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
 CHA

 13 ()
 9
 9
 14
 11
 15

Saving Throws TODO Saving Throws **Skills** Gravekeeping; Embalming;

Proficiencies

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

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ROLEPLAYING

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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 cell3 pets with treats.

Motivations

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; 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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