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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
9 (0)	12 (+1)	14 (+2)	17 (+4)	15 (+3)

CHA
18

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.

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CHA
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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

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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.

BACKSTORY

He raised capital where reside. would numer behalf young doing i life tha contrib experi her cra young attent magist as his discern talents she wa Master charge most n recent

(+4)

Saving Throws

TODO Saving Throws

Skills

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TODO Damage Immunities

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TODO Condition
Immunities

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Languages Common
Gnomish Elven Dwarvish

Adjectives

Special Abilities

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Special Equipment

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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 -

Motivations

To create the greatest events that the people have ever seen. To balance the need for Order with desires of the commoner

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Art. Music. Gatherings.

Secrets

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The Festival Guild of the Region

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