

Age: young adult  
Race: aetherborn  
Pronouns: they/them  
Occupation:

- Saboteur, Anarchist

Class: rogue  
Level: 8  
Alignment: chaotic neutral  
Languages:

- Common
- Aetherborn
- Thieve's Cant

Factions:

Adjectives:

- Chaotic

Armour Class: 14  
Hit Points: 31  
Speed: 35

STR 12

DEX 16

CON 14

INT 15

WIS 11

CHA 17

Saving Throws TODO Saving Throws

# Role-Playing

## Improv

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

## Acting

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

Vulnerabilities: Brash. Conceited, Reckless

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

Attacks: Fire and Explosives | Traps

Combat Tactics:

Special Equipment:

- N/A

# 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.