



# 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** Gnomish Dwarvish  
**Adjectives** Bubbly,

## Special Abilities

-  
**Special Equipment**  
-

## Combat Tactics

She will keep distance as best as she can and use any kinds of binding or charm spells to tie up her opponents.

## Actions



# 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 flamboyantly, with tapestry-like cloaks and capes that flow over her limbs and tumble 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 from poverty and hunger to disease and even death

# BACK STORY

Eleanorious Murr is a regal copper dragonborn, integrated into the ruling region. She is especially mean in her economic Xhontar and political as purveyor within the region. With a few volumes by comprehensive reactions and ingredients with various alchemical become well expertise a pleasant people, and her sense.

<div>-</div>	<div><b>Factions</b></div> <div><b>Alchemists' guild</b></div> <div><b>Diplomats of Daron-Garr</b></div>	<div><b>Motivations</b></div> <div>To promote the power and instrumentality of alchemy as a solution to everything from poverty and hunger to disease and even death itself.</div> <div><b>Passions</b></div> <div>Alchemy; Draconic origins; Languages of all kinds;</div> <div><b>Secrets</b></div>	<div><b>CHA</b></div> <div>15</div> <div>(+3)</div>	<div>itself.</div> <div><b>Passions</b></div> <div>Alchemy; Draconic origins; Languages of all kinds;</div> <div><b>Secrets</b></div>
			<div><div><div><b>Saving Throws</b></div><div>TODO Saving Throws</div><div><b>Skills</b> <b>Skills</b> Alchemy; Nature; Medecine;</div><div><b>Proficiencies</b> TODO</div><div><b>Damage Immunities</b></div><div>TODO Damage Immunities</div><div><b>Condition Immunities</b></div><div>TODO Condition Immunities</div><div><b>Senses</b> TODO Senses</div><div><b>Languages</b> Draconic Common Gnomish Dwarvish</div><div><b>Adjectives</b> Bubbly,</div></div></div> <div><div><div><b>Special Abilities</b></div><div>-</div></div></div> <div><div><div><b>Special Equipment</b></div><div>-</div></div></div> <div><div><div><b>Combat Tactics</b></div><div>She will keep distance as best as she can and use any kinds of binding or charm spells to tie up her opponents.</div></div></div> <div><div><div><b>Actions</b></div><div>-</div></div></div> <div><div><div><b>Factions</b></div><div><b>Alchemists' guild</b></div><div><b>Diplomats of Daron-Garr</b></div></div></div>	