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hehliad dys

2500 x 3235
↔ ↕

Image Dummy

Hehliad Dys

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young adult Gnome

Neutral Good

Level 10 Bard College of Glamour

Pronouns -

she/her

Occupations -

Master of the Revels

Armor Class -

15

Hit Points -

65 (TODO Hitdice)

Speed -

45.

STR

9 (0)

DEX

12 (+1)

CON

14 (+2)

INT

17 (+4)

WIS

15 (+3)

CHA

18 (+4)

Saving Throws -

Skills -

{ "Forest Gnome Abilities"=>[{ "Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Gnome Cunning"=>"advantage on all Intelligence, Wisdom, and Charisma saves against magic", "Natural Illusionist"=>"knows the Minor Illusion cantrip. Intelligence is your spellcasting modifier for it", "Speak with Small Beasts"=>"Through sound and gestures, you may communicate simple ideas with Small or smaller beasts"}], "Bard Abilities"=>[{ "Bard Spellcasting"=>[{ "Description"=>"Spell DC 15", "Cantrip"=>"Mage Hand, Message, Minor Illusion, Vicious Mockery", "1st Level"=>"Charm Person, Disguise Self, Tasha's Hideous Laughter, Unseen Servant", "2nd Level"=>"Calm Emotion, Detect Thoughts, Enthrall", "3rd Level"=>"Hypnotic Pattern, Major Image, Tongues", "4th Level"=>"Compulsion, Dimension Door, Polymorph", "5th Level"=>"Awaken, Legend Lore"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themselves within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.", "Font of Inspiration"=>"they regain all of their expended uses of Bardic Inspiration when they finish a short or Long Rest", "Countercharm"=>"As an action, they can start a Performance that lasts until the end of their next turn. During that time, them and any friendly creatures within 30 feet of them have advantage on Saving Throws against being Frightened or Charmed", "Expertise"=>"gets double proficiency bonus in",

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Proficiencies -

Proficiency Mod -

+4

Languages -

Common Gnomish Elvish Dwarvisht

Adjectives -

N/A,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Festival Guild of the Region

Role:

2500 x 3235

A diagram showing the dimensions '2500 x 3235'. Below '2500' is a horizontal double-headed arrow. Below '3235' is a vertical double-headed arrow.

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 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

N/A

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Proficiencies -

Languages -

Common Gnomish Elvish Dwarvisht

Adjectives -

N/A,

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

Role:

Roleplaying

Introduction

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Motivations

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Passions

Art. Music. Gatherings

Secrets

N/A

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.