

King Leon Goldmane

KING LEON GOLDMANE

Older Adult Human  
Lawful Good  
Level 20 Fighter Battle Master

**Pronouns** - he/him  
**Occupations** - King  
**Armor Class** - 21  
**Hit Points** - 210 (TODO Hitdice)  
**Speed** - 35.

STR	DEX	CON	INT	WIS	CHA
20	14	20	16	13	18
(+5)	(+2)	(+5)	(+3)	(+2)	(+4)

**Saving Throws - Skills -**  
{ "Fighter Abilities"=>[{"Fighting Style"=>"Defense", "Second Wind"=>"Bonus Action to regain 1d10 + 20", "Action Surge"=>"Twice every short/long rest can take an extra action", "Extra Attack"=>"Can attack 4 times each turn", "Indomitable"=>"you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can use this feature 3 times per Long Rest."}], "Battle Master Abilities"=>[{"Combat Superiority"=>[{"Maneuvers"=>"Knows any 9 Maneuvers", "Superiority Dice"=>"You have 6 superiority dice, which are d12s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.", "Saving Throws"=>[{"Description"=>"Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC 19", "Student of War"=>"Proficient with Mason's Tools", "Know Your Enemy"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice; Strength score, Dexterity score, Constitution score, Armor Class, Current hit points, Total class levels, if any, Fighter class levels, if any."}], "Relentless"=>"when you roll initiative and have no superiority dice remaining, you regain 1 superiority die"}]]}]}

**Proficiencies - Proficiency Mod -**

**Languages -**  
Common Leonin Celestial  
{ "id"=>"\_the\_country\_", "name"=>"(The country)"}  
**Adjectives -** Bold, Regal, Commanding,

KING LEON GOLDMANE

Older Adult Human  
Lawful Good  
Level 20 Fighter Battle Master

**Pronouns** - he/him  
**Occupations** - King  
**Armor Class** - 21  
**Hit Points** - 210 (TODO Hitdice)  
**Speed** - 35.

STR	DEX	CON	INT	WIS
20	14	20	16	13
(+5)	(+2)	(+5)	(+3)	(+2)

**CHA**  
**18**  
**(+4)**

**Saving Throws - Saving Throws - Skills -**  
{ "Fighter Abilities"=>[{"Fighting Style"=>"Defense", "Second Wind"=>"Bonus Action to regain 1d10 + 20", "Action Surge"=>"Twice every short/long rest can take an extra action", "Extra Attack"=>"Can attack 4 times each turn", "Indomitable"=>"you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can use this feature 3 times per Long Rest."}], "Battle Master Abilities"=>[{"Combat Superiority"=>[{"Maneuvers"=>"Knows any 9 Maneuvers", "Superiority Dice"=>"You have 6 superiority dice, which are d12s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.", "Saving Throws"=>[{"Description"=>"Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC 19", "Student of War"=>"Proficient with Mason's Tools", "Know Your Enemy"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice; Strength score, Dexterity score, Constitution score, Armor Class, Current hit points, Total class levels, if any, Fighter class levels, if any."}], "Relentless"=>"when you roll initiative and have no superiority dice remaining, you regain 1 superiority

2500 x 3235

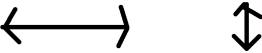


Image Dummy

500 x 3235



Image Dummy

ROLEPLAYING

Introduction

If the party attracts attention of royalty or politicians through their efforts, or if they meet at a high-profile event

Appearance

A 7-foot tall, well-built man, with a long purple and gold cape over one shoulder, and a glorious flowing golden mane.

Expressions

If meeting him in a social setting, he will refer to them as /"new friends"/. If its because of their reputaion, /"heroes"/

Mannerisms

If particularly annoyed, the king will go to grip his sword, even if he doesn't currently have it on his back.

Motivations

He mustn't damage his reputation or dishonour his country. He lives for glory

ROLEPLAYING

Introduction

If the attention politicians efforts, or a high-profile

Appearance

A 7-foot man, with and gold shoulder, flowing golden

Expressions

If meeting him in a social setting, he will refer to them as /"new friends"/. If its because of their reputaion, /"heroes"/

Mannerisms

If annoyed, he doesn't get to grips on his battle

Motivations

He mustn't dishonour his country. He lives for glory

Passions

He is of his kingdom, enjoys a battle

Secrets

He's lived all the secrets

Special Abilities

-

Special Equipment

-

Combat Tactics

King leon is merciful on the battlefield, choosing to rather incapacitate and imprison his humanoid enemies, rather than killing them. However, when encountering enemies who the king doesn't consider people, he is merciless and a killer.

Actions

-

Factions

-

within the bounds of the law

Passions

He is very protective of his kings-blade, and he enjoys any chamce he gets to prove his strength on a battlefield.

Secrets

He's King, he's knows all the secrets

die"}}}}}}

Proficiencies

-

Languages

Common Leonin Celestial {"id"=>"\_the\_country\_", "name"=>"(The country)"}

Adjectives

Bold, Regal, Commanding,

Special Abilities

-

Special Equipment

-

Combat Tactics

King leon is merciful on the battlefield, choosing to rather incapacitate and imprison his humanoid enemies, rather than killing them. However, when encountering enemies who the king doesn't consider people, he is merciless and a killer.

Actions

-

Factions

-