

## TRISTETH MULHOLLAN

*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

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

### Mannerisms

Cell3 Sucks breath when cogitati  
overfeeds pets with treats

Motivations

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

Passions

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

Secrets

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

TRISTETH  
MULHOLLAND

elderly human  
neutral  
Level 2/2 rogue; cleric

Pronouns: he/him  
Occupations: Graveke  
Armor Class 11  
Hit Points 35 (TODO H  
Speed 30.

STR DEX CON INT WIS

13 () 9 9 14 11

CHA

15

Saving Throws  
TODO Saving Throws  
Skills Gravekeeping; E  
Proficiencies  
Damage Immunities  
TODO Damage Immunit  
Condition Immunities  
TODO Condition Immuni  
Senses TODO Senses  
Languages Common D  
Adjectives Dim ,

Special Abilities

- Uncanny Evasion | C  
Spells: Healing Wor  
Guidance, Spare th  
Sacred Flame, Ban

Special Equipment

Combat Tactics

Tristeth will, more often t  
flee combat. Should that  
option he will face-off wit  
weakest opponent possib

Actions

Dagger | Fist

2500 x 3235  
↔ ↓

Image Dummy

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

BACKGROUND STORY

<p>Growing up as the son of a poor farmer can be hard as it Add alcoholism, abuse, and lecherous behaviors and you l the ingredients for an exploit upbringing rife with imparted dysfunctional behaviors. Trist learned to put his focus on wh he could control: whether or small animals would live or di </p><p>As this trope would suggest, Tristeth began with a family cat. He then began pick off birds with his slingshot. He would carefully examine these animals inside and out, learning their morphologies and organ composition. He would often l the parts separately in what h arbitrarily, deemed to be the "right spot".</p><p>Nobody really found out about his littl hobby. He covered it up well l always having a variety of pet that he cared for. Eventually, Tristeth came of age where h had to choose between labori on his father's farm or ventur out on his own to pursue a different trade. The choice wa hard. He hated living there, a much as he adored a few of h brothers and sisters. He depa to a nearby village and volunteered for the coroner o religious order of Selune [Any Moon or Good Goddess] and learned various respectful me of preparing bodies for burial pyre. Because this religious O preached the sanctity of bodi and spirits, he also began changing his overall attitude i strange hobbies. Eventually h worked his way into the posit of gravekeeper for the Order currently presides over their countryside sacred burial grounds. He and his one bast son, abandoned by his mothe reside in the small townhouse

2500 x 3235

↔ ↓

Image Dummy

Dagger | Trist

## Factions

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.

reside in the small townhouse next to the burial grounds.</p>[Optional] Tristeth is being exploited by Duergar Warlock looking to sacrifice the bodies the burial ground to an Evil D. Consequently, they have penetrated his mind and begun causing a sort of madness when 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 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. 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.</p>

## PERSONALITY

<p>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.</p><p>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".</p><p>Nobody really found out about his little hobby. He covered it up well, always having a variety of pet 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 means of preparing bodies for burial pyre. Because this religious Order preached the sanctity of bodies and spirits, he also began changing his overall attitude about 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.</p>[Optional] Tristeth is being exploited by Duergar Warlock looking to sacrifice the bodies the burial ground to an Evil D. Consequently, they have penetrated his mind and begun causing a sort of madness when Tristeth escapes to an astral realm that he calls, "the Challenge." The Warlocks essentially send his astral form to wander an endless expanse of near nothingness; 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.</p></div>