

Farran Zakarian

Human (Fire genasi stats) | City watch | Fighter (Samurai) 3, Barbarian 2

Strength

+4 ⁽¹⁹⁾

Save +7

Athletics +7

Intelligence

-1 ⁽⁹⁾

Nature +2

Dexterity

+2 ⁽¹⁴⁾

Stealth ^(disadv.)

Wisdom

-1 ⁽⁹⁾

Insight +2

Survival +2

Constitution

+2 ⁽¹⁵⁾

Save +5

Charisma

+1 ⁽¹²⁾

Persuasion +4

Attacks and Cantrips

F.S. Greataxe +1

+8 to hit

1d12+4 slashing

+1 cold

Handaxe

+7 to hit

1d6+4 slashing

Produce flame

+7 to hit

3d8 fire

Ability

Constitution

Modifier

+5

DC

13

Cantrips

Produce flames

1st level spells

Burning hands

Magical items

Gauntlets of ogre power ^(attuned)

Jade amulet

Clockwork amulet

Frozen silvered greataxe +1

Armor Class

16

Chain mail ⁽⁺¹⁶⁾

Hit Points

154

Hit Dice

d10+2 ^(x3)

d12+2 ^(x2)

Initiative

+2

Dexterity ⁽⁺²⁾

Speed

40ft

Base ⁽⁺³⁰⁾

Feats ⁽⁺¹⁰⁾

Perception

9

Base ⁽⁺¹⁰⁾

Perception ⁽⁻¹⁾

Resistances

Fire

Bludgeoning, Piercing,

Slashing (in rage)

Adv. on Str saves in rage;

Adv. on Dex saves vs.

seen effects

Senses

Darkvision 60 ft

Armor

Light, Medium, Heavy

Shields

Weapons

Simple, Martial

Languages

Common

Primordial (Ilgan)

Elven

Undercommon

Tools

Feats

Mobile

Because I needed a character to play for a group of newcomers with the same DM as Azar, I figured making her brother would be a good idea.

That being said, that obviously would mean he is based on Elsword (from Elsword) then as well, personality included. And his goal was more or less to re-unite with his sister as well.

Because of his stubborn behavior, it led to some interesting situations like running to a leader leaving the group behind (albeit knowing that they would be okay). As well as falling for some easy tricks because he just is not the brightest. It also did not help that I didn't know DND all too well back then either, so I was not aware of all the actions you could do. But I do suppose that would be somewhat in character anyway even though it was fully unintentional.

Even though I did not play this character for long, it was quite an enjoyable character to play, nonetheless.

