

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
Skills
{ "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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2500 x 3235
↔ ↔

Image Dummy

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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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