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 Phantom Katana - 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

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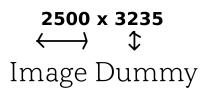
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ROLEPLAYING

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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