# 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 () 12 14 17 15

CHA

18

#### **Saving Throws**

TODO Saving Throws

Skills

Persuasion; Performance Perception; Insight; His

**Proficiencies** 

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immun

Senses TODO Senses
Languages
Common Gnomish Elver

Adjectives ,

#### **Special Abilities**

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

# **2500 x 3235 ←→** ↓ Image Dummy

## **Special Equipment**

 {"Mac-Fuirmidh Citt Wondrous item. Ins major tier, uncomm (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 of named after a lege bard college. A creater.

# 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.

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#### **Proficiencies TODO**

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Senses TODO Senses
Languages
Common Gnomish Elven Dwarv
Adjectives ,

#### **Special Abilities**

 Bardic Inspiration; Song of Rest; Countercharm; Mantle 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 eacl named after a legendary bar college. A creature that attempts to play the instrument without being attuned to it must succeed o a DC 15 Wisdom saving thro or take 2d4 psychic damage You can use an action to pla the instrument and cast one its spells. Once the instrume has been used to cast a spel can't be used to cast that sp again until the next dawn. T spells use your spellcasting ability and spell save DC. Yo can play the instrument while casting a spell that causes a of its targets to be charmed a failed saving throw thereb imposing disadvantage on tl save. This effect applies only the spell has a somatic or a material component. All instruments of the bards car be used to cast the following spells"=>"fly, invisibility, levitate, and protection fron

# 

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# "What talents have ye, then?"; "Too many things to organize, else the magistrates ge ornery"; "Off to the drinktables!"

# **Mannerisms**

**Expressions** 

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 nee for Order with desires of the commoner

#### **Passions**

Art. Music. Gatherings.

## Secrets

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**

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