

# Yemoja

CHARACTER NAME

Sorceress

CLASS

Swahili

RACE

Healer

BACKGROUND

28

AGE

PLAYER NAME

Level 2

LEVEL

STRENGTH

10

0

DEXTERITY

9

-1

CONSTITUTION

15

+2

INTELLIGENCE

11

0

WISDOM

13

+1

CHARISMA

16

+3

INSPIRATION

+2 PROFICIENCY BONUS

- 0 Strength
- 1 Dexterity
- +4 Constitution
- 0 Intelligence
- +1 Wisdom
- +5 Charisma

SAVING THROWS

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +2 Arcana (Int)
- 0 Athletics (Str)
- +3 Deception (Cha)
- 0 History (Int)
- +3 Insight (Wis)
- +3 Intimidation (Cha)
- 0 Investigation (Int)
- +3 Medicine (Wis)
- 0 Nature (Int)
- +1 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +2 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +1 Survival (Wis)

SKILLS

9

ARMOR CLASS

-1

INITIATIVE

30 ft

SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6+4

2d6+4

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Cleaver	+2	1d4 s
Knife	+2	1d4 s
Chill Touch (120 ft.)	+4	1d8 necrotic

ATTACKS & SPELLCASTING



**Follower of Rada:** The Rada are a family of lwa spirits in the religion of Haitian Vodou. They are regarded as being sweet-tempered and "cool". Your belief allows you to learn spells from the cleric class. When you learn or replace a sorcerer cantrip or sorcerer spell, you can choose a spell from the cleric or sorcerer spell lists. You must obey all other restrictions for selecting the spell, and it becomes a sorcerer spell for you.

**Sorcery Points:** You have 2 sorcery points, and you gain one additional point every time you level up. You regain all spent sorcery points when you finish a long rest.

**Creating Spell Slots:** You can transform unexpended sorcery points into one spell slot as a bonus action on your turn:

Spell Level	Sorcery Points
1st	2
2nd	3

**Healer:** Trained in healing and herbalism. Proficiency with Healer's kit and Herbalist's kit.

**Experienced Chef:** As part of a short rest, you can cook special food. You can prepare enough of this food for up to 7 people. Anyone who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d4 hit points and removes 1 level of exhaustion.

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PASSIVE WISDOM (PERCEPTION)

**Languages:** Swahili, French, English

**Armor:** none

**Weapons:** simple weapons

**Tools:** Chef's utensils, Herbalist's kit, Healer's kit

**Sorcery Points:** 2

**Spells:** 3 Slots, CHA DC Save 13, Attack +5

**Cantrips:** Chill Touch, Message, Minor Illusion,

Spare the Dying

**1st Level:** Bane, Cure Wounds, Shield, Sleep

OTHER PROFICIENCIES, LANGUAGES & SPELLS

Cleaver (Hand Axe)

Knife (Dagger)

Backpack

Bedroll

Mess kit

Tinderbox

2 days rations

Waterskin

Cook's utensils

Healer's kit

Herbalist's kit

EQUIPMENT

FEATURES & TRAITS



# CHARACTER: YEMOJA

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## BACKSTORY

Yemoja is the daughter of an African Vodun Mambo (Priestess). Growing up, she learned the mysteries of Vodun and was preparing to take over from her mother when she was captured by slave traders and sold to the English to work on a sugar plantation in the Caribbean. Her beauty and charm brought her to the attention of the wealthy but cruel plantation owner. After the first night in the manor house, the owner was found dead with a horrible expression of pain still on his face. Yemoja fled the plantation and signed onboard the Sea Nymph as a cook.

**Hinderances:** All-Thumbs, Big Mouth, Curious

## LEVEL 3 ADVANCEMENT SUGGESTIONS:

**Learn 1 Spell:** Blindness/Deafness

Level	Spell Slots
1	4
2	2

+1 Sorcery Point (3 total)

### Metamagic:

You gain the ability to twist your spells to suit your needs. You gain the following Metamagic options.

**Twinned Spell:** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

**Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the spell's casting.

## LEVEL 4 ADVANCEMENT SUGGESTIONS:

**Learn 1 Cantrip:** True strike

**Learn 1 Spell:** Hold person

Level	Spell Slots
1	4
2	3

+1 Sorcery Point (4 total)

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Recommendation: +2 CHA (18) - Adjust Attribute and Spell modifier