

CELL ONE

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 V  
20 ( ) 13 20 15 1

CHA  
18

Saving Throws  
TODO Saving Throws  
Skills AthleticsIntimida  
Proficiencies  
Damage Immunities  
TODO Damage Immunit  
Condition Immunities  
TODO Condition Immuni  
Senses TODO Senses  
Languages  
Common Leonin Celestia  
Adjectives ,

Special Abilities

- Second wind. (1/sho  
As a bonus action, leon regains 1d10+  
Hitpoints. | Indomit  
(3/long rest). When  
King fails a saving t

ROLEPLAYING

Introduction

If the party attracts attention of royalty or politicians through their efforts, or if they meet at a high-profile event

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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

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

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### Factions

### 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

### Factions

2500 x 3235

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Image Dummy

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