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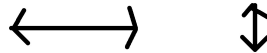


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Tristeth Mulholland

## 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 (0)	9 (0)	14	11	15
(+2)			(+2)	(+1)	(+3)

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

**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]**

Role:

## 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

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### Secrets

Created by first Anselm, too. colluded necromancer to sacrifice his grandfather deity.

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.