Azar Zakarian

Human (Fire genasi stats) | Mercenary veteran | Fighter (Champion) 15

	Human (Fire ge	enasi stats) Mercer	nary veteran Fighter (C	nampion) 1	0
Strength Dexterity		Constitution	Attacks and Cantrips		
+5 ⁽²¹⁾	+2 (14)	+2 ⁽¹⁵⁾	F.T. Greatsword	+10 to hit	2d6+5 slash
Save +10	Stealth (disadv.)	Save +7			+2d6 fire
Athletics +10			Repeater crossbow	+7 to hit	1d10+2 piercing
Intelligence	Wisdom	Charisma	Fire bolt	+6 to hit	3d10 fire
0 (11)	O ⁽¹⁰⁾	+1 ⁽¹²⁾	Produce flame	+7 to hit	3d8 fire
Nature +5	Save +5	Intimidation +5			
Arcana +5	Insight +5	Persuasion +5		Spells	
	Survival +5		Ability	Modifier	DC
			Charisma	+6	14
Armor Class	Hit Points	Hit Dice		Cantrips	
21	154	D10+2 (x15)	Control flames	Fire bo	lt
Drgn. scale (+19)	104	D1012	1 st level spells		3
Magic items (+1)			Magic missile		
Features (+1)			. 148.5 111.55115		
Initiative	Speed	Perception	A	N4 1161	20
	•	•	Ability	Modifier	DC
+5	30ft	10	Constitution	+7	15
		Base (+10)	Cantrips		
Features (+3)			Produce flames		
		1 st level spells			
Resistances		Senses	Burning hands		
Fire (Immune) Darkvis		ion 60 ft			
			М	agical items	;
Armor Weapons		Weapons	Cloak of protection (attuned)		
		•	Adamantine dragon scale armor		
Shields		Fire absorbing tattoo (attuned, free)			
		Flame tongue greatsword (attuned)			
		Belt of hill giant strength (attuned)			
Languages					
Common Playing					
Primordial (Ignan) Vehicles (Land)					
	_				
Feats					

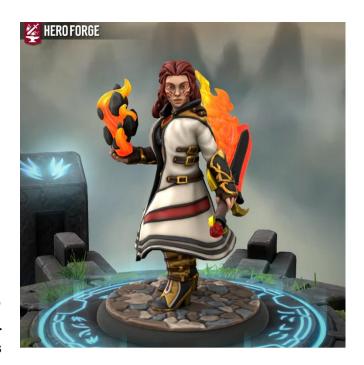
Resilient (Wisdom)
Magic initiate (Sorcerer)

Great weapon master

Tough Skilled Azar was the first proper character I made when I restarted playing DND after like five years or so. She is just a fighter with some fire spells. While she started off not being such a special character, she ended up being a character I ended up enjoying playing despite her simplicity.

She is pretty much based on Elesis from Elsword, backstory included. Her entire goal was to get stronger and to re-unite with her brother, both simple tasks that ended up going well.

Roleplay wise she wasn't too special, but during fighting she was pretty much always the MVP due to the massive amount of damage she did every battle. I did end up having some good roleplay moments as well as some epic moments.



The best moment with her was during a battle where a leader of a group almost died and tried to escape. During that escape, said leader summoned a wall of fire facing the party. However, due to the fire tattoo, Azar was able to gain immunity for fire damage for one turn. Because of that, Azar slashed through the wall of fire and killed the leader. That was a good scene.

Normally, you would only be able to attune to three magic items, however, due to a boon received during the final sessions, she was able to completely attune to the tattoo and unlock even more powers from it, allowed her to be immune to fire at all times.