

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

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 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

# Image Dummy

2500 x 3235

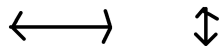


Image Dummy

## 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

## 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

Bottom

Cell3