

## Sredni Vashtar's Girl

Player: Ernest

Female Human (Vudrani) Witch 13 - CR 12

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>21/25</b>	<b>+5/+7</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>+11</b>	=	<b>+4</b>	<b>+3</b>	<b>+4</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+13</b>	=	<b>+4</b>	<b>+3</b>	<b>+4</b>	<b>+2</b>	
<b>WILL</b> (WISDOM)	<b>+14</b>	=	<b>+8</b>	<b>+2</b>	<b>+4</b>		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>24</b>	=	<b>+4</b>	<b>+4</b>	<b>+3</b>		<b>+1</b>	<b>+2</b>	
<b>Touch AC</b> <b>15</b>								
<b>Flat-Footed AC</b> <b>21</b>								
		BAB	Strength	Size	Misc			
<b>CM Bonus</b> <b>+7</b>	=	<b>+6</b>	<b>+1</b>					

CM Defense	22	=	10	BAB	Strength	Dexterity	Size
				<b>+6</b>	<b>+1</b>	<b>+3</b>	

<b>Base Attack</b>	<b>+6</b>	<b>HP</b>	<b>115</b>
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<b>Initiative</b>	<b>+9</b>	<b>Damage / Current HP</b>
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<b>Speed</b>	<b>30 ft</b>
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### +1 Mithral dagger

Main hand: **+8/+3, 1d4+2** Crit: 19-20/x2  
Rng: 10'

Ranged: **+10/+5, 1d4+2** Light, P/S

### +1 wounding sickle

Main hand: **+8/+3, 1d6+2+1 bleed** Crit: x2  
Light, S, Trip

### Katar, tri-bladed

Main hand: **+3/-2, 1d4+1** Crit: x4  
Light, P

### Masterwork heavy crossbow

Ranged: **+6/+1, 1d10** Crit: 19-20/x2  
Rng: 120'  
Ranged, both hands: **+10/+5, 1d10** 2-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
<b>Appraise</b>	<b>+7</b>	INT (7)	-	
<b>Bluff</b>	<b>+5</b>	CHA (1)	-	
<b>Climb</b>	<b>+1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+9</b>	CHA (1)	4	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+10</b>	DEX (3)	4	
<b>Heal</b>	<b>+10</b>	WIS (2)	3	
<b>Intimidate</b>	<b>+10</b>	CHA (1)	2	
<b>Knowledge (arcana)</b>	<b>+23</b>	INT (7)	13	
<b>Knowledge (history)</b>	<b>+23</b>	INT (7)	13	
<b>Knowledge (nature)</b>	<b>+23</b>	INT (7)	13	
<b>Knowledge (planes)</b>	<b>+23</b>	INT (7)	13	
<b>Knowledge (religion)</b>	<b>+24</b>	INT (7)	13	
<b>Linguistics</b>	<b>+10</b>	INT (7)	3	
<b>Perception</b>	<b>+9</b>	WIS (2)	5	
<b>Perform (dance)</b>	<b>+2</b>	CHA (1)	1	
<b>Profession (cook)</b>	<b>+6</b>	WIS (2)	1	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+4</b>	WIS (2)	-	
<b>Spellcraft</b>	<b>+23</b>	INT (7)	13	
<b>Stealth</b>	<b>+3</b>	DEX (3)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+5</b>	STR (1)	-	
<b>Use Magic Device</b>	<b>+17</b>	CHA (1)	13	

## Feats

Ability Focus (Misfortune [2 rds])  
 Accursed Hex  
 Extra Hex  
 Extra Hex  
 Improved Initiative  
 Persistent Spell  
 Quicken Spell  
 Simple Weapon Proficiency - All  
 Spell Focus (Necromancy)

