

## 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** 20 **DEX** 13 **CON** 20 **INT** 15 **WIS** 12

**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 Celesti  
**Adjectives** ,

### Special Abilities

- Second wind. (1/shc  
As a bonus action, king leon  
regains 1d10+20 H  
Indomitable. (3/lon  
When the King fails a saving  
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 sim  
they are d8s added  
attacks damage alr

### Special Equipment

- The king's blade, an  
passed from king to  
a +3 greatsword (t  
whoever wields this

## 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.

## 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** 20 **DEX** 13 **CON** 20 **INT** 15 **WIS** 12

**CHA**  
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).  
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  
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

## ROLEPLAYING

2500 x 3235

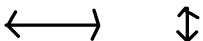


Image Dummy

2500 x 3235

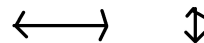


Image Dummy

the king).

- He wears +2 mithril underneath his clothes.

### Combat Tactics

King Leon is merciful on the battlefield, choosing to rather incapacitate and imprison humanoid enemies, rather than killing them. However, when encountering enemies who are too strong, the king doesn't consider peace and 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

### 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

## CELL 3

### 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 reputation, "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