

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, First Aid, Expert Practice

Special Equipment

- **KEOUGHTOM'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

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 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

- **KEOUGHTOM'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. </p><p>They carry one at a times and have many at their shack.
- **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 - Dagg 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

2500 x 3235

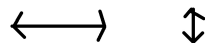


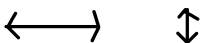
Image Dummy

ROLEPLAYING

Introduction

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

2500 x 3235



poisoned, and is cured by the disease.

They are the only ones at all times and in many at their shackles.

- Robe of useful items: Adventuring gear (10 items, robe). This robe has cloth patches of various shapes and colors on it. While wearing the robe, you can use an action to activate one of the patches, which causes you to become the object of the creature it represents. The last patch is reserved for when the robe becomes an ordinary garment. The robe has two of each of the following patches - Bullseye lantern (flame lit), 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. 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

Iron doors, 2 Riding Horses, 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. 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

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 perfected brand of Spirits.

Secrets