

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	() 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 Training, F
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 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.

ROLEPLAYING

Introduction

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

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and is cured of any disease.
- Robe of useful items,
adventuring gear (wondrous
item, robe). This robe has colorful
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,
Hemp rope (50 feet, coiled),
Sack. In addition, their robe
has 10 patches as follows - 2

2500 x 3235

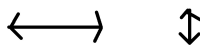


Image Dummy

2500 x 3235

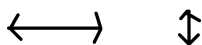


Image Dummy

- poisoned, and is cured of disease.
- They are one at all times and many at their shackles.
- Robe of useful items and adventuring gear (10 items, robe). This robe has cloth patches of various shapes and colors on it. While wearing the robe, they can use an action to remove one of the patches, and then 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, 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 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

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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