

Age: middle aged adult
Race: half-dwarf/half-gnome
Pronouns: they/them
Occupation:

- Rectifier; Barber; Physician, Counsellor

Class: doctor
Level: 7
Alignment: neutral good
Languages:

- Common
- Dwarven
- Gnomish

Factions:

- [Doctor's Guild](#)
- [Rectifier's Guild](#)

Adjectives:

Armour Class: 17
Hit Points: 53
Speed: 30

STR 14	DEX 9	CON 19	INT 10	WIS 17	CHA 14
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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 s'pose. 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

Acting

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:

Vulnerabilities:

Skills:

- Medicine
- Persuasion
- Doctors' Tools
- Barbers' Tools
- Rectifiers' Tools. History
- Sleight of Hand
- Investigation

Special Abilities: Patch up, Diagnosis, Second Opinion, Medical Training, First Aid, Expert Practice

Attacks: Dagger

Combat Tactics: They abhor violence and will avoid it at all costs.

Special Equipment:

- KEOGHTOM'S OINTMENT. Wondrous item, uncommon. This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound. As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.</p><p>They carry one at all times and have many at their shack.

- Robe of useful items, adventuring gear (wondrous item, robe). This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment. The robe has two of each of the following patches - Dagger, Bullseye lantern (filled and lit), Steel mirror, 10-foot pole, Hempen rope (50 feet, coiled), Sack. In addition, their robe has 10 patches as follows - 2 Iron doors, 2 Riding Horses, 2 Windows, 2 Spell Scrolls of 1st to 3rd level, and 2 Superior Potions of Healing.
- Dr. Gotadium's Headband of De-Obfuscation. This headband is made of flexible metals with various arms tucked and folded into themselves. It aids a surgeon and rectifier in their tasks. It's multiple folding arms can extend to - provide light, a magnification lens, a small beam of heat (to help with incisions or cauterization), a surgeon's mask, a tiny hand that can grasp or hold a small tool (like a scalpel or needle or suture), and a small vial of iodine.
- Doctors' Bag.

Story

For more info on the Doctor Class see <https://www.gmbinder.com/share/-LkHeate-75getALqBBg> GM Binder's Doctor Class.

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.