# AHSHANI DONDARION

young adult dragonborn lawful good Level 5 fighter

Pronouns: he/him
Occupations: Adventurer

**Armor Class** 19

Hit Points 54 (TODO Hitdice)

Speed 30.

**STR DEX CON INT WIS CHA** 18 () 16 14 12 10 15

Saving Throws TODO Saving Throws

{"Fighting Style"=>"DuelingProficiency in Athletics"}History and Survival

#### **Proficiencies**

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Draconic,
Adjectives,

# **Special Abilities**

 Second Wind, Action Surge and Extra Attack | Brass Dragon Ancestry: Fire Breath Weapon and Fire Resistance | Fighting Spirit

## **Special Equipment**

His master's <b>Phantom Katana</b> Three charges renewed at dawn; 1
 charge - cast Phantasmal Force on strike
 and the target sees Ahshani as the most
 horrifying creature they can imagine
 and the target sees him/her self
 surrounded by other horrifying
 creatures.

## **Combat Tactics**

He meets his opponents head on and will do his best to turn every fight into a one on one duel rather than getting mobbed

### **Actions**

Katana

## **Factions**

In and Discount

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Katana

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# ROLEPLAYING

## Introduction

As the party is being attacked a lone warrior enters the fray, his armor, scales and katana shimmering in the sun

## **Appearance**

Tall and thickly built, draconic visage, glimmering brass scales and shining samurai style armor

## **Expressions**

"You bring honor to your house", "It is as my master would have approved"

#### **Mannerisms**

Regularly bows and is hesitant to make eye contact in a submissive way, not a sketchy way

#### **Motivations**

Restoring honor to his house name. The way of Bushido.

# **Passions**

Honor, servitude, and history

### Secrets

That he way away with his lover when his house and master were murdered

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