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 14 12 14 (+2) (+2) (+1) (+2)

СНА

19 (+5)

Saving Throws
TODO Saving Throws
Skills Persuasion

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Undercommon Duerga
Draconic,
Adjectives,

Special Abilities

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

Special Equipment

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

Combat Tactics

Claideighm will use enchantmento gain advantage in most situations, especially combat, charming others. Another way the attracts such a high volume customers.

Actions

ROLEPLAYING

Introduction

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

Appearance

A well-build dwarven woman wearing suggestive leather and with blue etching. Brow curls tumble to her shoulde

Expressions

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

Mannerisms

Cell3

Walks with their hips. Almos always has one eye cocked. Beckons with a finger. Ofte grooms theikr hair and clot

Motivations

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

Passions

Sex. Working-class people. Sunrises.

Secrets

They are a warlock whose patron is a Forgotten God w has charged them with a lif hedonism.

CLAIDEIGHM "HOT PANT BATTLEWEAT

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

> Pronouns: they/them Occupations: Prostitut Armor Class 14 Hit Points 25 (TODO H Speed 30.

DEX CON INT WIS

9 (0) 13 14 12 14 (+2) (+2) (+1) (+2)

CHA

19 (+5)

Saving Throws
TODO Saving Throws
Skills Persuasion
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages
Common Undercommor
Draconic,

Adjectives

2500 x 3235

 \longleftrightarrow \updownarrow

Image Dummy

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

Special Abilities

• Extended Spell | Spi 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 all target can see each The pants regain all expended charges dawn.

Combat Tactics

Claideighm will use encha to gain advantage in mos situations, especially con charming others. Another she attracts such a high v customers.

Actions

Factions

leathers and with blue etching. Brown curls tumble to her shoulders.

Expressions

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

Mannerisms

Walks with their hips. Almost always has one ey cocked. Beckons with a finger. Often grooms theikr 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.

way that lume of

BACKGROUND STORY

A young Dwarven boy grew in the mining village of Duncar Raised in a family of 'secondhanders' - bandsmen and drag men who would load and opera the mining carts - he was subjected to a mundane life of daily servitude. Load the cart. Steer the cart. Unload the cart was exhausting. He grew especially tired of watching the purveyors of the mine increase the quality of their lifestyle an the increased riches of the merchants and oresmen who would deal in the precious materials Claideighm would ca around.<i>Bah!</i> thought to himself. <i>This is way to live. A slave to the gold and servile to those who deal it.</i> The hypermasculine environment of the mines and mercantile tradi classes that frequented his far shop crept under his skin. Und his skin. That's a place he wou rarely visit. When he did, he ki he was out of place. And not ju because of his distaste for servitude. No. It was his distas for himself. This was not who l was really meant to be. Claideighm decided to run away at an early age before he was further inculcated into the unescapable lifestyle and traditions of his village. He followed a merchant caravan t nearby city and was suddenly exposed to sights and sounds, flavors and scents, skin tones textures, that he'd never seen before. His psyche was on fire. In a short period of ti in the city Claideighm created new narrative for himself. One that fit. He recognized that his natural figure was more attrac to the males of the races. He realized that sex and his hunge for it was a commodity under I control rather than under the control of some mercantile class He redeemed his sou the moment he found and purchased his first runed pant and placed his slender frame in the shadows of the streets for passing merchants to admire. increasing androgyny worked his favor. They exploited them their money at every turn and began to identify themself as neither man nor woman. They now well-known as one of the most charming 'courtesans' in major cities of the region.

PERSONALITY A young Dwarven boy grew in the mining village of Duncar Raised in a family of 'secondhanders' - bandsmen and drag men who would load and opera the mining carts - he was subjected to a mundane life of daily servitude. Load the cart. Steer the cart. Unload the cart was exhausting. He grew especially tired of watching the purveyors of the mine increase the quality of their lifestyle an the increased riches of the merchants and oresmen who would deal in the precious materials Claideighm would ca around.<i>Bah!</i> thought to himself. <i>This is way to live. A slave to the gold and servile to those who deal i it.</i> The hypermasculine environment of the mines and mercantile trad classes that frequented his far shop crept under his skin. Und his skin. That's a place he wou rarely visit. When he did, he ki he was out of place. And not ju because of his distaste for servitude. No. It was his distas for himself. This was not who was really meant to be. Claideighm decided to run away at an early age before he was further inculcated into the unescapable lifestyle and traditions of his village. He followed a merchant caravan t nearby city and was suddenly exposed to sights and sounds, flavors and scents, skin tones textures, that he'd never seen before. His psyche was on fire. In a short period of ti in the city Claideighm created new narrative for himself. One that fit. He recognized that his natural figure was more attrac to the males of the races. He realized that sex and his hung for it was a commodity under control rather than under the control of some mercantile class He redeemed his sou the moment he found and purchased his first runed pant and placed his slender frame in the shadows of the streets for passing merchants to admire. increasing androgyny worked his favor. They exploited them their money at every turn and began to identify themself as neither man nor woman. They now well-known as one of the most charming 'courtesans' in major cities of the region.