

CELL ONEPORTIUS
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 () 9 19 10 17

CHA
14

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

Special Abilities

- Patch up, Diagnosis
Opinion, Medical Tr
First Aid, Expert Pra

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 alcohol
and its contents weigh 1/2
pound. As an action, one
dose of the ointment can

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Second Opinion, Medical
Training, First Aid, Expert
Practice

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diameter, contains 1d4 + 1
doses of a thick mixture
that smells faintly of alcohol
The jar and its contents
weigh 1/2 pound. As an
action, one dose of the
ointment can be swallow
or applied to the skin. Th
creature that receives it
regains 2d8 + 2 hit point
ceases to be poisoned, a
is cured of any disease.
</p><p>They carry one
all times and have many
their shack.
• Robe of useful items,
adventuring gear
(wondrous item, robe). Th
robe has cloth patches o
various shapes and color
covering it. While wearin
the robe. you can use an
action to detach one of t
patches, causing it to
become the object or
creature it represents. O
the last patch is remove
the robe becomes an
ordinary garment. The r
has two of each of the
following patches - Dagg

2500 x 3235
Image Dummy

ROLEPLAYING

Introduction

...ose of the online
swallowed or applied
skin. The creature t
receives it regains
hit points, ceases to
poisoned, and is cu
disease.</p><p>T
one at all times and
many at their shack

- Robe of useful items: adventuring gear (various item, robe). This robe has cloth patches of various shapes and colors of various sizes. While wearing the robe, the character can use an action to activate one of the patches, to become the object of the creature it represents. The last patch is removed when the robe becomes an ordinary garment. The robe has two of each of the following patches - Bullseye lantern (filled with oil), 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.

Combat Tactics

They abhor violence and will avoid it at all costs.

Actions

Dagger

Factions

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 a perfected brand of Spirits.

Secrets

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