

CLAUDEIGHM "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	13	14	12	14	19

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 Duergar Draconic ,
Adjectives ,

Special Abilities

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

Special Equipment

- **Pants of Charming** - Claudeighm has numerous pairs of these pants 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

Claudeighm 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

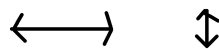


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ROLEPLAYING

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.

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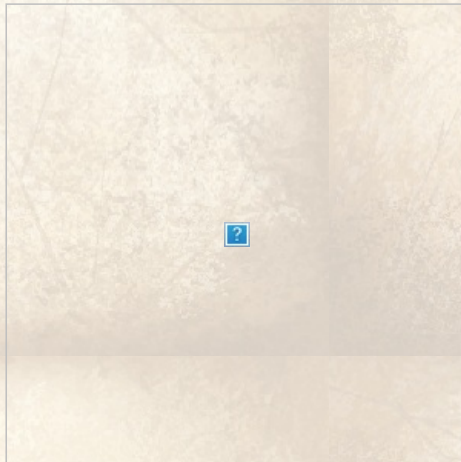
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