

## 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 (0) | 9 (0) | 14   | 11   |
| (+2) |       |       | (+2) | (+1) |

**CHA**  
15  
(+3)

**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

-

### 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

-

### Factions

**Order of Selune [Any Good Moon God]**

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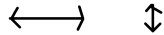


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## ROLEPLAYING

### 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

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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## BACKG STORY

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