



# ELEANORIOUS MURR

Young Dragonborn  
Neutral Good  
Level 5 Sorcerer

**Pronouns:** she/her  
**Occupations:**  
Alchemist/Prophylactary  
Proprietor  
**Armor Class** 10  
**Hit Points**  
28 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
9 (0)	10 (+0)	15 (+3)	17 (+4)	13 (+2)

**CHA**  
15  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Alchemy; Nature; Medecine;  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Draconic  
Common Gnomish Dwarvish  
**Adjectives** Bubbly,

## Special Abilities

-

## Special Equipment

-

## Combat Tactics

She will keep distance as best as she can and use any kinds of kind of charm spells to



# ROLEPLAYING

## Introduction

With her fervent work ethic, Eleanorious will set up a stand in the market or even outside of an inn or tavern. She lugs a small cart with her alchemy set and sales stand everywhere she goes. A party can run into her just about anywhere trying to sell her tincture, lotions, potions, and ointments.

## Appearance

A small feminine copper dragonborn with unusual horns and scales that glitter; dresses very flamboyantly, with tapestry-like cloaks and capes that flow over her limbs and tumble to the floor

## Expressions

"Mix and match, there's a good batch!"  
"Tinctures and solvents beat diplomacy every time"

## Mannerisms

Flamboyant and dramatic gestures; Smiles and laughs often; Likes to spit small globules of her acid breath into the air and catch it in her mouth with a smile, a "ta-da", and a dramatic gesture

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## Motivations

To promote the power and instrumentality of alchemy as a solution to everything

# BACKSTORY

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of binding or charm spells to tie up her opponents.

**Actions**

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**Factions**

**Alchemists' guild**

**Diplomats of Daron-Garr**

**Motivations**

To promote the power and instrumentality of alchemy as a solution to everything from poverty and hunger to disease and even death itself.

**Passions**

Alchemy; Draconic origins; Languages of all kinds;

**Secrets**

CHA 15 (+3)

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**Saving Throws** TODO Saving Throws

**Skills** **Skills** Alchemy; Nature; Medecine;

**Proficiencies** TODO

**Damage Immunities** TODO Damage Immunities

**Condition Immunities** TODO Condition Immunities

**Senses** TODO Senses

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