

HALDRON MINOTE

NPC

Class: Fighter	Level: 5	HP: 35	AC: 17/ 18	Race: Human	Age: 35
Statistics				Ht: 6'	Wt: 215
Ability	Score	Adj		Hair: Brown	Eyes: Blue
Strength:	14	+1			
Dexterity:	10				
Constitution:	15	+1			
Intelligence:	11				
Wisdom:	10				
Charisma:	13	+1			
Weapons:	S	M	L	Items:	
Longsword	1d8			Backpack, torches x10, mess kit,	
Mace	1d8			Holy Symbol, Leather working kit,	
Daggers x2	1d4			journal, coin pouches x2, 2 weeks rations,	
Machete	1d6				
Hunting Bow	N/A			Background Skills: Military Tactics,	
Arrows	1d4			Leadership, Survival, Reading/ writing	
Knife	1d3				

framed for the murder of Prince _____ the third. He evaded capture and is now hell bent on clearing his name. In the meantime he travels the world doing good where he can to possibly prove to himself that he is not a monster while he searches for clues. Haldron has been in many wars for his kingdom and is well schooled in both conventional and unconventional tactics. While he may be a hunted man there are still those that will never forget what he has done for them. Now and then he drops by a few villages that know who he is and they offer him safe haven for past deeds he has performed in their service. Every Time he enters a population center there is a 10% chance per hour (cumulative) that he will be recognized. The max percent is 85%.

Temperament:

He is a combat veteran of many wars and as such he is often on edge. He is a proud man, yet his eyes are haunted by the life he once had. He is standoffish until he gets to know someone and then they find out he is actually a nice guy.

Distinguishing Features:

He has a scar on his neck from an arrow, multiple scars on his chest and a few on his back. His forearms have large gash-like scars on them as well.

DM Notes

Haldron could be encountered anywhere, the most likely spots would be forests, dungeons and remote mountains. If he comes across the party when they are in a desperate fight he won't think twice before jumping in to aid them. However he will think twice about sticking around and a Charisma roll with a negative 1 needs to be made by the person trying to persuade him to stay. If the party fails the Charisma check he will give each of them 3 days' worth of rations and he will give the party as a whole a map of the general area that they are in for 5 miles all around with scribbled notes annotating points of interest and dangerous areas.