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ahshani dondarion

**2500 x 3235**  
↔ ↕

Image Dummy

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Ahshani Dondarion

## Ahshani Dondarion

**young adult Dragonborn**

**Lawful Good**

**Level 5 Fighter Samurai**

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### Pronouns -

he/him

### Occupations -

Ronin/Adventurer

**Armor Class -**

20

**Hit Points -**

54 (TODO Hitdice)

**Speed -**

30.

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**STR**

18 (+4)

**DEX**

16 (+3)

**CON**

14 (+2)

**INT**

12 (+1)

**WIS**

10 (+0)

**CHA**

15 (+3)

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**Saving Throws -**

**Skills -**

{ "Dragonborn Abilities"=>[ { "Breathe Weapon"=>"Can exhale fire in a 15 foot cone with a DC 13. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.", "Damage Resistance"=>"Resistance to Fire"}], "Fighter Abilities"=>[ { "Fighting Style"=>"Dueling", "Second Wind"=>"Bonus Action to regain 1d10 + 5", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn"}], "Samurai Abilities"=>[ { "Fighting Spirit"=>"As a bonus action on his turn, he can give himself advantage on all weapon attack rolls until the end of the current turn. When he does so, he also gains 5 temporary hit points."}] }

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Draconic Undercommon

**Adjectives -**

Honorable, Sorrowful, Brave,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**N/A**

Role: *Ronin*

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**2500 x 3235**

A diagram showing the dimensions 2500 x 3235. Below the first number, 2500, is a horizontal double-headed arrow. Below the second number, 3235, is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

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### 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 gold 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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**Proficiencies** -

**Languages** -

Common Draconic Undercommon

**Adjectives** -

Honorable, Sorrowful, Brave,

**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**

N/A

Role: *Ronin*

# Roleplaying

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# Background Story

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Ahshani came from a small but noble house from a distant continent [any with PanAsian historical flare]. He trained from a young age in the way of the samurai and according to his master was destined to be the greatest of his time. As a teen, he fell in love with a local serving girl, much below his station. Forbidden by his house to see her, he continued to sneak out to spend time with her. One night while he was clandestinely in his lovers arms, his master was assassinated and his house was murdered. Blaming himself, Ahshani gathered his armor and his master's blade and left his home, becoming a ronin. Swearing to fight against evil wherever he finds it, all the while searching for the answers to who murdered his family their motivations for doing so.