

Portius Gotadium

## PORTIUS GOTADIUM

Middle Aged Adult Half-Dwarf/Half-Gnome  
Neutral Good  
Level 7 Doctor Surgeon

**Pronouns** - they/them  
**Occupations** -  
**Armor Class** - 17  
**Hit Points** - 53 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
14	18	13	19	12	14
(+2)	(+4)	(+2)	(+5)	(+1)	(+2)

**Saving Throws** -  
**Skills** -  
{ "DwarfAbilities"=>[{ "DwarvenResistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}], "Rock GnomeAbilities"=>[{ "GnomeCunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws againsts magic", "Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray"}]}

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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 spouse. 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

N/A

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**Proficiencies** -  
**Proficiency Mod** - +3

**Languages** -  
Common                      Dwarvish                      Gnomish  
{ "id"=>"doctor\_s\_guild", "name"=>"Doctor's Guild", "role"=>"Journeyman" }  
{ "id"=>"rectifier\_s\_guild", "name"=>"Rectifier's Guild", "role"=>"Founder or Some Head Role" }

**Adjectives** - Multi-Talented, Intelligent, Rebellious,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**  
They abhor violence and will avoid it at all costs.

**Actions** -

**Factions**

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