## Traits

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

## Gear

**Total Weight Carried: 33.5/130lbs, Light 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 (47 @ 20.5 lbs)> 0.5 lbs  
 Alchemist's fire <In: Belt pouch (47 @ 20.5 lbs)> 1 lb  
 Amulet of natural armor +1 -  
 Antiplague <In: Belt pouch (47 @ 20.5 lbs)> -  
 Antitoxin <In: Belt pouch (47 @ 20.5 lbs)> -  
 Backpack (26 @ 38.5 lbs) <In: Dropped to ground (92 @ 20.5 lbs)> 2 lbs  
 Bedroll <In: Backpack (26 @ 38.5 lbs)> 5 lbs  
 Belt pouch (47 @ 20.5 lbs) 0.5 lbs  
 Bloodblock <In: Belt pouch (47 @ 20.5 lbs)> -  
 Bodybalm <In: Belt pouch (47 @ 20.5 lbs)> -  
 Book: The Halo of Dreams <In: Backpack (26 @ 38.5 lbs)> 2 lbs  
 Bracers of armor +2 1 lb  
 Candle x10 <In: Belt pouch (47 @ 20.5 lbs)> -  
 Chalk x10 <In: Belt pouch (47 @ 20.5 lbs)> -  
 Coral saucer <In: Backpack (26 @ 38.5 lbs)> -  
 Crossbow bolts x40 <In: Dropped to ground (92 @ 20.5 lbs)> 0.1 lbs  
 Dissertation on the Whispering Way <In: Backpack (26 @ 38.5 lbs)> 2 lbs  
 Elemental gem (earth) -  
 Estovion's Journals -  
 Everlasting rations (tasty!) -  
 Extend metamagic rod (lesser) (3/day) 5 lbs  
 Fake Dwarf Beard -  
 Flint and steel <In: Belt pouch (47 @ 20.5 lbs)> -  
 Funeral outfit (white) <In: Backpack (26 @ 38.5 lbs)> -  
 Headband of vast intelligence +4 (Knowledge [history], 1 lb  
 Healer's kit <In: Belt pouch (47 @ 20.5 lbs)> 1 lb  
 Ink, black <In: Belt pouch (47 @ 20.5 lbs)> -  
 Inkpen <In: Belt pouch (47 @ 20.5 lbs)> -  
 Katar, tri-bladed 2 lbs  
 Manacles <In: Belt pouch (47 @ 20.5 lbs)> 2 lbs  
 Masterwork heavy crossbow <In: Dropped to ground (92 @ 20.5 lbs)> 8 lbs  
 Mess kit <In: Backpack (26 @ 38.5 lbs)> 1 lb  
 Mi-go mist projector (27 uses) <In: Belt pouch (47 @ 20.5 lbs)> 8 lbs  
 Notes on golem controlling device - bondslave thrall -  
 Pearl of power (1st level) (1/day) <In: Belt pouch (47 @ 20.5 lbs)> -  
 Pot <In: Backpack (26 @ 38.5 lbs)> 4 lbs  
 Potion of cat's grace -  
 Potion of cure light wounds x3 <In: Belt pouch (47 @ 20.5 lbs)> -  
 Potion of cure moderate wounds x3 <In: Belt pouch (47 @ 20.5 lbs)> -  
 Potion of restoration, lesser <In: Belt pouch (47 @ 20.5 lbs)> -  
 Potion of shield of faith +3 <In: Belt pouch (47 @ 20.5 lbs)> -  
 Prayer mat with inlaid gold thread -

