

TRISTETH MULHOLLAND

elderly human
neutral
Level 2/2 rogue; cleric

Pronouns: he/him
Occupations: Gravekeeper
Armor Class 11
Hit Points 35 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
13	9	9	14	11

CHA

15

Saving Throws
TODO Saving Throws
Skills Gravekeeping; Embalming
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Dwarven
Adjectives Dim ,

Special Abilities

- Uncanny Evasion | Cleric
Spells: Healing Word, Guidance, Spare the Dying, Sacred Flame, Bane, Bless.

Special Equipment

Combat Tactics

Tristeth will, more often than not, flee combat. Should that not be an option he will face-off with the weakest opponent possible.

Actions

Dagger | Fist

Factions

ROLEPLAYING

Introduction

Leaves his post to find supplies at the nearest market; Often visits the alehouse for some grub and a good drunk

Appearance

Lanky, with a curved spine and a potbelly.

Expressions

Tristeth will, more often than not, flee combat. Should that option he will face-off with his weakest opponent possible.

Actions

Dagger | Fist

Factions

Pet otters and pet raven; bastard son; wandering The Chalk.

Secrets

Created the world's first Ansible, and named it, too. Tristeth has colluded with evil necromancers/warlocks to sacrifice the bodies at his gravesite to their deity.

changing his overall attitude and strange hobbies. Eventually he worked his way into the position of gravekeeper for the Order, currently presides over their countryside sacred burial grounds. He and his one bastard son, abandoned by his mother, reside in the small townhouse next to the burial grounds.

[Optional] Tristeth is being exploited by Duergar Warlocks looking to sacrifice the bodies at the burial ground to an Evil Deity. Consequently, they have penetrated his mind and begun causing a sort of madness where Tristeth escapes to an astral realm that he calls, "the Chalk." The Warlocks essentially send him in astral form to wander an endless expanse of near nothingness; faint and fading chalk outlines of reality. In the chalk, he is faced with the spirits of those the Warlocks seek to sacrifice next. The victim convinces Tristeth to continue his supply of bodies. He then wakes, exhausted and wondering why sleep no longer provides him rest. He's begun talking to himself and exhibiting odd twitches and spasms due to exhaustion.

PERSONALITY

Growing up as the son of a poor farmer can be hard as it is. Add alcoholism, abuse, and lecherous behaviors and you have the ingredients for an exploited upbringing rife with imparted dysfunctional behaviors. Tristeth learned to put his focus on what he could control: whether or not small animals would live or die.

As this trope would suggest, Tristeth began with a family cat. He then began picking off birds with his slingshot. He would carefully examine these animals inside and out, learning their morphologies and organ composition. He would often label the parts separately in what he arbitrarily deemed to be the "right spot".

Nobody really found out about his little hobby. He covered it up well by always having a variety of pets that he cared for. Eventually, Tristeth came of age where he had to choose between laboring on his father's farm or venturing out on his own to pursue a different trade. The choice was hard. He hated living there, as much as he adored a few of his brothers and sisters. He departed to a nearby village and volunteered for the coroner of a religious order of Selune [Any Moon or Good Goddess] and learned various respectful methods of preparing bodies for burial pyre. Because this religious Order preached the sanctity of bodies

and spirits, he also began changing his overall attitude and strange hobbies. Eventually he worked his way into the position of gravekeeper for the Order and currently presides over their countryside sacred burial grounds. He and his one bastard son, abandoned by his mother, reside in the small townhouse next to the burial grounds.

[Optional] Tristeth is being exploited by Duergar Warlocks looking to sacrifice the bodies of the burial ground to an Evil Deity. Consequently, they have penetrated his mind and begun causing a sort of madness where Tristeth escapes to an astral realm that he calls, "the Chalk." The Warlocks essentially send his astral form to wander an endless expanse of near nothingness; a faint and fading chalk outline of reality. In the chalk, he is faced with the spirits of those the Warlocks seek to sacrifice next. The victim convinces Tristeth to continue his supply of bodies. He then wakes, exhausted and wondering why sleep no longer provides him rest. He's begun talking to himself and exhibiting odd twitches and spasms due to exhaustion.