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## 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
12	16	14	15	11
(+1)	(+3)	(+2)	(+3)	(+1)

**CHA**  
17  
(+4)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**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

N/A

### Combat Tactics

### Actions

Fire and Explosives | Traps

### Factions

2500 x 3235



Image Dummy

## ROLEPLAYING

### Introduction

An explosion rocks a building one st  
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  
Nobody saw nuthin!" "Fire is your  
friend!"

### Mannerisms

### Motivations

The unbridled excitement of absolut  
chaos. The thrill of danger

### Passions

The thrill and adrenaline that comes  
danger and chaos

### Secrets

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

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**Proficiencies** TODO

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Building | Stealth | Trap  
Building  
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chaos

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meet and their plans for  
disrupting the Consulate

## BACKGROUND STORY

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.

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