

## Sredni Vashtar's Girl

Player: Ernest

Female Human (Vudrani) Witch 10 - CR 9

Neutral Good Humanoid (Human); Deity: **The thousand gods of Vudra**; Age: **18**; Height: **5' 4"**; Weight: **128lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Olive**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>20/22</b>	<b>+5/+6</b>	
<b>WIS</b> WISDOM	<b>15</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>13</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+3</b>	<b>+3</b>	<b>+1</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+9</b>	=	<b>+3</b>	<b>+3</b>	<b>+1</b>	<b>+2</b>	
<b>WILL</b> (WISDOM)	<b>+10</b>	=	<b>+7</b>	<b>+2</b>	<b>+1</b>		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>19</b>	=	<b>+4</b>		<b>+3</b>		<b>+1</b>	<b>+1</b>	
<b>Touch AC</b> <b>14</b>								
<b>CM Bonus</b> <b>+6</b>	=	<b>+5</b>		<b>+1</b>		<b>-</b>	<b>-</b>	

		BAB	Strength	Dexterity	Size	
CM Defense	20	= 10	+5	+1	+3	-
Base Attack				+5	HP	96
Initiative				+9	Damage / Current HP	
Speed				30 / 20 ft		

### +1 Mithral Dagger

Main hand: **+7, 1d4+2** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+9, 1d4+2** Light, P/S

### +1 Wounding Sickle

Main hand: **+7, 1d6+2+1 bleed** Crit: x2  
Light, S, Trip

### Masterwork Heavy crossbow

Ranged: **+5, 1d10** Crit: 19-20/x2  
Rng: 120'  
Ranged, both hands: **+9, 1d10** 2-hand, P

### Punching dagger

Main hand: **+6, 1d4+1** Crit: x3  
Light, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b> Speed less than 30' : -4 jump	<b>+0</b>	DEX (3)	-	
<b>Appraise</b>	<b>+6</b>	INT (6)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>-2</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+2</b>	CHA (1)	1	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (3)	-	
<b>Fly</b>	<b>+6</b>	DEX (3)	3	
<b>Heal</b>	<b>+10</b>	WIS (2)	3	
<b>Intimidate</b>	<b>+5</b>	CHA (1)	1	
<b>Knowledge (arcana)</b>	<b>+19</b>	INT (6)	10	
<b>Knowledge (history)</b>	<b>+19</b>	INT (6)	10	
<b>Knowledge (nature)</b>	<b>+19</b>	INT (6)	10	
<b>Knowledge (planes)</b>	<b>+19</b>	INT (6)	10	
<b>Knowledge (religion)</b>	<b>+20</b>	INT (6)	10	
<b>Linguistics</b>	<b>+7</b>	INT (6)	1	
<b>Perception</b>	<b>+6</b>	WIS (2)	2	
<b>Perform (dance)</b>	<b>+2</b>	CHA (1)	1	
<b>Profession (cook)</b>	<b>+6</b>	WIS (2)	1	
<b>Ride</b>	<b>+0</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+4</b>	WIS (2)	-	
<b>Spellcraft</b>	<b>+19</b>	INT (6)	10	
<b>Stealth</b>	<b>+0</b>	DEX (3)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+2</b>	STR (1)	-	
<b>Use Magic Device</b>	<b>+14</b>	CHA (1)	10	

## Feats

Ability Focus (Misfortune)  
Accursed Hex  
Extra Hex  
Extra Hex  
Improved Initiative  
Simple Weapon Proficiency - All  
Spell Focus (Necromancy)

## Traits

Chance Savior  
Child of the Temple (Knowledge [religion])

