500 x 3235

Image Dummy

a material component. All instruments of the bards can be used to cast the following

coolic"-> "fly

spens => my, 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

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

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 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

Personality