

CELL ONE

CLAUDEIGHM "HOT PANTS" BATTLEWEAVE

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

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

STR DEX CON INT V  
9 () 13 14 12 1

CHA  
19

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

Special Abilities

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

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

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Special Abilities

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

Special Equipment

- <b>Pants of Charming</b> - Claudeighm has numerous pairs of these paints etched with magical runes. They have 3 charges. While 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

<div>Charming</div> <div><b>Special Equipment</b></div> <div><ul style="list-style-type: none"><li>• &lt;b&gt;Pants of Charming&lt;/b&gt; - Claideighm has numerous pairs of these painted and etched with magical enchantments. They have 3 charges while wearing them</li><li>• she can expend 1 charge as an action to cast the charm on a person spell (save DC 15) on a humanoid with no more than 10 feet of her</li><li>• provided that her ally can see each target can see each other. The pants regain all expended charges at dawn.</li></ul></div> <div><b>Combat Tactics</b></div> <div><p>Claideighm will use her enchantments to gain advantage in most situations, especially in combat, charming others. Another way that she attracts customers is by wearing such a high volume of enchantments.</p></div> <div><b>Actions</b></div> <div><b>Factions</b></div>		<div>her shoulders.</div> <div><b>Expressions</b></div> <div>"I can make every night memorable"; "Ever seen through the dawn?"; "Imagine how many nights you've wasted without me"</div> <div><b>Mannerisms</b></div> <div><b>Walks with their hips. Almost always has one eye cocked. Beckons with a finger. Often grooms their hair and clothes.</b></div> <div><b>Motivations</b></div> <div><b>They seek to expose the connection between magistrates and the sex slave trade.</b></div> <div><b>Passions</b></div> <div><b>Sex. Working-class people. Sunrises.</b></div> <div><b>Secrets</b></div> <div><b>They are a warlock whose patron is a Forgotten God who has charged them with a life of hedonism.</b></div>		<div>2500 x 3235</div> <div>↔↕</div> <div>Image Dummy</div>	
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