

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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Paramedic"=>"you have become experienced at reaching the injured without taking damage. When you use your action to disengage you may also double your movement speed until the end of your turn", "Vaccination"=>"you have spent countless hours attempting to aid those suffering from disease and have developed a number of treatments. As an action you can cure a target of a single disease afflicting them. Alternatively, you can inoculate a target against disease for the next 24 hours. In addition, due to exposure from numerous patients the doctor gains immunity to all disease."}], "Surgeon Abilities"=>[{"Expert Practice"=>"you can now add your intelligence modifier to the result of any healing ability you perform.", "Surgery"=>"you have gained the confidence to delve deeper into the bodies of your patients. You operate on an injured subject, curing them of any ailments, both mundane and magical. The target regains a number of hit points equal to their maximum. Any hit points the target gains over their maximum become temporary hit points. This takes 2 full hours from start to finish."}]}

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 -
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They abhor violence and will avoid it at all costs.
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