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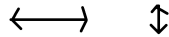


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TRISTETH MULHOLLAND

*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
(+2)	(0)	(0)	(+2)	(+1)

CHA
15
(+3)

Saving Throws -
Skills -
Gravekeeping; Embalming;
Proficiencies -
Proficiency Mod - +2

Languages -
Common Dwarven
Adjectives - Dim,

Special Abilities -
Special Equipment
Combat Tactics

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 potbelly.

Expressions

"It is what it is";
"Love", "Dear",
"Honey", "Sweetie".

Mannerisms

Sucks breath when cogitating; overfeeds pets with treats.

Motivations

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To keep those departed in his graveyard safe from disturbances and their stones and cryptfaces well-kept and beautiful for visitors.

Passions

Pet otters and pet raven; bastard son;

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

Actions -

Factions

Order of Selune [Any Good Moon God]

Role:

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Passions

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.

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