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king leon goldmane

**2500 x 3235**  
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## King Leon Goldmane

**older adult human**

**Lawful Good**

**Level 20 Fighter Battle Master**

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**Pronouns -**

he/him

**Occupations -**

King

**Armor Class -**

21

**Hit Points -**

210 (TODO Hitdice)

**Speed -**

35.

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**STR**

20 (+5)

**DEX**

14 (+2)

**CON**

20 (+5)

**INT**

16 (+3)

**WIS**

13 (+2)

**CHA**

18 (+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"=>"Proficeint 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 -**

Adjectives -

Bold, Regal, Commanding,

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Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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**2500 x 3235**  
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Image Dummy

**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 chance he gets to prove his strength on a battlefield.

**Secrets**

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

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**Proficiencies -**

**Languages -**

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

**Adjectives -**

Bold, Regal, Commanding,

**Special Abilities**

-

## Special Equipment

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## 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

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## Factions

# Roleplaying

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# Background Story

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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 to, so named Leon as his successor.

