

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

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**Armor Class:** 17

**Hit Points:** 53 (TODO Hitdice)

**Speed:** 30.

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

**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 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 + 10 hit points, ceases to be poisoned, and is cured of any disease.
- They carry one at a time and have many at their shack.
- Robe of useful items, adventuring gear (wondrous item, robe). This robe has dozens of patches of various shapes and colors on 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.
- 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 magnification lens, a small beam of heat (to help with incisions or cauterization), a surgeon's assistant, a tiny hand that can grasp or hold a small object (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.



Armor Class 17  
Hit Points 53 (TODO Hit Dice)  
Speed 30.

STR DEX CON INT WIS

14 9 (0) 19 10 17  
(+2) (+5) (+0) (+4)

CHA

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(+2)

#### Saving Throws

TODO Saving Throws

#### Skills

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

#### Proficiencies

#### Damage Immunities

TODO Damage Immunities

#### Condition Immunities

TODO Condition Immunities

#### Senses

TODO Senses

#### Languages

Common Dwarven Gnomish

#### Adjectives

#### Special Abilities

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

#### Special Equipment

- KEOGHTOM'S OINTMENT

Wondrous item, uncommon.

This glass jar, 3 inches in diameter, contains 100 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1 pound. As an action, one

dose of the ointment is swallowed or applied to the skin. The creature that receives it regains 20 hit points. A creature that is poisoned, and is cured of any disease.

One at all times and lives many at their shackles.

- Robe of useful items. (wondrous item, robe). This robe has cloth patches of various shapes and colors covering it. While wearing the robe, one can use an action to detach one of the patches, causing it to become the object of the 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 - 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.

#### 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 a perfected brand of Spirits.

### Secrets

Cells

2500 x 3235

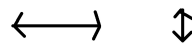


Image Dummy

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## BACKGROUND STORY

<p>For more info on the Doctor Class see <a href="https://www.gmbinder.com/share/-Lk75getALqBBg">GM Binder's Doctor Class</a>

<p>Life in the gnomish city of Aberash Cal 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 been accepting of all other races and inter-racial marriage and offspring are not uncommon. 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 rare race person but also gender fluid, Portius powerful qualities of both masculinity and femininity. With close-cut cropped hair and muscular, broad build, they seem tomboyish, their graceful hands and attention to detail their work, appearance, and environment - a feminine edge.</p><p>As they matured, took on the best of each race. They chose not tinker, per se, at least not with 'inventions' 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 local Dwarven community and learned the sophisticated methods of rectification - distilling and producing fine spirits. In addition, their sharp edge and attention to detail let them hone their skills to a fine point. Portius

2500 x 3235

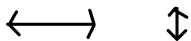


Image Dummy



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- Doctors' Bag.

### Combat Tactics

They abhor violence and will avoid it at all costs.

### Actions

Dagger

### Factions

themselves well to barbering. Portius was seen as something of a pragmatic polymath wonderful outcome of the mixing of Gnomish Dwarven genetics and culture.

Portius since set out on their own to pursue a great 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 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 Doctor Guild, which has a small population of members. They have also been a founding member of the Rectifiers' guild. Both to protect practitioners little-known and rarely practiced professions.

They seek to use their membership to push the guilds to push them to dismantle - through strategically intellectual and political means - mercantile churches. Because of these goals 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 Portius' biological sex is female and her sex preference oscillates frequently.

## PERSONALITY

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Although gender fluid in their performance of gender Portius' biological sex is female and her sex preference oscillates frequently.