# 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
 CHA

 20 ()
 13
 20
 15
 12
 18

**Saving Throws** TODO Saving Throws **Skills** AthleticsIntimidation

#### **Proficiencies**

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common Leonin Celestial ,

Adjectives ,

#### **Special Abilities**

Second wind. (1/short rest). As 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

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> Saving Throws TODO Saving Throws Skills AthleticsIntimidation

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# 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 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**

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## **Factions**

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