

500 x 3235



Image Dummy

2500 x 3235

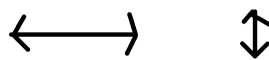


Image Dummy

Claideighm Hot Pants Battleweave

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	CHA
9 (0)	13 (+2)	14 (+2)	12 (+1)	14 (+2)	19 (+5)

Saving Throws -
Skills - Persuasion
Proficiencies -
Proficiency Mod - +2

Languages -
Common Undercommon Duergar Draconic
Adjectives -

Special Abilities -
Special Equipment -

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 their 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.

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 -
Saving Throws -
Skills - Persuasion
Proficiencies -

Languages -
Common Undercommon Duergar Draconic
Adjectives -

Special Abilities

Special Equipment

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 their 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.

