

CELL
ONE

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	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 - Claideighm 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

2500 x 3235
↔ ↔
Image Dummy

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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