

## 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**

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

**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 the ointment can be swallowed or applied to a wound on skin. The creature that receives it regains 1d4 + 2 hit points, ceases to be poisoned, and is cured of any disease.
- **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 contains 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.
- **Dr. Gotadium's Headband of De-Obfuscation.** This headband is made of flexible metals and has various arms tucked and folded into it. It aids a surgeon and rectifier in performing their tasks. It's multiple folding arms can extend to - provide light, a magnification glass, a small beam of heat (to help with incisions and 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

## PORTIUS GOTADIUM

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neutral good  
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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 Treatment, First Aid, Expert Preparation

### Special Equipment

- KEOGHTOM'S OINTMENT  
Wondrous item, uncommon  
This glass jar, 3 inches in diameter, contains ten doses of a thick milky ointment that smells faintly of alcohol and its contents weigh one pound. As an action, you can swallow a dose of the ointment or apply it to your own or another's skin. The creature that receives it regains 10 hit points, ceases to be poisoned, and is cured of any disease.  
• Robe of useful items  
adventuring gear (common)

## 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 doesn't work, I s'pose. Doesn't get to the bottom of things."

### Mannerisms

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

### Motivations

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

### Passions

Passionate about biology. Desires to create a perfected brand of Spirits.

### Secrets

2500 x 3235

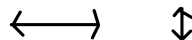


Image Dummy

2500 x 3235

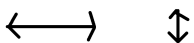


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## ROLEPLAYING

### Introduction

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### Appearance

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### Expressions

item, robe). This robe has cloth patches of various shapes and colors. While wearing the robe, Portius can use an action to remove one of the patches, which then becomes the object of the creature it represents. The last patch is removed when the robe becomes an ordinary garment. Portius has two of each of the following patches - Bullseye lantern (flaming), Steel mirror, 100 ft Hempen rope (50 ft coiled), Sack. In addition, their robe has 10 patches that follow - 2 Iron door, 2 Riding Horses, 2 Wands, 2 Spell Scrolls of 1st level, and 2 Superior spells 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

"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/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 tinker. 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 was 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 possesses powerful qualities of both masculinity and femininity. With close-cut cropped hair and a 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 embraced 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 learned to work with 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 Gnome and Dwarven genetics and culture.</p><p>Portius has since set out on their own to pursue a greater 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 the market. Their small shop operates as an underclass clinic. Here she also distills and sells fine spirits for sale to taverns, inns, and to the public. She has a brand called, "Moorehouse", made up of various rums and whiskeys.</p><p>Portius has since joined the regional Iron Guild, which has a small population of members. They have also been a founding member of the Rectifiers' guild. Both to protect practitioners and a little-known and rarely practiced profession.</p><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, Portius is currently a target of <a href="https://getvibrantgames.com/npc2/iron-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 gender fluid in their performance of gender, Portius' biological sex is female and her sexual 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 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 the powerful qualities of both masculinity and femininity. With close-cut cropped hair and a 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 on the role of a doctor easily and quickly became the community's go-to for anything that would trouble 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 the sharp edge and attention to detail that the Dwarves have, and they learned themselves well to barbering. Portius was seen as something of a pragmatic polymath, a wonderful outcome of the mixing of Gnome and Dwarven genetics and culture.</p><p>Portius has since set out on their own to pursue a good life 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 the city market. Their small shop operates 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 Iridium 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 use their membership 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/iridium-defaye/">Morion DeFaye</a> and his clergy. Although these mercantile abbots would not outright assassinate anyone, they keep close watch over her operations.</p><p>Although Portius is gender fluid in their performance of gender, Portius' biological sex is female and her sexual preference oscillates frequently.</p>