

Sredni Vashtar's Girl

Player: Ernest

Female Human (Vudrani) Witch 14 - CR 13

Neutral Good Humanoid (Human); Deity: **The thousand gods of Vudra**; Age: **18**; Height: **5' 4"**; Weight: **127lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Olive**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	21/25	+5/+7	
WIS WISDOM	15	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+4	+3	+4		
REFLEX (DEXTERITY)	+13	=	+4	+3	+4	+2	
WILL (WISDOM)	+15	=	+9	+2	+4		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+4		+3			+2	
Touch AC 15								
CM Bonus +8	=	+7		+1		-		-

CM Defense	23	=	10	BAB	Strength	Dexterity	Size
				+7	+1	+3	-

Base Attack	+7	HP	124
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Initiative	+9	Damage / Current HP
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Speed	30 ft
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+1 Mithral dagger

Main hand: **+9/+4, 1d4+2** Crit: 19-20/x2
Rng: 10'
Ranged: **+11/+6, 1d4+2** Light, P/S

+1 wounding sickle

Main hand: **+9/+4, 1d6+2 plus 1 bleed** Crit: x2
Light, S, Trip

Katar, tri-bladed

Main hand: **+4/-1, 1d4+1** Crit: x4
Light, P

Masterwork heavy crossbow

Ranged: **+7/+2, 1d10** Crit: 19-20/x2
Rng: 120'
Ranged, both hands: **+11/+6, 1d10** 2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	+7	INT (7)	-	
Bluff	+5	CHA (1)	-	
Climb	+1	STR (1)	-	
Diplomacy	+10	CHA (1)	5	
Disguise	+1	CHA (1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+10	DEX (3)	4	
Heal	+10	WIS (2)	3	
Intimidate	+10	CHA (1)	2	
Knowledge (arcana)	+24	INT (7)	14	
Knowledge (history)	+24	INT (7)	14	
Knowledge (nature)	+24	INT (7)	14	
Knowledge (planes)	+24	INT (7)	14	
Knowledge (religion)	+25	INT (7)	14	
Linguistics	+10	INT (7)	3	
Perception	+10	WIS (2)	6	
Perform (dance)	+2	CHA (1)	1	
Profession (cook)	+7	WIS (2)	2	
Ride	+3	DEX (3)	-	
Sense Motive	+4	WIS (2)	-	
Spellcraft	+24	INT (7)	14	
Stealth	+3	DEX (3)	-	
Survival	+2	WIS (2)	-	
Swim	+5	STR (1)	-	
Use Magic Device	+18	CHA (1)	14	

Feats

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

Traits

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

Gear

**Total Weight Carried: 38.5/130lbs, 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 (41 @ 20.5 lbs)>	0.5 lbs
Alchemist's fire <In: Belt pouch (41 @ 20.5 lbs)>	1 lb
Amulet of natural armor +1	-
Backpack (26 @ 38.5 lbs) <In: Dropped to ground (52	2 lbs
Bedroll <In: Backpack (26 @ 38.5 lbs)>	5 lbs
Belt pouch (41 @ 20.5 lbs)	0.5 lbs
Bloodblock <In: Belt pouch (41 @ 20.5 lbs)>	-
Bodybalm <In: Belt pouch (41 @ 20.5 lbs)>	-
Book: The Halo of Dreams <In: Backpack (26 @ 38.5	2 lbs
Bracers of armor +2	1 lb
Cackling hag's blouse (2/day)	2 lbs
Candle x10 <In: Belt pouch (41 @ 20.5 lbs)>	-
Chalk x10 <In: Belt pouch (41 @ 20.5 lbs)>	-
Coral saucer <In: Backpack (26 @ 38.5 lbs)>	-
Dissertation on the Whispering Way <In: Backpack (26	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 (41 @ 20.5 lbs)>	-
Funeral outfit (white) <In: Backpack (26 @ 38.5 lbs)>	-
Haunt siphon (full)	1 lb
Headband of vast intelligence +4 (Knowledge [history],	1 lb
Healer's kit <In: Belt pouch (41 @ 20.5 lbs)>	1 lb
Hexing doll	1 lb
Hexing doll	1 lb
Hexing runes (Misfortune [2 rds, DC 27] [Su], 1/day)	-
Ink, black <In: Belt pouch (41 @ 20.5 lbs)>	-
Inkpen <In: Belt pouch (41 @ 20.5 lbs)>	-
Katar, tri-bladed	2 lbs
Manacles <In: Belt pouch (41 @ 20.5 lbs)>	2 lbs
Masterwork heavy crossbow <In: Dropped to ground	8 lbs
Mess kit <In: Backpack (26 @ 38.5 lbs)>	1 lb
Mi-go mist projector (27 uses) <In: Belt pouch (41 @	8 lbs
Notes on golem controlling device - bonds slave thrall	-
Pearl of power (1st level, 1/day) <In: Belt pouch (41 @	-
Pearl of power (3rd level, 1/day)	-
Pot <In: Backpack (26 @ 38.5 lbs)>	4 lbs
Potion of cure light wounds <In: Belt pouch (41 @ 20.5	-
Potion of cure moderate wounds <In: Belt pouch (41 @	-
Potion of restoration, lesser <In: Belt pouch (41 @ 20.5	-

