

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	9	14	11
(+2)	(0)	(0)	(+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] -

2500 x 3235

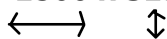


Image Dummy

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

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.

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

CHA
15
(+3)

Saving Throws
TODO Saving Throws
Skills **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

-

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]

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.

Gr
a poor
it is. As
and lea
you ha
an exp
with in
behavi
put his
control
animal

As this
suggest, Tr
the family
picking off
slingshot. F
examine th
and out, le
morpholog
compositio
bury the pa
what he, ar
to be the "I

Nobod
out about f
covered it i
having a va
he cared fo
Tristeth cal
had to choi
laboring or
or venturin
pursue a di
choice was
living there
adored a fe
and sisters
nearby vill
volunteere
the religio
[Any Moon
and learne
means of p
burial or py
religious O
sanctity of
he also bec
overall atti
hobbies. Ev
worked his
position of
the Order a
presides ov
countryside
grounds. H
bastard son
his mother
townhouse
grounds.

[Optional] Tr
exploited by
looking to sa
in the burial
Deity. Conse
penetrated f
causing a so
where Triste
astral realm
Chalk". The
essentially s
to wander al
of near noth
and fading c
reality. In th
with the spir
Warlocks see
The victim c
continue his
He then wak
wondering w
provides hin
talking to hi

