

CELL ONE  
LEON  
GOLDMANE

older adult human  
lawful good  
Level 20 fighter

**Pronouns:** he/him  
**Occupations:** King  
**Armor Class** 21  
**Hit Points** 210 (TODO Hitd  
**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, I  
regains 1d10+20 H  
Indomitable. (3/long  
When the King fails a  
throw, he can choo  
it. He must take the  
roll | Action surge. (  
King leon takes an  
action on his turn |  
Battlemaster super  
King Leon has supe  
dice, which for simp  
they are d8s added  
attacks damage alr

Special Equipment

- The king's blade, an

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

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Special Abilities

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As a bonus action, king I  
regains 1d10+20 Hitpoin  
| Indomitable. (3/long re  
When the King fails a  
saving throw, he can  
choose to reroll it. He m  
take the higher roll | Act  
surge. (2/day). King leon  
takes an additional actio  
on his turn | Battlemaster  
superiority. King Leon ha  
superiority dice, which f  
simplicity, they are d8s  
added to the attacks  
damage already.

Special Equipment

- The king's blade, an  
heirloom passed from kin  
to king. It is a +3  
greatsword (technically  
whoever wields this blad  
the king).  
• He wears +2 mithril plat  
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 th king doesn't consider people, 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

2500 x 3235  
↔ ↑  
Image Dummy

2500 x 3235  
↔ ↑  
Image Dummy

|  |  |
|--|--|
| <p>passed from king to a +3 greatsword (to whoever wields this the king).</p> <ul style="list-style-type: none"><li>• He wears +2 mithril underneath his cloth</li></ul>   | <p><b>grip his sword, even if he doesn't currently have it on his back.</b></p> <p><b>Motivations</b></p> <p><b>He mustn't damage his reputation or dishonour his country. He lives for glory within the bounds of the law</b></p> <p><b>Passions</b></p> <p><b>He is very protective of his kings-blade, and he enjoys any chance he gets to prove his strength on a battlefield.</b></p> <p><b>Secrets</b></p> |
| <p><b>Combat Tactics</b></p> <p>King leon is merciful on the battlefield, choosing to rather incapacitate and imprison humanoid enemies, rather than killing them. However, when encountering enemies who the king doesn't consider people, he is merciless and a killer.</p> <p><b>Actions</b></p> <p>The king can make 4 attacks.<br/>Kingsblade- melee weapon attack: +14 to hit, reach 5ft., Hit: (2d6 + 1d8 + 8)</p> <p><b>Factions</b></p> |  |

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