

# 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** 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

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TODO Condition  
Immunities  
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**Languages**

2500 x 3235

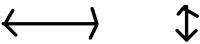


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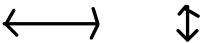


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**Combat Tactics**

**Actions**

Fire and Explosives | Traps

**Factions**

**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

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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.

**PERSONALITY**