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portius gotadium

**2500 x 3235**  
↔ ↕

Image Dummy

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Portius Gotadium

## Portius Gotadium

**middle aged adult half-dwarf/half-gnome**

**Neutral Good**

**Level 7 Doctor Surgeon**

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**Pronouns -**

they/them

**Occupations -**

**Armor Class -**

17

**Hit Points -**

53 (TODO Hitdice)

**Speed -**

30.

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**STR**

14 (+2)

**DEX**

18 (+4)

**CON**

13 (+2)

**INT**

19 (+5)

**WIS**

12 (+1)

**CHA**

14 (+2)

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**Saving Throws -**

**Skills -**

{ "Dwarf Abilities"=>[ { "Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus" } ], "Rock Gnome Abilities"=>[ { "Gnome Cunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws against magic", "Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Artificers Lore"=>"Whenever you make an Intelligence (History) check related to magical, alchemical, or technological items, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply", "Tinker"=>[ { "Description"=>"You have proficiency with artisan tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it - at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options", "Clockwork Toy"=>"This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.", "Fire Starter"=>"The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.", "Music Box"=>"When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed." } ] ], "Doctor Abilities"=>[ { "Medical Training"=>"Due to your meticulous study into the healing arts you can use your Intelligence modifier instead of your

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**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Dwarvish Gnomish {"id"=>"doctor\_s\_guild", "name"=>"Doctor's Guild", "role"=>"Journeyman"} {"id"=>"rectifier\_s\_guild", "name"=>"Rectifier's Guild", "role"=>"Founder or Some Head Role"}

**Adjectives -**

Multi-Talented, Intelligent, Rebelious,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

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**2500 x 3235**



A horizontal double-headed arrow is positioned below the number 2500, and a vertical double-headed arrow is positioned below the number 3235.

# Image Dummy

## Roleplaying

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### Introduction

A short androgynous figure in colorful patchwork robes bustles towards an elderly woman with a cane. /"One moment dear!/"

### Appearance

Partly male and partly female in appearance. Long, confusingly colorful robes. Short cropped blu-ish hair.

### Expressions

*Here goes nothin!*

*Divine healing does the trick, I spose. Doesn't get to the bottom of things.*

### Mannerisms

Refined and composed. Steady hands, gaze, and stance. Will identify a person's aspect like Sherlock Holmes.

**Motivations**

To help others in need. Portius seeks to push the Doctors' guild to dismantle the mercantile churches.

**Passions**

Passionate about biology. Desires to create perfected brand of Spirits.

**Secrets**

N/A

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**Proficiencies -**

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**Adjectives -**

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**Special Abilities**

-

**Special Equipment**

-

-

**Combat Tactics**

They abhor violence and will avoid it at all costs.

**Actions**

-

**Factions**

# Roleplaying



**Introduction**

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**Secrets**

N/A

**Background Story**

Life in the gnomish city of Aberash Caandu is always lively - filled with tinkerer products wobbling about and wondrous inventions that would amaze even the most experienced traveler. The gnomes of this city have always been accepting of all other races and inter-racial marriage and offspring are not uncommon. Portius is a product of this accepting community and raised in their meticulously productive and innovative cultural practices. Knowing from their youth that they were not only a mixed-race person but also gender fluid, Portius presents powerful qualities of both masculinity and femininity. With close-cut cropped hair and a muscular, broad build, they seem tomboyish. Yet their graceful hands and attention to details - in their work, appearance, and environment - reflect a feminine edge. As they matured, they took on the best of each race. They chose not to tinker, per se, at least not with 'inventions' but instead with the biology of peoples. They took to the role of a doctor easily and quickly became the community's go-to for anything that would ail them. They also picked up on the talents of the local Dwarven community and learned the sophisticated methods of rectification - distilling and producing fine spirits. In addition, their skills with a sharp edge and attention to detail leant themselves well to barbering. Portius was and is seen as something of a pragmatic polymath. The wonderful outcome of the mixing of Gnomish and Dwarven genetics and culture. Portius has since set out on their own to pursue a greater good among the regions. She has settled in the city of Tyrwind [any large city] where they have set up a sturdy shack on the outskirts of the market. Their small shop operates as an underclass clinic. Here she also distills and bottles fine spirits for sale to taverns, inns, and the public. She has a brand called, 'Moorehouse', made up of various rums and whiskeys. Portius has since joined the regional Doctors' Guild, which has a small population of members. They have also been a founding member of the Rectifiers' guild. Both to protect practitioners of little-known and rarely practiced professions. They seek to use their membership to these guilds to push them to dismantle - through strategically intellectual and political means - the mercantile churches. Because of these goals, she is currently a target of Morion DeFaye and his clergy. Although these mercantile abbots would never outright assassinate anyone, they keep close watch over her operations. Although very gender fluid in their performance of gender, Portius' biological sex is female and her sexual preference oscillates frequently.