

Azar Zakarian

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

Strength

+5 ⁽²¹⁾

Save +10

Athletics +10

Intelligence

0 ⁽¹¹⁾

Nature +5

Arcana +5

Dexterity

+2 ⁽¹⁴⁾

Stealth ^(disadv.)

Wisdom

0 ⁽¹⁰⁾

Save +5

Insight +5

Survival +5

Constitution

+2 ⁽¹⁵⁾

Save +7

Charisma

+1 ⁽¹²⁾

Intimidation +5

Persuasion +5

Attacks and Cantrips

F.T. Greatsword

+10 to hit

2d6+5 slash

+2d6 fire

Repeater crossbow

+7 to hit

1d10+2 piercing

Fire bolt

+6 to hit

3d10 fire

Produce flame

+7 to hit

3d8 fire

Spells

Ability

Charisma

Modifier

+6

DC

14

Cantrips

Control flames

Fire bolt

1st level spells

Magic missile

Armor Class

21

Drgn. scale ⁽⁺¹⁹⁾

Magic items ⁽⁺¹⁾

Features ⁽⁺¹⁾

Hit Points

154

Hit Dice

D10+2 ^(x15)

Perception

10

Base ⁽⁺¹⁰⁾

Ability

Constitution

Modifier

+7

DC

15

Cantrips

Produce flames

1st level spells

Burning hands

Resistances

Fire (Immune)

Senses

Darkvision 60 ft

Armor

Light, Medium, Heavy

Shields

Weapons

Simple, Martial

Languages

Common

Primordial (Ilgan)

Tools

Playing cards

Vehicles (Land)

Magical items

Cloak of protection ^(attuned)

Adamantine dragon scale armor

Fire absorbing tattoo ^(attuned, free)

Flame tongue greatsword ^(attuned)

Belt of hill giant strength ^(attuned)

Feats

Resilient ^(Wisdom)

Magic initiate ^(Sorcerer)

Tough

Skilled

Great weapon master

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.

