

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
(+4)

Saving Throws

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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; 4 - 3; 5 - 2

Special Equipment

- {"Mac-Fuirmidh Cittern Wondrous item. Instrument of 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 of the 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 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

2500 x 3235
Image Dummy

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spell that causes a
targets to be charm
failed saving throw
imposing disadvant
the save. This effect
only if the spell has
or a material compon
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

2500 x 3235
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

casting a spell that causes
of its targets to be charmed
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the spell has a somatic or a
material component. All
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Shortsword

Factions

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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 his discerning eye for festival tales. 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.

PERSONALITY

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