

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**  
• 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

**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.