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 (0) 13 14 12 14 (+2) (+2) (+1) (+2)

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Occupations: Prostitute
Armor Class 14
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Speed 30.

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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 these paints etched with magic runes. They have 3 charges. W wearing them
- she can expend 1 charge as an action to cast the charm persor spell (save DC 13) on a human within 30 feet of her
- provided that her and the targe can see each other. The pants regain all expended charges da at dawn.

Combat Tactics

Claideighm will use enchantments t gain advantage in most situations, especially combat, charming others Another way that she attracts such high volume of customers.

Actions

Factions

CHA

19 (+5)

Saving Throws

Proficiencies

Languages

Draconic .

Adjectives ,

Special Abilities

Charming

Special Equipment

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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 seefell3 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 theikr 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.

Combat Tactics

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BACKGROUND STORY

A young Dwarven boy grew up the mining village of Duncarve. Rais in a family of 'second-handers' bandsmen and drags-men who wou load and operate the mining carts was subjected to a mundane life of daily servitude. Load the cart. Steer the cart. Unload the cart. It was exhausting. He grew especially tired watching the purveyors of the mine increase the quality of their lifestyle and of the increased riches of the merchants and oresmen who would deal in the precious materials Claideighm would cart around. <i>Bah!</i> He thought to himself. <i>This is no way to live. A slave to the gold and servile to thos who deal in it.</i> The hypermasculine environment of the mines and mercantile trading classe that frequented his family shop crep under his skin. Under his skin. That' place he would rarely visit. When he did, he knew he was out of place. A not just because of his distaste for servitude. No. It was his distaste for