Experience & Wealth

Experience Points: **445000/635000**
 Current Cash: **200 gp, 15,204.43 gp**

Gear

**Total Weight Carried: 38.5/130lbs, Light Load
 (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Potion of shield of faith +3 <In: Belt pouch (41 @ 20.5	-
Prayer mat with inlaid gold thread	-
Ring of protection +2	-
Scholar's outfit (Free)	-
Silent metamagic rod (lesser, 3/day) <In: Belt	5 lbs
silver crossbow bolts x50 <In: Dropped to ground	0.1 lbs
Smelling salts <In: Belt pouch (41 @ 20.5 lbs)>	-
Soap <In: Backpack (26 @ 38.5 lbs)>	0.5 lbs
Spell component pouch <In: Belt pouch (41 @ 20.5	2 lbs
Spirit planchette, brass <In: Backpack (26 @ 38.5	5 lbs
Splatter Man's moldy spellbook (comp lang, dispel	-
Sunrod <In: Belt pouch (41 @ 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 (41 @ 20.5	-
Wand of enervation (14 charges)	-
Wand of ray of enfeeblement (10 charges) <In: Belt	-
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 24), DC 24) (Su)
 Familiar Bonus: +2 to Reflex saves
 Fortune (2 round(s)) (Su)
 Healing (2d8+10) (Su)
 Major Healing (3d8+14) (Su)
 Misfortune (2 rds, DC 27) (Su)
 Retribution (7 round(s), DC 24), DC 24) (Su)
 Scry on Familiar (1/day) (Sp)
 Share Spells with Familiar
 Slumber (14 rds, DC 24) (Su)
 Speak with Animals (Ex)
 Speak With Familiar (Ex)

Spell-Like Abilities

Feather Fall (self only, At will)
 Fly (self only, 14 minutes/day) ☐☐☐☐☐☐☐☐
☐☐☐☐
 Levitate (self only, 1/day) ☐

Tracked Resources

+1 Mithral dagger	<input type="checkbox"/>
Alchemical solvent	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Bloodblock	<input type="checkbox"/>

Tracked Resources

Bodybalm	<input type="checkbox"/>
Cackling hag's blouse (2/day)	<input type="checkbox"/>
Extend metamagic rod (lesser, 3/day)	<input type="checkbox"/>
Healer's kit	<input type="checkbox"/>
Hexing runes (Misfortune [2 rds, DC 27] [Su], 1/day)	<input type="checkbox"/>
Mi-go mist projector (27 uses)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Pearl of power (1st level, 1/day)	<input type="checkbox"/>
Pearl of power (3rd level, 1/day)	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Potion of shield of faith +3	<input type="checkbox"/>
Scry on Familiar (1/day) (Sp)	<input type="checkbox"/>
Silent metamagic rod (lesser, 3/day)	<input type="checkbox"/>
silver crossbow bolts	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Sunrod	<input type="checkbox"/>
Torch	<input type="checkbox"/>
Trail rations	<input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Wand of enervation (14 charges)	<input type="checkbox"/>
	<input type="checkbox"/>
Wand of ray of enfeeblement (10 charges)	<input type="checkbox"/>

Languages

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

Spells & Powers

Witch spells memorized (CL 14th; concentration +21)
Melee Touch +8 Ranged Touch +10
7th—chain lightning (DC 24), heal, summon monster vii
6th—flesh to stone (DC 23), greater dispel magic, threnodic phantasmal killer (DC 21), undeath ward (DC 23)
5th—baleful polymorph (DC 22), break enchantment, magic jar (DC 23), quick ill omen
4th—black tentacles, death ward, death ward, dimension door, prstnt blindness/deafness (DC 20)
3rd—bestow curse (DC 21), dispel magic, lightning bolt (DC 20), lightning bolt (DC 20), threnodic ill omen, vampiric touch
2nd—false life, glitterdust (DC 19), invisibility, lipstitch (DC 20), spectral hand, vomit swarm
1st—chill touch (DC 19), comprehend languages, ill omen, mage armor, obscuring mist, ray of enfeeblement (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 +10

HP: 62/62; Init: +2; Speed: 20 feet

Attack Bonus: +9/+4; Armor Class: 22 / 14 Tch / 20 Fl

Acrobatics +14, Climb +10, Diplomacy +2, Escape Artist +3, Fly +13, Heal +4, Intimidate -1, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +15, Knowledge (planes) +15, Knowledge (religion) +15, Linguistics +4, Perception +10, Spellcraft +15, Stealth +18, Use Magic Device +11

