

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.

DEX CON INT WIS 13 14 12 14 9 (0) (+2) (+2) (+1) (+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

my

Special Abilities

Extended Spell | Spells: 0 - 4; 1 - 4; 2 - 2; | Pants of Charming

Special Equipment

b>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

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

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ROLEPLAYING

A slender dwarven woman in reveal

leathers stretches in the umbra dra an alley. "Bid thee a night of fun?"

A well-build dwarven woman wearing

suggestive leathers and with blue

etching. Brown curls tumble to her

"I can make every night memorable

"Imagine how many nights you've

Walks with their hips. Almost always

one eye cocked. Beckons with a fing Often grooms theikr hair and clothes

They seek to expose the connection

between magistrates and the sex sla

Sex. Working-class people. Sunrises.

They are a warlock whose patron is

Forgotten God who has charged the

with a life of hedonism.

"Ever seen through the dawn?"

Introduction

Appearance

shoulders.

Expressions

wasted without me'

Mannerisms

Motivations

trade.

Secrets

Saving Throws

TODO Saving Throws

Skills 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

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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

Actions

Factions

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

Expressions

"I can make every night memorable"; "Ever seen through the dawn?"; "Imagine how many nights you've wasted without me"

Cell3

Walks with their hips. Almost always has one eye cocked. Beckons with a finger. Often grooms theikr hair and

Motivations

They seek to expose the connection between magistrates and the sex slave trade.

Passions

Sex. Working-class people. Sunrises.

They are a warlock whose patron is a Forgotten God who has charged them with a life of hedonism.

A young Dwarven boy grew up in the mining village of Duncarve. Raised in a family of 'secondhanders' - bandsmen and drags-men who would load and operate the mining carts - he 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 of 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 those who deal in it.</i> The hypermasculine environment of the mines and mercantile trading classes that frequented his family shop crept under his skin. Under his skin. That's a place he would rarely visit. When he did, he knew he was out of place. And not just because of his distaste for servitude. No. It was his distaste for himself. This was not who he was really meant to be. Claideighm decided to run away at an early age before he was further inculcated into the unescapable lifestyle and traditions of his village. He followed a merchant caravan to a nearby city and was suddenly exposed to sights and sounds, flavors and scents, skin tones and textures, that he'd never seen before. His psyche was on fire. In a short period of time in the city Claideighm created a new narrative for himself. One that fit. He recognized that his natural figure was more attractive to the males of the races. He realized that sex and his hunger for it was a commodity under his control rather than under the control of some mercantile class. He redeemed his soul the moment he found and nurchased his first runed pants and placed his slender frame in a the shadows of the streets for passing merchants to admire. His increasing

androgyny worked in his

favor. They exploited them for their money at every turn and began to identify

themself as neither man nor woman. They are now well-known as one of the most charming 'courtesans' in the major cities of the region.

BACKGROUND

STORY