## Ranged Touch Attack

Ranged: **+8, 1+1** Crit: x2  
Light

## Touch Attack

Main hand: **+6, As Spell** Crit: x2  
Light

## Gear

**Total Weight Carried: 44.5/130lbs, Medium Load**  
**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

+1 Mithral Dagger 0.5 lbs  
+1 Wounding Sickle 2 lbs  
Alchemical solvent <In: Belt pouch (40 @ 6.5 lbs)> 0.5 lbs  
Alchemist's fire 1 lb  
Amulet of natural armor +1 -  
Antiplaque <In: Belt pouch (40 @ 6.5 lbs)> -  
Antitoxin <In: Belt pouch (40 @ 6.5 lbs)> -  
Backpack (24 @ 34.5 lbs) <In: Dropped to ground (1 2 lbs  
Bedroll <In: Backpack (24 @ 34.5 lbs)> 5 lbs  
Belt pouch (40 @ 6.5 lbs) 0.5 lbs  
Bloodblock <In: Belt pouch (40 @ 6.5 lbs)> -  
Bodybalm <In: Belt pouch (40 @ 6.5 lbs)> -  
Book: The Halo of Dreams -  
Bracers of armor +2 1 lb  
Candle x10 <In: Belt pouch (40 @ 6.5 lbs)> -  
Chalk x10 <In: Belt pouch (40 @ 6.5 lbs)> -  
Cloak of resistance +1 1 lb  
Coral saucer -  
Crossbow bolts x40 0.1 lbs  
Dissertation on the Whispering Way <In: Backpack (24 @ -  
Estovion's Journals -  
Everlasting rations (tasty!) -  
Fake Dwarf Beard -  
Flint and steel <In: Belt pouch (40 @ 6.5 lbs)> -  
Funeral outfit (white) <In: Backpack (24 @ 34.5 lbs)> -  
Headband of vast intelligence +2 (Use Magic Device) 1 lb  
Healer's kit <In: Belt pouch (40 @ 6.5 lbs)> 1 lb  
Ink, black <In: Belt pouch (40 @ 6.5 lbs)> -  
Inkpen <In: Belt pouch (40 @ 6.5 lbs)> -  
Manacles <In: Belt pouch (40 @ 6.5 lbs)> 2 lbs  
Masterwork Heavy crossbow 8 lbs  
Mess kit <In: Backpack (24 @ 34.5 lbs)> 1 lb  
Mi-go mist projector (27 uses) 8 lbs  
Notes on golem controlling device - bondslave thrall -  
Pearl of power (1st level) (1/day) -  
Pot <In: Backpack (24 @ 34.5 lbs)> 4 lbs  
Potion of cure light wounds x3 <In: Belt pouch (40 @ 6.5 -  
Potion of cure moderate wounds x2 <In: Belt pouch (40 @ -

## Experience & Wealth

Experience Points: **105000/155000**  
Current Cash: **200 PP, 4241.43 GP**

## Gear

**Total Weight Carried: 44.5/130lbs, Medium Load**

**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Potion of restoration, lesser <In: Belt pouch (40 @ 6.5 -  
Potion of shield of faith +3 -  
Prayer mat with inlaid gold thread -  
Punching dagger 1 lb  
Ranged Touch Attack -  
Ring of protection +1 -  
Scholar's outfit (Free) -  
Silent metamagic rod (lesser) (3/day) 5 lbs  
Silver Crossbow bolts x50 0.1 lbs  
Smelling salts <In: Belt pouch (40 @ 6.5 lbs)> -  
Soap <In: Backpack (24 @ 34.5 lbs)> 0.5 lbs  
Spell component pouch <In: Belt pouch (40 @ 6.5 2 lbs  
Spirit planchette, brass <In: Backpack (24 @ 34.5 5 lbs  
Splatter Man's moldy spellbook (comp lang, dispel -  
Sunrod <In: Belt pouch (40 @ 6.5 lbs)> 1 lb  
Torch x10 <In: Backpack (24 @ 34.5 lbs)> 1 lb  
Touch Attack -  
Trail rations x5 <In: Backpack (24 @ 34.5 lbs)> 1 lb  
Wand of cure light wounds <In: Belt pouch (40 @ 6.5 -  
Wand of ray of enfeeblement (10 charges) -  
Waterskin <In: Backpack (24 @ 34.5 lbs)> 4 lbs  
whispering way ring -  
Wolfsbane x5

## Special Abilities

+2 Witch's Familiar's Spells  
Cackle (Su)  
Deliver Touch Spells Through Familiar (Su)  
Empathic Link with Familiar (Su)  
Evil Eye -4 (9 round(s)) (DC 21) (Su)  
Familiar Bonus: +2 to Reflex saves  
Fortune (2 round(s)) (Su)  
Healing (2d8+10) (Su)  
Misfortune (2 rds) (DC 23) (Su)  
Retribution (6 round(s)) (DC 21) (Su)  
Share Spells with Familiar  
Slumber (10 rds) (DC 21) (Su)  
Speak with Animals (Ex)  
Speak With Familiar (Ex)

## Spell-Like Abilities

Feather Fall (self only) (At will) (Sp)  
Fly (self only) (10 minutes/day) (Sp) ☐☐☐☐☐☐☐☐☐☐  
Levitate (self only) (1/day) (Sp) ☐

