



# 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** Athletics  
Intimidation  
**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

(The country)

# 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** Skills Athletics  
Intimidation

**Proficiencies** TODO  
**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

(The country)

2500 x 3235

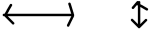


Image Dummy

## ROLEPLAYING

### Introduction

If the party attracts attention of roy or politicians through their efforts, 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 refer to them as "new friends". If its because of their reputaion, "heroes"

### Mannerisms

If particularly annoyed, the king will 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

### 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

## 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 to, so named Leon as his successor.