

# 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

**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** ,

## 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 thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound. As an action, one dose of ointment can be swallowed or applied to a wound on skin. The creature that receives it regains 1 + 2 hit points, ceases to be poisoned, and is cured of any disease.</p><p>They carry all times and have many at their shack.</p><p>• **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 you 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 - Da Bullseye lantern (filled and lit), Steel mirror, 10-foot pole, Hempen rope (50 feet, 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, 2 Superior Potions of Healing.</p><p>• **Dr. Gotadium's Headband of De-Obfuscation.** This headband is made of flexible metal strips, 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 tongs that can grasp or hold a small tool (like a scalpel or needle or suture), and a small vial of iodine.</p><p>• **Doctors' Bag.**

## Combat Tactics

They abhor violence and will avoid it at all costs.

## Actions

Dagger

## Factions

## 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 (0) 19 10 17  
(+2) (+0) (+5) (+0) (+4)

**CHA**

14  
(+2)

**Saving Throws**

TODO Saving Throws

**Skills**

MedicinePersuasionDoc  
ToolsBarbers' ToolsRec  
Tools. HistorySleight of  
HandInvestigation

**Proficiencies**

**Damage Immunities**

TODO Damage Immunit

**Condition Immunities**

TODO Condition Immun

**Senses** TODO Senses

**Languages**

Common Dwarven Gnom

**Adjectives**

**Special Abilities**

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

**Special Equipment**

- KEOGHTOM'S OINTME  
Wondrous item, un  
This glass jar, 3 inc  
diameter, contains  
doses of a thick mil  
smells faintly of alc  
and its contents we  
pound. As an action  
dose of the ointment  
swallowed or applic  
skin. The creature t  
receives it regains  
hit points, ceases t  
poisoned, and is cu  
disease </p><p>T

## 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 do  
trick, I s'pose. Doesn't get to the bottom  
things."

### Mannerisms

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

### Motivations

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

### Passions

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

### Secrets

2500 x 3235

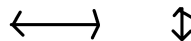


Image Dummy

2500 x 3235

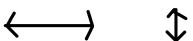


Image Dummy

## 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



- one at all times and many at their shade
- Robe of useful items - adventuring gear (flint, 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, and 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 (flint), Steel mirror, 100 ft Hempen rope (50 ft 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 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

"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

## BACKGROUND STORY

<p>For more info on the Doctor Class see <https://www.gmbinder.com/share/-175getALqBBg>>GM Binder's Doctor Class</p>| <p>Life in the gnomish city of Aberash is always lively - filled with tinkerer products, wobbling about and wondrous inventions that would amaze even the most experienced tinker. The gnomes of this city have always been accepting of all other races and inter-racial marriage and offspring are not uncommon. This is a product of this accepting community and raised in their meticulously productive and innovative cultural practices.</p><p>Known from their youth that they were not only a race person but also gender fluid, Portius has powerful qualities of both masculinity and femininity. With close-cut cropped hair and muscular, broad build, they seem tomboyish, but their graceful hands and attention to detail in their work, appearance, and environment, give them a feminine edge.</p><p>As they matured, they took on the best of each race. They chose 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 harm 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, they brought with a sharp edge and attention to detail in themselves well to barbering. Portius was seen as something of a pragmatic polymath, a wonderful outcome of the mixing of Gnomish and Dwarven genetics and culture.</p><p>Portius has since set out on their own to pursue a greener life, good among the regions. She has settled in the city of Tyrwind [any large city] where they set up a sturdy shack on the outskirts of town, a market. Their small shop operates as an underclass clinic. Here she also distills and produces fine spirits for sale to taverns, inns, and the public. She has a brand called, "Moorehouse", made up of various rums and whiskeys.</p><p>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 a little-known and rarely practiced profession. <p>They seek to use their membership to push the guilds to push them to dismantle - through strategically intellectual and political means - the mercantile churches. Because of these goals, they are currently a target of <a href="https://getvibrantgames.com/npc2/moriondefaye/">Morion DeFaye</a> and his clerics. Although these mercantile abbots would not outright assassinate anyone, they keep close watch over her operations.</p> <p>Although Portius' biological sex is female and her self-perception preference oscillates frequently.</p>

## PERSONALITY

<p>For more info on the Doctor Class see <https://www.gmbinder.com/share/-L75getALqBBg>>GM Binder's Doctor Class</p>| <p>Life in the gnomish city of Aberash C always lively - filled with tinkerer products wobbling about and wondrous inventions that would amaze even the most experienced tinkerer. 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.</p><p>Known from their youth that they were not only a race person but also gender fluid, Portius has powerful qualities of both masculinity and femininity. With close-cut cropped hair and muscular, broad build, they seem tomboyish, but their graceful hands and attention to detail in their work, appearance, and environment, give them a feminine edge.</p><p>As they matured, Portius took on the best of each race. They chose to be a tinker, per se, at least not with 'inventions' but instead with the biology of peoples. They took on the role of a doctor easily and quickly became the community's go-to for anything that would hurt 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, they took on a sharp edge and attention to detail in their work, themselves well to barbering. Portius was seen as something of a pragmatic polymath, a wonderful outcome of the mixing of Gnomish and Dwarven genetics and culture.</p><p>Portius has since set out on their own to pursue a greener life, 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 town, operating as an underclass clinic. Here she also distills and produces fine spirits for sale to taverns, inns, and the general public. She has a brand called, "Moorehouse", made up of various rums and whiskeys.</p><p>Portius has since joined the regional Doctor's Guild, which has a small population of members. They have also been a founding member of the Rectifiers' guild. Both to protect practitioners of this little-known and rarely practiced profession and to push them to dismantle - through strategically intellectual and political means - the mercantile churches. Because of these goals, Portius is currently a target of <a href="https://getvibrantgames.com/npc2/morion-defaye/">Morion DeFaye</a> and his clerics. Although these mercantile abbots would not outright assassinate anyone, they keep close watch over her operations.</p><p>Although Portius' biological sex is female and her sexual preference oscillates frequently.</p>