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Image Dummy

### 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	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**

- <b>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

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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 suggestiv 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 eye cocked. Beckons with a finger. Often grooms their hair and clothes.

**Motivations**

They seek to expose the connection between

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**Special Abilities**

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

**Special Equipment**

- <b>Pants of Charming</b>  
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 h  
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**

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