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	
12	

DEX 16

CON 14

INT 15

WIS 11 **CHA** 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**

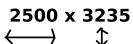
N/A

Combat Tactics

Actions

Fire and Explosives | Traps

Factions



ROLEPLAYING

Introduction

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

<u>Appearance</u>

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

Background

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

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.