



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>Factions</div> <div>Alchemists' guild</div> <div>Diplomats of Daron-Garr</div>	<div>Motivations</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>Passions</div> <div>Alchemy; Draconic origins; Languages of all kinds;</div> <div>Secrets</div>	<div>CHA</div> <div>15</div> <div>(+3)</div>	<div>itself.</div> <div>Passions</div> <div>Alchemy; Draconic origins; Languages of all kinds;</div> <div>Secrets</div>
			<div><div><div>Saving Throws</div><div>TODO Saving Throws</div><div>Skills Skills Alchemy; Nature; Medecine;</div><div>Proficiencies TODO</div><div>Damage Immunities</div><div>TODO Damage Immunities</div><div>Condition Immunities</div><div>TODO Condition Immunities</div><div>Senses TODO Senses</div><div>Languages Draconic Common Gnomish Dwarvish</div><div>Adjectives Bubbly,</div></div></div> <div><div>Special Abilities</div><div>-</div></div> <div><div>Special Equipment</div><div>-</div></div> <div><div>Combat Tactics</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>Actions</div><div>-</div></div> <div><div>Factions</div><div>Alchemists' guild</div><div>Diplomats of Daron-Garr</div></div>	