## Experience & Wealth

Experience Points: **315000/445000**  
 Current Cash: **200 pp, 17,686.43 gp**

## Gear

**Total Weight Carried: 33.5/130lbs, Light Load  
 (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**  
 Ring of protection +2 -  
 Scholar's outfit (Free) -  
 Silent metamagic rod (lesser) (3/day) <In: Belt pouch (47 @ 20.5 lbs)> 5 lbs  
 silver crossbow bolts x50 <In: Dropped to ground (92 @ 20.5 lbs)> 0.1 lbs  
 Smelling salts <In: Belt pouch (47 @ 20.5 lbs)> -  
 Soap <In: Backpack (26 @ 38.5 lbs)> 0.5 lbs  
 Spell component pouch <In: Belt pouch (47 @ 20.5 lbs)> 2 lbs  
 Spirit planchette, brass <In: Backpack (26 @ 38.5 lbs)> 5 lbs  
 Splatter Man's moldy spellbook (comp lang, dispel) -  
 Sunrod <In: Belt pouch (47 @ 20.5 lbs)> 1 lb  
 Torch x10 <In: Backpack (26 @ 38.5 lbs)> 1 lb  
 Trail rations x5 <In: Backpack (26 @ 38.5 lbs)> 1 lb  
 Wand of cure light wounds <In: Belt pouch (47 @ 20.5 lbs)> -  
 Wand of enervation (14 charges) -  
 Wand of ray of enfeeblement (10 charges) <In: Belt pouch (47 @ 20.5 lbs)> -  
 Waterskin <In: Backpack (26 @ 38.5 lbs)> 4 lbs  
 whispering way ring -  
 Witching gown 1 lb  
 Wolfsbane x5

## Special Abilities

+4 Witch's Familiar's Spells  
 Cackle (Su)  
 Deliver Touch Spells Through Familiar (Su)  
 Empathic Link with Familiar (Su)  
 Evil Eye -4 (10 round(s)) (DC 23) (Su)  
 Familiar Bonus: +2 to Reflex saves  
 Fortune (2 round(s)) (Su)  
 Healing (2d8+10) (Su)  
 Misfortune (2 rds) (DC 25) (Su)  
 Retribution (7 round(s)) (DC 23) (Su)  
 Scry on Familiar (1/day) (Sp)  
 Share Spells with Familiar  
 Slumber (13 rds) (DC 23) (Su)  
 Speak with Animals (Ex)  
 Speak With Familiar (Ex)  
 Waxen Image (7 uses) (DC 23) (Su)

## Spell-Like Abilities

Feather Fall (self only) (At will)  
 Fly (self only) (13 minutes/day) ☐☐☐☐☐☐☐☐☐☐  
☐☐☐  
 Levitate (self only) (1/day) ☐

## Tracked Resources

+1 Mithral dagger ☐  
 Alchemical solvent ☐  
 Alchemist's fire ☐  
 Antiplague ☐  
 Antitoxin ☐

Tracked Resources					
Bloodblock					
Bodybalm					
Crossbow bolts					
Extend metamagic rod (lesser) (3/day)					
Healer's kit					
Mi-go mist projector (27 uses)					
Pearl of power (1st level) (1/day)					
Potion of cat's grace					
Potion of cure light wounds					
Potion of cure moderate wounds					
Potion of restoration, lesser					
Potion of shield of faith +3					
Scry on Familiar (1/day) (Sp)					
Silent metamagic rod (lesser) (3/day)					
silver crossbow bolts					
Sunrod					
Torch					
Trail rations					
Wand of cure light wounds					
Wand of enervation (14 charges)					
Wand of ray of enfeeblement (10 charges)					
Waxen Image (7 uses) (DC 23) (Su)					

Languages	
Abyssal	Draconic
Aklo	Infernal
Auran	Osiriani, Ancient
Azlanti	Terran
Celestial	Varisian
Common	Vudrani

## Spells & Powers

**Witch spells memorized** (CL 13th; concentration +20)  
**Melee Touch +7 Ranged Touch +9**  
**7th**—chain lightning (DC 24), summon monster vii  
**6th**—greater dispel magic, raise dead, summon monster vi  
**5th**—break enchantment, feeblemind (DC 22), passwall, quick ill omen  
**4th**—black tentacles, confusion (DC 21), death ward, enervation, prstnt blindness/deafness (DC 20)  
**3rd**—bestow curse (DC 21), dispel magic, lightning bolt (DC 20), lightning bolt (DC 20), summon monster iii, vampiric touch  
**2nd**—blindness/deafness (DC 20), detect thoughts (DC 19), false life, glitterdust (DC 19), invisibility, web (DC 19)  
**1st**—chill touch (DC 19), comprehend languages, enlarge person (DC 18), mage armor, obscuring mist, ray of sickening (DC 19)  
**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 12** (+1), **WIS 12** (+1), **CHA 5** (-3); Fortitude **+4**, Reflex **+6**, Will **+9**

