

HATHUNTI

young adult aetherborn
chaotic neutral
Level 8 rogue

Pronouns: they/them
Occupations: Saboteur, Anarchist

Armor Class 14

Hit Points 31 (TODO Hitdice)
Speed 35.

STR	DEX	CON	INT	WIS	CHA
12	16	14	15	11	17

Saving Throws TODO Saving Throws
Skills

Proficiencies TODO

Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Aetherborn Thieve's Cant ,
Adjectives Chaotic ,

Special Abilities Demolitions Expert | Alchemy | Improvised Trap Building | Stealth | Trap Building
Special Equipment

COMBAT TACTICS

ACTIONS

Fire and Explosives | Traps

FACTIONS

TEST

$$\begin{array}{c} \text{2500} \times \text{3235} \\ \longleftrightarrow \quad \updownarrow \end{array}$$

Introduction

An explosion rocks a building one street over, an Aetherborn comes tearing around the corner barreling into the party

Appearance

Small, lithe and faceless with shining blue eyes and fine leather armor covering ashen skin

Expressions

Boom!!!, "Coming Through!, Wasn't here, Nobody saw nuthin!" "Fire is your friend!"

Mannerisms

Motivations

The unbridled excitement of absolute chaos. The thrill of danger

Passions

The thrill and adrenaline that comes with danger and chaos

Secrets

Where the rebel groups meet and their plans for disrupting the Consulate

BACKGROUND

Early in Their short life, Hathunti discovered their distaste for authority and the trill of danger. Since then, they have aligned themselves with the Kaladeshi rebels as the way they could cause the most chaos and disruption for the Consulate authorities.