



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

-

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

(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

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Intimidation

Proficiencies TODO

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Senses TODO Senses
Languages Common,
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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

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Actions

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

Factions

(The country)

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