

2500 x 3235
Image Dummy

CLAIDEIGHM "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	WIS
9 ()	13	14	12	14

CHA
19

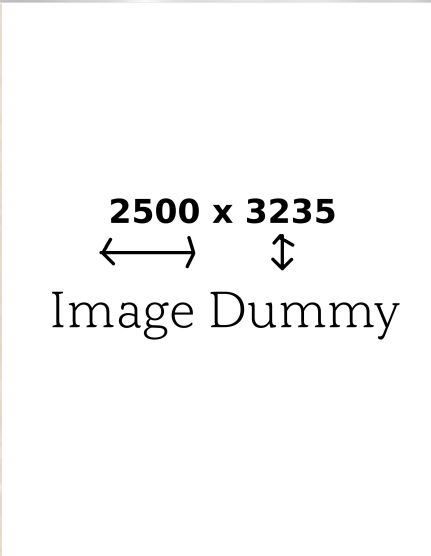
Saving Throws
TODO Saving Throws
Skills Persuasion
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages
Common Undercommon
Draconic ,
Adjectives ,

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 c
- an action to cast th
- person spell (save l
- a humanoid within
- her
- provided that her a



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

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Saving Throws
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Damage Immunities
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Senses TODO Senses
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Common Undercommon Duerga
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Adjectives ,

Special Abilities

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

Special Equipment

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

Combat Tactics

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

Actions

Factions

ROLEPLAYING

Introduction

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<p>target can see each other. The pants regain all expended charges at dawn.</p> <p>Combat Tactics</p> <p>Claideighm will use enchantment to gain advantage in most situations, especially concerning charming others. Another reason she attracts such a high number of customers.</p> <p>Actions</p> <p>Factions</p>	<p>between magistrates and the sex slave trade.</p> <p>Passions</p> <p>Sex. Working-class people. Sunrises.</p> <p>Secrets</p> <p>They are a warlock whose patron is a Forgotten God who has charged them with a life of hedonism.</p>	<p>Appearance</p> <p>A well-build dwarven woman wearing suggestive leather and with blue etching. Brown curls tumble to her shoulders.</p> <p>Expressions</p> <p>"I can make every night memorable"; "Ever seen through the dawn?"; "Imagine how many nights you've wasted without me"</p> <p>Mannerisms</p> <p>Walks with their hips. Almost always has one eye cocked. Beckons with a finger. Often grooms their hair and clothes.</p> <p>Motivations</p> <p>They seek to expose the connection between magistrates and the sex slave trade.</p> <p>Passions</p> <p>Sex. Working-class people. Sunrises.</p> <p>Secrets</p> <p>They are a warlock whose patron is a Forgotten God who has charged them with a life of hedonism.</p>
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