Eleanorious Murr

ELEANORIOUS MURR

Young Adult Dragonborn
Neutral Good
Level 6 Artificer Alchemist

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

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

Saving Throws -
Skills -
 {"Dragonborn Abilities"=>[{"Breathe Weapon"=>"Can exhale a 5'x30' stream of acid with a DC 13. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.", "Damage Resistance"=>"Resistance to acid"}], "Artificer Abilities"=>[{"Magical Tinkering"=>"Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text", "Spellcasting"=> [{"Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 14", "Cantrip"=>"Mage Hand, Mending", "1st Level"=>"Tasha's Caustic Brew, Detect Magic, Grease, Cure Wounds", "2nd Level"=>"Continual Flame, Heat Metal"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 6 Infusions, Can Infuse 3 Items", "The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work", "Tool Expertise"=>"Alchemist's Supplies proficiency bonus is doubled"}], "Alchemist Abilities"=> [{"Experimental Elixir"=>"whenever you finish a long rest, you can magically produce an experimental elixir in an empty flask you touch. Roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. As an action, a creature can drink the elixir or administer it to an incapacitated creature. You can create additional experimental elixirs by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the elixir in an empty flask you touch, and you choose the elixir's effect from the Experimental Elixir table. Creating an experimental elixir requires you to have alchemist supplies on your person, and any

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 tinctures, lotions, potions, and ointments.

Appearance

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

Expressions

elixir you create with this feature lasts until it is drunk or until the end of your next long rest", "Alchemical Savant"=>"you've developed masterful command of magical chemicals, enhancing the healing and damage you create through them. Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage, and the bonus equals your Intelligence modifier"}]}

Proficiencies -
Proficiency Mod - +3

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 spell attacks

Actions -

Factions
Alchemists' guild
Role:
Diplomats of Daron-Garr
Role:

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;

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

N/A