



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

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## Introduction

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

## Appearance

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

## Expressions

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

## Mannerisms

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## Motivations

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The unbridled excitement of absolute chaos. The thrill of danger

## Passions

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The thrill and adrenaline that comes with danger and chaos

## Secrets

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

## Background

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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.

