

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 <b>Phantom Katana</b> - 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

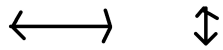


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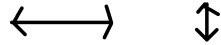


Image Dummy

## 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 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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