

[Previous](#)[Next](#)

oomuk the seeker

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Oorruk the Seeker

**older adult Aarakocra**

**Chaotic Good**

**Level 6 Cleric Knowledge Domain**

---

**Pronouns -**

he/him

**Occupations -**

Seeking the Rod of Seven Parts

**Armor Class -**

14

**Hit Points -**

41 (TODO Hitdice)

**Speed -**

20 walking, 50 flying.

---

**STR**

9 (0)

**DEX**

16 (+3)

**CON**

15 (+3)

**INT**

17 (+4)

**WIS**

20 (+5)

**CHA**

12 (+1)

---

**Saving Throws -**

**Skills -**

{ "Aarakocra Abilities"=>[ { "Flight"=>"Flying speed is 50 feet", "Talons"=>"Proficiency in Unarmed Strikes, doing 1d4 slashing damage" } ], "Cleric Abilities"=>[ { "Spellcasting"=>[ { "Spell DC"=>15, "Cantrips"=>"Guidance, Toll the Dead, Thaumaturgy, Light", "1st Level"=>"Bane, Bless, Sanctuary, Inflict Wounds", "2nd Level"=>"Locate Object, Spiritual Weapon, Calm Emotions", "3rd Level"=>"Clairvoyance, Tongues, Remove Curse" } ], "Channel Divinity"=>"Turn Undead, Destroy Undead" } ], "Knowledge Domain Abilities"=>[ { "Spellcasting"=>[ { "Spell DC"=>15, "1st Level"=>"Command, Identify", "3rd Level"=>"Augury, Suggestion", "5th Level"=>"Nondetection, Speak with Dead" } ], "Blessing of Knowledge"=>"Your proficiency bonus is doubled for any ability check you make that uses History or Arcana", "Channel Divinity"=>[ { "Knowledge of Ages"=>"you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool", "Read Thoughts"=>"you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it. As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest. If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute. During that time, you can use your action to end this effect and cast the Suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell." } ] } ] }

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Aarakocra Auran Common Elvish Celestial

**Adjectives -**

Animated, Driven, Knowledgeable,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## Roleplaying

---

### Introduction

Swoops down on the party from the sky asking for their aid

### Appearance

A slight wizened bird-man with graying feathers and bright, intelligent eyes

### Expressions

*The Dukes be Praised*

*Squack!*

### Mannerisms

Stares, wide eyed, at anyone with whom he is speaking. Speaks with his hands a lot.

**Motivations**

Finding the pieces of the Rod of Seven Parts to gain esteem for his tribe in the eyes of the Wind Dukes of Aaqa

**Passions**

His Patron Gods

**Secrets**

The location of several troves of treasure he has come across

---

**Oorruk the Seeker**

**older adult Aarakocra**  
**Chaotic Good**  
**Level 6 Cleric Knowledge Domain**

---

**Pronouns -**

he/him

**Occupations -**

Seeking the Rod of Seven Parts

**Armor Class -**

14

**Hit Points -**

41 (TODO Hitdice)

**Speed -**

20 walking, 50 flying.

---

**STR**

9 (0)

**DEX**

16 (+3)

**CON**

15 (+3)

INT

17 (+4)

WIS

20 (+5)

CHA

12 (+1)

Saving Throws -

Saving Throws -

Skills -

{ "Aarakocra Abilities"=>[ { "Flight"=>"Flying speed is 50 feet", "Talons"=>"Proficiency in Unarmed Strikes, doing 1d4 slashing damage" } ], "Cleric Abilities"=>[ { "Spellcasting"=>[ { "Spell DC"=>15, "Cantrips"=>"Guidance, Toll the Dead, Thaumaturgy, Light", "1st Level"=>"Bane, Bless, Sanctuary, Inflict Wounds", "2nd Level"=>"Locate Object, Spiritual Weapon, Calm Emotions", "3rd Level"=>"Clairvoyance, Tongues, Remove Curse" } ], "Channel Divinity"=>"Turn Undead, Destroy Undead" } ], "Knowledge Domain Abilities"=>[ { "Spellcasting"=>[ { "Spell DC"=>15, "1st Level"=>"Command, Identify", "3rd Level"=>"Augury, Suggestion", "5th Level"=>"Nondetection, Speak with Dead" } ], "Blessing of Knowledge"=>"Your proficiency bonus is doubled for any ability check you make that uses History or Arcana", "Channel Divinity"=>[ { "Knowledge of Ages"=>"you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool", "Read Thoughts"=>"you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it. As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest. If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute. During that time, you can use your action to end this effect and cast the Suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell." } ] } ] }

Proficiencies -

Languages -

Aarakocra Auran Common Elvish Celestial

Adjectives -

Animated, Driven, Knowledgeable,

Special Abilities

-

Special Equipment

-

Combat Tactics

will go out of his way not to fight

Actions

-

# Factions

Role:

# Roleplaying

## Introduction

Swoops down on the party from the sky asking for their aid

## Appearance

A slight wizened bird-man with graying feathers and bright, intelligent eyes

## Expressions

*The Dukes be Praised*

*Squack!*

## Mannerisms

Stares, wide eyed, at anyone with whom he is speaking. Speaks with his hands a lot.

## Motivations

Finding the pieces of the Rod of Seven Parts to gain esteem for his tribe in the eyes of the Wind Dukes of Aaqa

## Passions

His Patron Gods

## Secrets

The location of several troves of treasure he has come across

# Background Story

He long ago left his tribe behind on the Elemental Planes of Air, in order to serve his God's, the Wind Dukes of Aaqa, to restore to them the Rod of Seven Parts to help defend his plane from elemental evil. Oomuk has spent the majority of his life exploring and researching in the furthest corners of the world, trying to find and retrieve the pieces of the rod. He has yet been unsuccessful, but has not waived in his devotion to his mission.