## Tracked Resources

+1 Mithral Dagger ☐  
Alchemical solvent ☐  
Alchemist's fire ☐  
Antiplaque ☐

## Tracked Resources

[illegible]

## Spells & Powers

**Witch spells memorized** (CL 10th; concentration +16)  
**Melee Touch +6 Ranged Touch +8**  
**5th**—baleful polymorph (DC 21), break enchantment (DC 21), suffocation (DC 22)  
**4th**—black tentacles, death ward, phantasmal killer (DC 20), summon monster iv  
**3rd**—bestow curse (DC 20), dispel magic, lightning bolt (DC 19), vampiric touch  
**2nd**—blindness/deafness (DC 19), detect thoughts (DC 18), false life, glitterdust (DC 18), invisibility, spectral hand  
**1st**—chill touch (DC 18), comprehend languages, mage armor, obscuring mist, ray of enfeeblement (DC 18), ray of sickening (DC 18)  
**0th (at will)**—detect magic, light, mending, stabilize

## Companions

**Sredni Vashtar (Arcane Familiar), Male Weasel - CL1 - CR 1/2**

**STR 3** (-4), **DEX 15** (+2), **CON 10** (0), **INT 10** (0), **WIS 12** (+1), **CHA 5** (-3); **Fortitude +3**, **Reflex +5**, **Will +8**

**HP: 48/48; Init: +2; Speed: 20 feet**

**Attack Bonus: +7; Armor Class: 20 / 14 Tch / 18 Fl**

**Acrobatics +14**, **Climb +10**, **Diplomacy -2**, **Escape Artist +3**, **Fly +12**, **Heal +4**, **Intimidate -2**, **Knowledge (arcana) +10**, **Knowledge (history) +10**, **Knowledge (nature) +10**, **Knowledge (planes) +10**, **Knowledge (religion) +10**, **Linguistics +1**, **Perception +6**, **Spellcraft +10**, **Use Magic Device +7**

**Bite (Weasel) Melee +9, 1d3-4, x2**

**Special:** **Attach (Ex)**, **Climbing (20 feet)**, **Improved Evasion (Ex)**, **Low-Light Vision**, **Scent (Ex)**

## Languages

Aklo	Infernal
Celestial	Osiriani, Ancient
Common	Varisian
Draconic	Vudrani

## Background

### Recollection of Longing in Captivity

The one known as Sredni Vashtar's Girl grew up an orphan in a baladata in Niswan, the capital of Jalmeray. It was a hard childhood and the precociously smart and religious girl was singled out for special abuse and torment by the matron of the orphanage. The years went by slowly.

The girl's one diversion was that she could see a strangely intelligent weasel from her window; it lived under a stump in the yard. As she watched it, she became convinced that the weasel was one of the Thousand Gods of Vudra named Sredni Vashtar and she prayed to it for strength.

One day, tired of the abuse, she prayed fervently to Sredni Vashtar for the death of the matron. The matron was working in the yard, went to clear the stump, and was bitten by the weasel. The wound would not stop bleeding and the woman bled to death in front of the shocked children.

That night Sredni Vashtar came to the girl and said that she was his to do with as he might, and that they were to leave Jalmeray and wander the world. In response to her worship and obedience, he would teach her magical secrets that would make her powerful. Eager to escape, she agreed, and was thereafter known only as Sredni Vashtar's Girl. Thus did Sredni Vashtar's girl learn the power of her deliverer.

### Recollection of Travel and Obedience

As an atanapratta she travelled far within and then from the Impossible Kingdoms. As they went from Jalmeray to the dark markets of Katapesh, she learned from wise men and women how to use mudras and mantras to generate mystical effects, and Sredni Vashtar taught her the arcane arts.

She met a handsome young Vudran man while in Katapesh. But Sredni Vashtar did not approve, and forbade her to see him, nipping her hands viciously when she argued. The girl snuck out at night to see the boy anyway, but when she got to the place she was to meet him, he had been killed horribly by some large bat-like creature she saw flying away.

Sredni Vashtar told the girl that she had been punished for her disobedience and that the Haunter of the Dark had taken the boy. He forced the sobbing girl to dispose of the body as her penitence. Thus did Sredni Vashtar's girl learn an important lesson in obedience.

### Recollection of Suddenly Opened Ways

At the indisputable urging of Sredni Vashtar, the girl journeyed into foreign lands far to the north; through Cassomir and up the Sellen River past Kyonin and Razmiran to the River Kingdoms and further north to mist-shrouded Ustalav.