



Claideighm "Hot Pants" Battleweave

young adult other (you will be asked to specify)
chaotic neutral
Level 3 warlock

Pronouns: they/them
Occupations: Prostitute
Armor Class 14
Hit Points 25 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
9 (0)	13 (+2)	14 (+2)	12 (+1)	14 (+2)

CHA

19 (+5)

Saving Throws TODO Saving Thro
Skills Persuasion
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Undercommon Duergar Draconic ,
Adjectives ,

Special Abilities

- Extended Spell | Spells: 0 - 4; 1 2 - 2; | Pants of Charming

Special Equipment

- Pants of Charming - Claideighm has numerous pairs of these pants etched with magical runes. They have 3 charges. When wearing them
- she can expend 1 charge as an action to cast the charm person spell (save DC 13) on a humanoid within 30 feet of her
- provided that her and the target can see each other. The pants regain all expended charges daily at dawn.

Combat Tactics

Claideighm will use enchantments to gain advantage in most situations, especially combat, charming others. Another way that she attracts such a high volume of customers.

Actions

Factions

2500 x 3235
↔ ↔
↕

Image Dummy

2500 x 3235
Image Dummy

CHA

19
(+5)

Saving Throws

TODO Saving Throws

Skills Persuasion

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages

Common Undercommon

Draconic ,

Adjectives ,

Special Abilities

- Extended Spell | Sp
1 - 4; 2 - 2; | Pants
Charming

Special Equipment

- Pants of Charm
Claideighm has nur
pairs of these paint
with magical runes
have 3 charges. Wh
wearing them
- she can expend 1 cl
an action to cast th
person spell (save l
a humanoid within
her
- provided that her a
target can see each
The pants regain al
expended charges
dawn.

Combat Tactics

Claideighm will use enchantments
to gain advantage in most
situations, especially combat,
charming others. Another way that
she attracts such a high volume of
customers.

Actions

Factions

ROLEPLAYING

Introduction

A slender dwarven woman in revealing leathers
stretches in the umbra draping an alley. "Bid
thee a night of fun?"

Appearance

A well-build dwarven woman wearing suggestive
leathers and with blue etching. Brown curls
tumble to her shoulders.

Expressions

"I can make every night memorable"; "Ever seen
through the dawn?"; "Imagine how many nights
you've wasted without me"

Mannerisms

Walks with their hips. Almost always has one eye
cocked. Beckons with a finger. Often grooms
theihr hair and clothes.

Motivations

They seek to expose the connection between
magistrates and the sex slave trade.

Passions

Sex. Working-class people. Sunrises.

Secrets

They are a warlock whose patron is a Forgotten
God who has charged them with a life of
hedonism.

ROLEPLAYING

Introduction

A slender dwarven woman in
revealing leathers stretches in
umbra draping an alley. "Bid th
a night of fun?"

Appearance

A well-build dwarven woman
wearing suggestive leathers an
with blue etching. Brown curls
tumble to her shoulders.

Expressions

"I can make every night
memorable"; "Ever seen throug
the dawn?"; "Imagine how man
nights you've wasted without n

Mannerisms

Walks with their hips. Almost
always has one eye cocked.
Beckons with a finger. Often
grooms theihr hair and clothes.

Motivations

They seek to expose the connec
between magistrates and the s
slave trade.

Passions

Sex. Working-class people.
Sunrises.

Secrets

They are a warlock whose patro
a Forgotten God who has charg
them with a life of hedonism.

BACKGROUND STORY

<p>A young Dwarven boy grew up
the mining village of Duncarve. Rais
in a family of 'second-handers' -
bandsmen and drags-men who wou
load and operate the mining carts -
was subjected to a mundane life of
daily servitude. Load the cart. Steer
the cart. Unload the cart. It was
exhausting. He grew especially tired
watching the purveyors of the mine
increase the quality of their lifestyle
and of the increased riches of the
merchants and oresmen who would
deal in the precious materials
Claideighm would cart around.</p>
<p><i>Bah!</i> He thought to
himself. <i>This is no way to live. A
slave to the gold and servile to those
who deal in it.</i></p><p>The
hypermasculine environment of the
mines and mercantile trading classe
that frequented his family shop crep
under his skin. Under his skin. That
place he would rarely visit. When he
did, he knew he was out of place. A
not just because of his distaste for
servitude. No. It was his distaste for

himself. This was not who he was re
meant to be.</p><p>Claideighm
decided to run away at an early age
before he was further inculcated into
the unescapable lifestyle and traditi
of his village. He followed a mercha
caravan to a nearby city and was
suddenly exposed to sights and
sounds, flavors and scents, skin ton
and textures, that he'd never seen
before. His psyche was on fire.</p><p>
<p>In a short period of time in the
Claideighm created a new narrative
himself. One that fit. He recognized
that his natural figure was more
attractive to the males of the races.
realized that sex and his hunger for
was a commodity under his control
rather than under the control of som
mercantile class.</p><p> He
redeemed his soul the moment he
found and purchased his first runed
pants and placed his slender frame
the shadows of the streets for passi
merchants to admire. His increasing
androgyny worked in his favor. They
exploited them for their money at
every turn and began to identify
themselves as neither man nor
woman.They are now well-known as
one of the most charming 'courtesa
in the major cities of the region.</p>

PERSONALITY