



500 x 3235  
→ ↓  
Image Dummy

2500 x 3235  
↔ ↕  
Image Dummy

### 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     | CHA     |
|-------|---------|---------|---------|---------|---------|
| 9 (0) | 12 (+1) | 14 (+2) | 17 (+4) | 15 (+3) | 18 (+4) |

**Saving Throws** -  
**Skills** -  
Persuasion; Performance; Perception; Insight; History  
**Proficiencies** -  
**Proficiency Mod** - +4

**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**  
Role:

### 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**

### 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   |
| (0) | (+1) | (+2) | (+4) | (+3) |

**CHA**  
18  
(+4)

**Saving Throws** -  
**Saving Throws** -  
**Skills** -  
Persuasion; Performance; Perception; Insight; History  
**Proficiencies** -

**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**  
Role:

### ROLEPLAYING

**Introduction**  
In the remarkable music, food, gnome st examining hands

**Appearance**  
Slender cheekbone beautiful Glittering harken the

**Expressions**  
"What have ye  
"Too many  
organize,  
magistrate  
ornery";  
drinktable

**Mannerisms**  
Very c  
overly co  
posture.  
regally use  
describing

**Motivations**  
To crea  
events th  
have eve  
balance  
Order with  
commoner

**Passions**  
Art.  
Gatherings

**Secrets**