

LEON GOLDMANE

older adult human
lawful good
Level 20 fighter

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

STR DEX CON INT WIS

20 13 20 15 12
(+5) (+2) (+5) (+3) (+1)

CHA

18
(+4)

Saving Throws
TODO Saving Throws
Skills AthleticsIntimida
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses

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Senses TODO Senses
Languages
Common Leonin Celestial ,
Adjectives ,

Special Abilities

- **Second wind.** (1/short rest). a bonus action, king leon regains 1d10+20 Hitpoints. | **Indomitable.** (3/long rest). When the King fails a saving throw, he can choose to reroll it. He must take the higher roll. | **Action surge.** (2/day). King leon takes an additional action on his turn | **Battlemaster superiority.** King Leon has superiority dice, which for simplicity, they are d8s added to the attacks damage already

Special Equipment

- **The king's blade,** an heirloom passed from king to king. It is a +3 greatsword (technically whoever wields this blade is the king).
- He wears +2 mithril plate underneath his clothes.

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

The king can make 4 attacks.
Kingsblade- melee weapon attack +14 to hit, reach 5ft., Hit: (2d6 + 1d8 + 8)

Factions

2500 x 3235

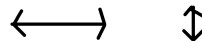


Image Dummy

2500 x 3235

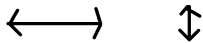


Image Dummy

Languages
Common Leonin Celestial
Adjectives

ROLEPLAYING

Special Abilities

- Second wind. (1/shot)
As a bonus action, King Leon regains 1d10+20 HP.
Indomitable. (3/long rest)
When the King fails a saving throw, he can choose to roll a d100. If the roll is 1-10, he can choose to succeed on the throw. He must take the action on his turn to use this ability.
King Leon takes an action on his turn to take the action on his turn | Battlemaster super
King Leon has super dice, which for simplicity they are d8s added to attacks damage already

Special Equipment

- The king's blade, a greatsword passed from king to king. It is a +3 greatsword (the king whoever wields this sword is the king).
- He wears +2 mithril armor underneath his clothing.

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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 reputation, "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 within the bounds of the law

Passions

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

Secrets

ROLEPLAYING

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BACKGROUND STORY

King Leon started out as a low born soldier, however he quickly rose up the ranks with his natural talent and strength. He became known for his reputation as a powerful leader who commanded respect. After a while spent at this high position in the military he completed a truly amazing feat of martial prowess. He became known for this deed throughout the land, and eventually word reached the king at the time, who had no heir to pass the crown so named Leon as his successor.

PERSONALITY

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