

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

18 16 14 12 10
(+4) (+3) (+2) (+1) (+0)

CHA

15
(+3)

Saving Throws
TODO Saving Throws

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

Proficiencies TODO

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

2500 x 3235
↔ ↕

Image Dummy



Factions

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

PERSONALITY
