

PORTIUS GOTADIUM

*middle aged adult half-dwarf/half-gnome
neutral good
Level 7 doctor*

Pronouns: they/them
Occupations:
Rectifier; Barber; Physician, Counsellor
Armor Class 17
Hit Points 53 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
14 (+2)	9 (0)	19 (+5)	10 (+0)	17 (+4)

CHA

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Saving Throws TODO Saving Throws
Skills
MedicinePersuasionDoctors' ToolsBarbers' ToolsRectifiers' Tools. HistorySleight of HandInvestigation
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Dwarven Gnomish ,
Adjectives ,

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Special Abilities

- Patch up, Diagnosis, Second Opinion, Medical Training, First Aid, Expert Practice

Special Equipment

- KEOGHTOM'S OINTMENT. Wondrous item, uncommon. This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a tincture 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>They carry one at all times and have many at their shack.
- Robe of useful items, adventuring gear, uncommon (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 - Dwarven Bullseye lantern (filled and lit), Steel mirror, 10-foot pole, Hempen rope (50 feet, coiled), Sack. In addition, their robe has 10 patches 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 metal 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 magnifying glass, a small beam of heat (to help with incisions or cauterization), a surgeon's mask, a tiny device that can grasp or hold a small tool (like a scalpel or needle or suture), and a small vial of iodine.
- Doctors' Bag.

2500 x 3235
↔ ↓

Image Dummy

2500 x 3235
Image Dummy

Special Abilities

- Patch up, Diagnosis Opinion, Medical Treatment, First Aid, Expert Preparation

Special Equipment

- KEOGHTOM'S OINTMENT
Wondrous item, uncommon. This glass jar, 3 inches in diameter, contains doses of a thick miasma that smells faintly of alcohol and its contents weigh one pound. As an action dose of the ointment is swallowed or applied to skin. The creature that receives it regains hit points, ceases to be poisoned, and is cured of disease.
- Robe of useful items
adventuring gear (various item, robe). This robe has cloth patches of various shapes and colors. While wearing the robe, you can use an action to remove one of the patches, to become the object the creature it represents. The last patch is removed, the robe becomes an ordinary garment. The robe has two of each of the following patches - Bullseye lantern (flame lit), Steel mirror, 100 ft. Hempen rope (50 ft. coiled), Sack. In addition, their robe has 10 patches that follow - 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. Its 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.

Combat Tactics

They abhor violence and will avoid it at all costs.

Actions

Dagger

Factions

ROLEPLAYING

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.

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

Combat Tactics

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BACKGROUND STORY

For more info on the Doctor Class see <https://www.gmbinder.com/share/-LkH75getALqBBg> GM Binder's Doctor Class

Life in the gnomish city of Abera Caandu is always lively - filled with tinkering products wobbling about and wondrous inventions that would amaze even the most experienced traveler. The gnomes of this city have always accepting of all other races and inter-racial marriage and offspring are not uncommon. It is a product of this accepting community and raised in their meticulously productive and innovative cultural practices.

Known from their youth that they were not only a mixed race person but also gender fluid, Portius possesses powerful qualities of both masculinity and femininity. With close-cut cropped hair and a muscular, broad build, they seem tomboyish, their graceful hands and attention to details in their work, appearance, and environment - not a feminine edge.

As they matured, they took on the best of each race. They chose not to be a tinker, per se, at least not with 'inventions' but instead with the biology of peoples. They took the role of a doctor easily and quickly became the community's go-to for anything that would ailing 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 sharp edge and attention to detail lead

themselves well to barbering. Portius was ar
seen as something of a pragmatic polymath.
wonderful outcome of the mixing of Gnomisl
Dwarven genetics and culture.</p><p>Port
has since set out on their own to pursue a gi
good among the regions. She has settled in
city of Tyrwind [any large city] where they h
set up a sturdy shack on the outskirts of the
market. Their small shop operates as an
underclass clinic. Here she also distills and b
fine spirits for sale to taverns, inns, and the
She has a brand called, 'Moorehouse', made
various rums and whiskeys.</p><p>Portius
since joined the regional Doctors' Guild, whic
a small population of members. They have a
been a founding member of the Rectifiers' g
Both to protect practitioners of little-known a
rarely practiced professions.</p><p>They s
use their membership to these guilds to pus
to dismantle - through strategically intellectu
and political means - the mercantile church
Because of these goals, she is currently a ta
<a
href="https://getvibrantgames.com/npc2/mo
defaye/">Morion DeFaye and his clergy
Although these mercantile abbots would nev
outright assassinate anyone, they keep clos
watch over her operations.</p> <p>Althoug
very gender fluid in their performance of ge
Portius' biological sex is female and her sexi
preference oscillates frequently.</p>

PERSONALITY
