

## Sredni Vashtar's Girl

Player: Ernest

Female Human (Vudrani) Witch 6 - CR 5

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>15</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>20</b>	<b>+5</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>+5</b>	=	<b>+2</b>	<b>+2</b>	<b>+1</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+8</b>	=	<b>+2</b>	<b>+3</b>	<b>+1</b>	<b>+2</b>	
<b>WILL</b> (WISDOM)	<b>+8</b>	=	<b>+5</b>	<b>+2</b>	<b>+1</b>		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	=	<b>+4</b>		<b>+3</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>13</b>	<b>14</b>				

CM Bonus	+4	=	<b>+3</b>	<b>+1</b>	-	-
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CM Defense	17	=	10	BAB	Strength	Dexterity	Size
				<b>+3</b>	<b>+1</b>	<b>+3</b>	-

Base Attack	+3	HP	46
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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: **+5, 1d4+2** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+7, 1d4+2** Light, P/S

### Masterwork Heavy crossbow

Ranged: **+3, 1d10** Crit: 19-20/x2  
Rng: 120'  
Ranged, both hands: **+7, 1d10** 2-hand, P

### Punching dagger

Main hand: **+4, 1d4+1** Crit: x3  
Light, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
<b>Appraise</b>	<b>+5</b>	INT (5)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+1</b>	CHA (1)	-	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+8</b>	DEX (3)	2	
<b>Heal</b>	<b>+10</b>	WIS (2)	3	
<b>Intimidate</b>	<b>+5</b>	CHA (1)	1	
<b>Knowledge (arcana)</b>	<b>+14</b>	INT (5)	6	
<b>Knowledge (history)</b>	<b>+14</b>	INT (5)	6	
<b>Knowledge (nature)</b>	<b>+14</b>	INT (5)	6	
<b>Knowledge (planes)</b>	<b>+14</b>	INT (5)	6	
<b>Knowledge (religion)</b>	<b>+15</b>	INT (5)	6	
<b>Linguistics</b>	<b>+6</b>	INT (5)	1	
<b>Perception</b>	<b>+5</b>	WIS (2)	1	
<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>+14</b>	INT (5)	6	
<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>+9</b>	CHA (1)	5	

## Feats

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

## Traits

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

## Gear

**Total Weight Carried: 27.5/130lbs, Light Load  
 (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

+1 Mithral Dagger	0.5 lbs
Alchemical solvent <In: Belt pouch (40 @ 6.5 lbs)>	0.5 lbs
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)>	-
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
Crossbow bolts x40	0.1 lbs
Dissertation on the Whispering Way <In: Backpack (24 @	-
Fake Dwarf Beard	-
Flint and steel <In: Belt pouch (40 @ 6.5 lbs)>	-
Funeral outfit (white) <In: Backpack (24 @ 34.5 lbs)>	-
Healer's kit (10/10 uses remaining) <In: Belt pouch (40	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
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 @	-
Potion of restoration, lesser <In: Belt pouch (40 @ 6.5	-
Potion of shield of faith +3	-
Punching dagger	1 lb
Scholar's outfit (Free)	-
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 magic,	-
Sunrod <In: Belt pouch (40 @ 6.5 lbs)>	1 lb
Torch x10 <In: Backpack (24 @ 34.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (24 @ 34.5 lbs)>	1 lb
Wand of cure light wounds <In: Belt pouch (40 @ 6.5	-
Waterskin <In: Backpack (24 @ 34.5 lbs)>	4 lbs
Wolfsbane x5	-

## Special Abilities

+2 to Reflex saves  
 Cackle (Su)  
 Deliver Touch Spells Through Familiar (Su)

## Experience & Wealth

Experience Points: **23000/35000**  
 Current Cash: **200 PP, 1240.73 GP**

## Special Abilities

Empathic Link with Familiar (Su)  
 Evil Eye -2 (8 round(s)) (DC 18) (Su)  
 Fortune (1 round(s)) (Su)  
 Misfortune (1 rd) (DC 18) (Su)  
 Share Spells with Familiar  
 Slumber (6 rds) (DC 18) (Su)  
 Speak With Familiar (Ex)

## Spell-Like Abilities

Feather Fall (self only) (At will) (Sp)	
Fly (self only) (6 minutes/day) (Sp)	□□□□□□
Levitate (self only) (1/day) (Sp)	□

## Tracked Resources

+1 Mithral Dagger	□
Alchemical solvent	□
Antiplaque	□
Antitoxin	□
Bloodblock	□
Bodybalm	□
Crossbow bolts	□□□□□ □□□□□
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Healer's kit (10/10 uses remaining)	□□□□□ □□□□□
Potion of cure light wounds	□□
Potion of cure moderate wounds	□□
Potion of restoration, lesser	□
Potion of shield of faith +3	□
Silver Crossbow bolts	□□□□□ □□□□□
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Sunrod	□
Torch	□□□□□ □□□□□
Trail rations	□□□□□
Wand of cure light wounds	□□□□□ □□□□□
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## Languages

Aklo

Inferral

## Languages

Celestial	Osiriani, Ancient
Common	Varisian
Draconic	Vudrani

## Spells & Powers

### Witch Spell DC: 15 + spell level

CL: 6 (vs. SR: +6, Concentration: +11)

Melee Touch +4    Ranged Touch +6

Maximum Witch spells per day: **4/\***x0; **5**x1; **4**x2; **3**x3

Witch 0: Stabilize, Mending, Detect Magic, Light

Witch 1: Mage Armor, Ray of Enfeeblement (DC 17), Ill Omen, Charm Person (DC 16), Ray of Sickening (DC 17)

Witch 2: False Life, Cure Moderate Wounds, Blindness/Deafness (DC 18), Lipstitch (DC 18)

Witch 3: Bestow Curse (DC 19), Dispel Magic, Stinking Cloud (DC 18)

## Companions

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

STR **3** (-4), DEX **15** (+2), CON **10** (0), INT **8** (-1), WIS **12** (+1), CHA **5** (-3); Fortitude **+2**, Reflex **+4**, Will **+6**

HP: 23/23; Init: +2; Speed: 20 feet

Attack Bonus: +5; Armor Class: 18 / 14 Tch / 16 FI

Climb **+10**, Escape Artist **+3**, Fly **+11**, Heal **+4**, Intimidate **-2**, Linguistics **+0**, Perception **+5**, Spellcraft **+5**, Stealth **+14**, Use Magic Device **+2**

Bite (Weasel) **Melee +7, 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.