Bite (Weasel) **Melee +11, 1d3-4, x2**

Special: Attach (Ex), Climbing (20 feet), Improved Evasion (Ex), Low-Light Vision, Scent (Ex), Spell Resistance (19)

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
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+4				
REFLEX (DEXTERITY)	+6	=	+4	+2			
WILL (WISDOM)	+10	=	+9	+1			

Spell Resistance (19)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	22	=		+2	+2	+8			

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

		BAB	Dexterity	Size	Misc
CM Bonus	+7	=	+7	+2	-2

		BAB	Strength	Dexterity	Size
CM Defense	13	=	10	+7	-4
				+2	-2

17 vs. Trip

Base Attack	+7	HP	62
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		Damage / Current HP
Initiative	+2	
Speed	20 ft	

Bite (Weasel)

Main hand: **+11, 1d3-4**

Crit: x2
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (2)	1	
Speed less than 30' : -4 jump				
Appraise	+1	INT (1)	-	
Bluff	-3	CHA (-3)	-	
Climb	+10	DEX (2)	-	
Diplomacy	+2	CHA (-3)	(5)	
Disguise	-3	CHA (-3)	-	
Escape Artist	+3	DEX (2)	1	
Fly	+13	DEX (2)	(4)	
Heal	+4	WIS (1)	(3)	
Intimidate	-1	CHA (-3)	(2)	
Knowledge (arcana)	+15	INT (1)	(14)	
Knowledge (history)	+15	INT (1)	(14)	
Knowledge (nature)	+15	INT (1)	(14)	
Knowledge (planes)	+15	INT (1)	(14)	
Knowledge (religion)	+15	INT (1)	(14)	
Linguistics	+4	INT (1)	(3)	
Perception	+10	WIS (1)	(6)	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+15	INT (1)	(14)	
Stealth	+18	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+2	DEX (2)	-	
Use Magic Device	+11	CHA (-3)	(14)	

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

Tyrannosaurus (Dinosaur) (Celestial)

Male Celestial Dinosaur, Tyrannosaurus (Celestial Dinosaur, Tyrannosaurus +18, Celestial +0) - CL18 - CR 10
True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	32	+11	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	19	+4	
INT INTELLIGENCE	2	-4	
WIS WISDOM	15	+2	
CHA CHARISMA	10	0	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+15	=	+11	+4			
	Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, Bard: Inspire Courage : +3 morale bonus vs. charm and fear						
REFLEX (DEXTERITY)	+13	=	+11	+1			
	Bard: Inspire Courage : +3 morale bonus vs. charm and fear						
WILL (WISDOM)	+10	=	+6	+2			
	Bard: Inspire Courage : +3 morale bonus vs. charm and fear						

Damage Reduction (10/evil)	Energy Resistance, Electricity (15)
Energy Resistance, Acid (15)	Spell Resistance (15)
Energy Resistance, Cold (15)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=		+1	-4	+14		+1	

Touch AC 8	Flat-Footed AC 20
	BAB Strength Size Misc

CM Bonus +32	=	+13	+11	+4	-
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+36 Grappling

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	40	=	10	BAB	Strength	Dexterity	Size
				+13	+11	+1	+4

Base Attack	+13	HP	153
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Critical Focus: +4 circumstance bonus to confirm critical hits

Initiative	+5
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Speed	40 / 70 ft
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Powerful Bite (Celestial Dinosaur, Tyrannosaurus)

Main hand: **+24, 4d6+25 plus grab** Crit: 19-20/x2 Light, B/P/S

Critical Focus: +4 circumstance bonus to confirm critical hits



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater than 30' : +16 jump, Run: +4 to jump with a running start				
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
Climb	+11	STR (11)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
Fly	-5	DEX (1)	-	
Heal	+2	WIS (2)	-	
Intimidate	+0	CHA (0)	-	
Perception	+37	WIS (2)	18	
Ride	+1	DEX (1)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	-11	DEX (1)	-	
Survival	+2	WIS (2)	-	
Swim	+11	STR (11)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Bleeding Critical
Critical Focus
Diehard
Endurance
Improved Critical (Bite)
Improved Initiative
Iron Will
Run
Skill Focus (Perception)

Special Abilities

Darkvision (60 feet)

Gear

Total Weight Carried: 0/16640lbs, Light Load
(Light: 5536 lbs, Medium: 11072 lbs, Heavy:
16640 lbs)

Money -

Special Abilities

Grab: Bite (Gargantuan) (Ex)

Low-Light Vision

Scent (Ex)

Smite Evil (1/day) (Su)

Swallow Whole (2d8+11, AC 17, 15 HP) (Ex)

Tracked Resources

Smite Evil (1/day) (Su) ☐

Experience & Wealth

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