

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

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, Spirit of the Dying, Sacred Flame, 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

2500 x 3235
Image Dummy

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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.

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Secrets

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

BACKGROUND STORY

<p>Growing up as the son of a poor farmer can be hard as it i
Add alcoholism, abuse, and lecherous behaviors and you h
the ingredients for an exploita
upbringing rife with imparted dysfunctional behaviors. Triste
learned to put his focus on wh
he could control: whether or n
small animals would live or die
</p><p>As this trope would suggest, Tristeth began with t
family cat. He then began pick
off birds with his slingshot. He
would carefully examine these
animals inside and out, learnin
their morphologies and organi
composition. He would often b
the parts separately in what h
arbitrarily, deemed to be the
"right spot".</p><p>Nobody e
really found out about his little
hobby. He covered it up well b
always having a variety of pets
that he cared for. Eventually,
Tristeth came of age where he
had to choose between laborin
on his father's farm or venturin
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 depart
to a nearby village and
volunteered for the coroner of
religious order of Selune [Any
Moon or Good Goddess] and
learned various respectful mea
of preparing bodies for burial o
pyre. Because this religious Or

flee combat. Should that option he will face-off with the weakest opponent possible.

Actions

Dagger | Fist

Factions

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.

preached the sanctity of bodies and spirits, he also began changing his overall attitude and strange hobbies. Eventually he worked his way into the position of gravekeeper for the Order and 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.

[Optional] Tristeth is being exploited by Duerger Warlocks looking to sacrifice the bodies at the burial ground to an Evil Deity. Consequently, they have penetrated his mind and begun causing a sort of madness where Tristeth escapes to an astral realm that he calls, "the Chalk." The Warlocks essentially send his astral form to wander an endless expanse of near nothingness; only faint and fading chalk outlines remain in reality. In the chalk, he is faced with the spirits of those the Warlocks seek to sacrifice next to him. The victim convinces Tristeth to continue his supply of bodies. When 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.

PERSONALITY

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 exploitative 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.

As this trope would suggest, Tristeth began with the family cat. He then began picking off birds with his slingshot. He would carefully examine these animals inside and out, learning their morphologies and organic composition. He would often bury the parts separately in what he, arbitrarily, deemed to be the "right spot".

Nobody ever really found out about his little hobby. He covered it up well by always having a variety of pets 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 wasn't hard. He hated living there, as much as he adored a few of his 7 brothers and sisters departed to a nearby village and volunteered for the coroner of the religious order of Selune [Any Male or Good Goddess] and learned various respectful means of preparing bodies for burial or pyre. Because this religious Order preached the sanctity of bodies and spirits, he also began changing his overall attitude and strange

overall attitude and strange hobbies. Eventually he worked his way into the position of gravekeeper for the Order and 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.

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