



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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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.