

Sredni Vashtar's Girl

Player: Ernest

Female Human (Vudrani) Witch 3 - CR 2

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
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	19	+4	
WIS WISDOM	15	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+1	+2	+2		
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
REFLEX (DEXTERITY)	+8	=	+1	+3	+2	+2	
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
WILL (WISDOM)	+7	=	+3	+2	+2		
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+4		+3			+2	
Touch AC	15								
Flat-Footed AC	16								
CM Bonus	+3	=	+1		+1				
CM Defense	17	=	10	+1		+1		+3	
Base Attack				+1					
Initiative				+9					
Speed				30 / 20 ft					

+1 Mithral Dagger

Mainhand: **+4, 1d4+3** Crit: 19-20/x2
Rng: 10'
Ranged: **+6, 1d4+3** Light, P/S

Masterwork Heavy crossbow

Ranged: **+2, 1d10+1** Crit: 19-20/x2
Rng: 120'
Ranged, Both Hands: **+6, 1d10+1** 2-Hand, P

Punching dagger

Mainhand: **+3, 1d4+2** Crit: x3
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	-	
Speed less than 30' : -4 jump				
Appraise	+4	INT (4)	-	
Bluff	+1	CHA (1)	-	
Climb	-2	STR (1)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+0	DEX (3)	-	
Heal	+8	WIS (2)	1	
Intimidate	+1	CHA (1)	-	
Knowledge (arcana)	+10	INT (4)	3	
Knowledge (history)	+10	INT (4)	3	
Knowledge (nature)	+10	INT (4)	3	
Knowledge (planes)	+10	INT (4)	3	
Knowledge (religion)	+10	INT (4)	2	
Linguistics	+5	INT (4)	1	
Perception	+5	WIS (2)	1	
Perform (dance)	+2	CHA (1)	1	
Profession (cook)	+6	WIS (2)	1	
Ride	+0	DEX (3)	-	
Sense Motive	+4	WIS (2)	-	
Spellcraft	+10	INT (4)	3	
Stealth	+0	DEX (3)	-	
Survival	+2	WIS (2)	-	
Swim	-2	STR (1)	-	
Use Magic Device	+5	CHA (1)	1	

Feats

Extra Hex
Extra Hex
Improved Initiative
Simple Weapon Proficiency - All

Traits

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

Gear

Total Weight Carried: 56.5/130lbs, Medium Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

+1 Mithral Dagger	0.5 lbs
Antiplague <In: Belt pouch (37 @ 4 lbs)>	-
Antitoxin	-
Backpack (23 @ 29.5 lbs)	2 lbs
Bedroll <In: Dropped to ground (1 @ 5 lbs)>	5 lbs
Belt pouch (37 @ 4 lbs)	0.5 lbs
Bloodblock <In: Belt pouch (37 @ 4 lbs)>	-
Candle x10 <In: Belt pouch (37 @ 4 lbs)>	-
Chalk x10 <In: Belt pouch (37 @ 4 lbs)>	-
Crossbow bolts x40	0.1 lbs
Custom Container (empty)	-
Dissertation on the Whispering Way <In: Backpack (23 @	-
Flint and steel <In: Belt pouch (37 @ 4 lbs)>	-
Funeral outfit (white) <In: Backpack (23 @ 29.5 lbs)>	-
Healer's kit (10/10 uses remaining) <In: Belt pouch (37	1 lb
Ink, black <In: Belt pouch (37 @ 4 lbs)>	-
Inkpen <In: Belt pouch (37 @ 4 lbs)>	-
Manacles <In: Belt pouch (37 @ 4 lbs)>	2 lbs
Masterwork Heavy crossbow	8 lbs
Mess kit <In: Backpack (23 @ 29.5 lbs)>	1 lb
Pot <In: Backpack (23 @ 29.5 lbs)>	4 lbs
Potion of cure light wounds x2 <In: Belt pouch (37 @ 4	-
Potion of cure moderate wounds x2 <In: Belt pouch (37 @	-
Potion of restoration, lesser x2 <In: Belt pouch (37 @ 4	-
Punching dagger	1 lb
Scholar's outfit (Free)	-
Silver Crossbow bolts x50	0.1 lbs
Smelling salts <In: Belt pouch (37 @ 4 lbs)>	-
Soap <In: Backpack (23 @ 29.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Spirit planchette, brass <In: Backpack (23 @ 29.5	5 lbs
Splatter Man's moldy spellbook (comp lang, dispel magic,	-
Sunrod <In: Belt pouch (37 @ 4 lbs)>	1 lb
Torch x10 <In: Backpack (23 @ 29.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (23 @ 29.5 lbs)>	1 lb
Wand of cure light wounds <In: Belt pouch (37 @ 4 lbs)>	-
Wand of cure light wounds <In: Belt pouch (37 @ 4 lbs)>	-
Waterskin <In: Backpack (23 @ 29.5 lbs)>	4 lbs

Special Abilities

+2 to Reflex saves
Cackle (Su)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Evil Eye -2 (7 round(s)) (DC 15) (Su)
Fortune (1 round(s)) (Su)
Misfortune (1 rd) (DC 15) (Su)
Share Spells with Familiar

Experience & Wealth

Experience Points: **5000/9000**
Current Cash: **100 PP, 516.73 GP**

Tracked Resources

+1 Mithral Dagger	<input type="checkbox"/>
Antiplague	<input type="checkbox"/>
Antitoxin	<input type="checkbox"/>
Bloodblock	<input type="checkbox"/>
Crossbow bolts	□□□□□ □□□□□
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Healer's kit (10/10 uses remaining)	□□□□□ □□□□□
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Silver Crossbow bolts	□□□□□ □□□□□
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Languages

Aklo	Osiriani, Ancient
Common	Varisian
Draconic	Vudrani

Spells & Powers

Witch Spell DC: 14 + spell level

CL: 3 (vs. SR: +3, Concentration: +7)

Melee Touch +3 Ranged Touch +5

Maximum Witch spells per day: **4***x0; **3**x1; **2**x2

Witch 0: Stabilize, Mending, Detect Magic, Light

Witch 1: Mage Armor, Charm Person (DC 15), Cure Light Wounds

Witch 2: Cure Moderate Wounds, Blindness/Deafness (DC 16)

Companions

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

STR **3** (-4), DEX **15** (+2), CON **10** (0), INT **7** (-2), WIS **12** (+1), CHA **5** (-3); Fortitude **+2**, Reflex **+4**, Will **+4**

HP: 11/11; Init: +2; Speed: 20 feet

Attack Bonus: +3; Armor Class: 17 / 14 Tch / 15 FI

Climb **+10**, Escape Artist **+3**, Fly **+6**, Heal **+2**, Linguistics **-1**, Perception **+5**, Spellcraft **+1**, Stealth **+14**, Use Magic Device **-2**

Bite (Weasel) **Melee +5**, **1d3-4**, x2

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

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

True Neutral Magical Beast ((Animal)); Deity: **Nyarlathep (The Haunter of 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	7	-2	
WIS WISDOM	12	+1	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2				
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+4	=	+3	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=		+2	+2	+3			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	15				

CM Bonus	+1	=	+1	-4	-2	-
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CM Defense	7	=	10	BAB	Strength	Dexterity	Size
				+1	-4	+2	-2

11 vs. Trip

Base Attack	+1	HP	11
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Initiative	+2	Damage / Current HP
Speed	20 ft	

Bite (Weasel)

Mainhand: **+5, 1d3-4**

Crit: x2
Light, B/P/S



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

Feats

Weapon Finesse

Special Abilities

Attach (Ex)
Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)

Experience & Wealth

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