



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
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

-

Special Equipment

-

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

-

Factions

2500 x 3235



Image Dummy

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
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.
way of Bushido.

Passions

Honor, servitude, and history

Secrets

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

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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.

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Actions

Katana

Factions

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BACKGROUND STORY

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