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

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

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 13 14 12 14

CHA 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

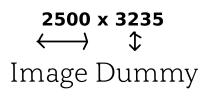
CELL 2

- 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



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 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.

ROLEPLAYING

Introduction

Factions

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

Cell3

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

Bottom

who has charged them with a life of hedonism.