



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 Throws  
**Skills** Persuasion  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common, Undercommon, Duergar, Draconic,  
**Adjectives**

Special Abilities

-

Special Equipment

- - -

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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**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**  
<b>Pants of Charming</b>  
- Claideighm 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.

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BACKGROUND  
STORY

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