HP: 57/57; Init: +2; Speed: 20 feet

Attack Bonus: +8/+3; Armor Class: 22 / 14 Tch / 20 FI

Acrobatics **+14**, Climb **+10**, Diplomacy **+1**, Escape Artist **+3**, Fly **+13**, Heal **+4**, Intimidate **-1**, Knowledge (arcana) **+14**, Knowledge (history) **+14**, Knowledge (nature) **+14**, Knowledge (planes) **+14**, Knowledge (religion) **+14**, Linguistics **+4**, Perception **+9**, Spellcraft **+14**, Stealth **+18**, Use Magic Device **+10**

Bite (Weasel) **Melee +10, 1d3-4, x2**

Special: Attach (Ex), Climbing (20 feet), Improved Evasion (Ex), Low-Light Vision, Scent (Ex), Spell Resistance (18)

## 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.

## Sredni Vashtar

Male Weasel - CL1 - CR 1/2

Neutral Evil Magical Beast ((Animal)); Deity: **Nyarlatotep (Haunter in the Dark)**; Age: 7; Height: 1' 1"; Weight: 1lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>3</b>	<b>-4</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>5</b>	<b>-3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+4</b>				
<b>REFLEX</b> (DEXTERITY)	<b>+6</b>	=	<b>+4</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+9</b>	=	<b>+8</b>	<b>+1</b>			

### Spell Resistance (18)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>22</b>	=		<b>+2</b>	<b>+2</b>	<b>+8</b>			

**Touch AC** **14** **Flat-Footed AC** **20**

		BAB	Dexterity	Size	Misc
<b>CM Bonus</b>	<b>+6</b>	=	<b>+6</b>	<b>+2</b>	<b>-2</b>

		BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>12</b>	=	<b>10</b>	<b>+6</b>	<b>-4</b>
				<b>+2</b>	<b>-2</b>

16 vs. Trip

<b>Base Attack</b>	<b>+6</b>	<b>HP</b>	<b>57</b>
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		Damage / Current HP
<b>Initiative</b>	<b>+2</b>	
<b>Speed</b>	<b>20 ft</b>	

### Bite (Weasel)

Main hand: **+10, 1d3-4**

Crit: x2  
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+14</b>	DEX (2)	1	
Speed less than 30' : -4 jump				
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>-3</b>	CHA (-3)	-	
<b>Climb</b>	<b>+10</b>	DEX (2)	-	
<b>Diplomacy</b>	<b>+1</b>	CHA (-3)	(4)	
<b>Disguise</b>	<b>-3</b>	CHA (-3)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (2)	1	
<b>Fly</b>	<b>+13</b>	DEX (2)	(4)	
<b>Heal</b>	<b>+4</b>	WIS (1)	(3)	
<b>Intimidate</b>	<b>-1</b>	CHA (-3)	(2)	
<b>Knowledge (arcana)</b>	<b>+14</b>	INT (1)	(13)	
<b>Knowledge (history)</b>	<b>+14</b>	INT (1)	(13)	
<b>Knowledge (nature)</b>	<b>+14</b>	INT (1)	(13)	
<b>Knowledge (planes)</b>	<b>+14</b>	INT (1)	(13)	
<b>Knowledge (religion)</b>	<b>+14</b>	INT (1)	(13)	
<b>Linguistics</b>	<b>+4</b>	INT (1)	(3)	
<b>Perception</b>	<b>+9</b>	WIS (1)	(5)	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Spellcraft</b>	<b>+14</b>	INT (1)	(13)	
<b>Stealth</b>	<b>+18</b>	DEX (2)	1	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+2</b>	DEX (2)	-	
<b>Use Magic Device</b>	<b>+10</b>	CHA (-3)	(13)	

### Feats

Weapon Finesse

### Special Abilities

Attach (Ex)  
Climbing (20 feet)  
Improved Evasion (Ex)

### Special Abilities

Low-Light Vision  
Scent (Ex)

### Experience & Wealth

Current Cash: **You have no money!**

### Languages

Aklo