

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)	

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 TODO Saving Thro
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 2 - 2; | Pants of Charming

Special Equipment

- Pants of Charming - Claideighm has numerous pairs of these pants etched with magic 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 human 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 high volume of customers.

Actions

Factions

2500 x 3235

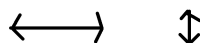


Image Dummy

2500 x 3235
Image Dummy

CHA		ROLEPLAYING	ROLEPLAYING		
19 (+5)					
Saving Throws TODO Saving Throws Skills Persuasion Proficiencies Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common Undercommon Draconic , Adjectives ,					
Special Abilities					
<ul style="list-style-type: none">Extended Spell Sp 1 - 4; 2 - 2; Pants Charming		Cell3	Introduction		
Special Equipment					
<ul style="list-style-type: none">Pants of Charm Claideighm has nup pairs of these paint with magical runes have 3 charges. When wearing themshe can expend 1 c an action to cast th person spell (save l a humanoid within herprovided that her a target can see each The pants regain al expended charges 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.		Cell4	Introduction		
Actions					
Factions					
		Cell5	Introduction		
		Cell6	Introduction		
		Cell7	Introduction		
		Cell8	Introduction		
		Cell9	Introduction		
		Cell10	Introduction		
		Cell11	Introduction		
		Cell12	Introduction		
		Cell13	Introduction		
		Cell14	Introduction		
		Cell15	Introduction		
		Cell16	Introduction		
		Cell17	Introduction		
		Cell18	Introduction		
		Cell19	Introduction		
		Cell20	Introduction		
		Cell21	Introduction		
		Cell22	Introduction		
		Cell23	Introduction		
		Cell24	Introduction		
		Cell25	Introduction		
		Cell26	Introduction		
		Cell27	Introduction		
		Cell28	Introduction		
		Cell29	Introduction		
		Cell30	Introduction		
		Cell31	Introduction		
		Cell32	Introduction		
		Cell33	Introduction		
		Cell34	Introduction		
		Cell35	Introduction		
		Cell36	Introduction		
		Cell37	Introduction		
		Cell38	Introduction		
		Cell39	Introduction		
		Cell40	Introduction		
		Cell41	Introduction		
		Cell42	Introduction		
		Cell43	Introduction		
		Cell44	Introduction		
		Cell45	Introduction		
		Cell46	Introduction		
		Cell47	Introduction		
		Cell48	Introduction		
		Cell49	Introduction		
		Cell50	Introduction		
		Cell51	Introduction		
		Cell52	Introduction		
		Cell53	Introduction		
		Cell54	Introduction		
		Cell55	Introduction		
		Cell56	Introduction		
		Cell57	Introduction		
		Cell58	Introduction		
		Cell59	Introduction		
		Cell60	Introduction		
		Cell61	Introduction		
		Cell62	Introduction		
		Cell63	Introduction		
		Cell64	Introduction		
		Cell65	Introduction		
		Cell66	Introduction		
		Cell67	Introduction		
		Cell68	Introduction		
		Cell69	Introduction		
		Cell70	Introduction		
		Cell71	Introduction		
		Cell72	Introduction		
		Cell73	Introduction		
		Cell74	Introduction		
		Cell75	Introduction		
		Cell76	Introduction		
		Cell77	Introduction		
		Cell78	Introduction		
		Cell79	Introduction		
		Cell80	Introduction		
		Cell81	Introduction		
		Cell82	Introduction		
		Cell83	Introduction		
		Cell84	Introduction		
		Cell85	Introduction		
		Cell86	Introduction		
		Cell87	Introduction		
		Cell88	Introduction		
		Cell89	Introduction		
		Cell90	Introduction		
		Cell91	Introduction		
		Cell92	Introduction		
		Cell93	Introduction		
		Cell94	Introduction		
		Cell95	Introduction		
		Cell96	Introduction		
		Cell97	Introduction		
		Cell98	Introduction		
		Cell99	Introduction		
		Cell100	Introduction		
		Cell101	Introduction		
		Cell102	Introduction		
		Cell103	Introduction		
		Cell104	Introduction		
		Cell105	Introduction		
		Cell106	Introduction		
		Cell107	Introduction		
		Cell108	Introduction		
		Cell109	Introduction		
		Cell110	Introduction		
		Cell111	Introduction		
		Cell112	Introduction		
		Cell113	Introduction		
		Cell114	Introduction		
		Cell115	Introduction		
		Cell116	Introduction		
		Cell117	Introduction		
		Cell118	Introduction		
		Cell119	Introduction		
		Cell120	Introduction		
		Cell121	Introduction		
		Cell122	Introduction		
		Cell123	Introduction		
		Cell124	Introduction		
		Cell125	Introduction		
		Cell126	Introduction		
		Cell127	Introduction		
		Cell128	Introduction		
		Cell129	Introduction		
		Cell130	Introduction		
		Cell131	Introduction		
		Cell132	Introduction		
		Cell133	Introduction		
		Cell134	Introduction		
		Cell135	Introduction		
		Cell136	Introduction		
		Cell137	Introduction		
		Cell138	Introduction		
		Cell139	Introduction		
		Cell140	Introduction		
		Cell141	Introduction		
		Cell142	Introduction		
		Cell143	Introduction		
		Cell144	Introduction		
		Cell145	Introduction		
		Cell146	Introduction		
		Cell147	Introduction		
		Cell148	Introduction		
		Cell149	Introduction		
		Cell150	Introduction		
		Cell151	Introduction		
		Cell152	Introduction		
		Cell153	Introduction		
		Cell154	Introduction		
		Cell155	Introduction		
		Cell156	Introduction		
		Cell157	Introduction		
		Cell158	Introduction		
		Cell159	Introduction		
		Cell160	Introduction		
		Cell161	Introduction		
		Cell162	Introduction		
		Cell163	Introduction		
		Cell164	Introduction		
		Cell165	Introduction		
		Cell166	Introduction		
		Cell167	Introduction		
		Cell168	Introduction		
		Cell169	Introduction		
		Cell170	Introduction		
		Cell171	Introduction		
		Cell172	Introduction		
		Cell173	Introduction		
		Cell174	Introduction		
		Cell175	Introduction		
		Cell176	Introduction		
		Cell177	Introduction		
		Cell178	Introduction		
		Cell179	Introduction		
		Cell180	Introduction		
		Cell181	Introduction		
		Cell182	Introduction		
		Cell183	Introduction		
		Cell184	Introduction		
		Cell185	Introduction		
		Cell186	Introduction		
		Cell187	Introduction		
		Cell188	Introduction		
		Cell189	Introduction		
		Cell190			

himself. This was not who he was 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 to a nearby city and was suddenly exposed to sights and sounds, flavors and scents, skin tones and textures, that he'd never seen before. His psyche was on fire.

In a short period of time in the city, Claideighm created a new narrative for himself. One that fit. He recognized that his natural figure was more attractive to the males of the races. He realized that sex and his hunger for it was a commodity under his control, rather than under the control of some mercantile class.

He redeemed his soul the moment he found and purchased his first ruined pants and placed his slender frame in the shadows of the streets for passing merchants to admire. His increasing androgyny worked in his favor. They exploited them for their money at every turn and began to identify themselves as neither man nor woman. They are now well-known as one of the most charming 'courtesans' in the major cities of the region.

PERSONALITY