

Sredni Vashtar's Girl

Player: Ernest

Female Human (Vudrani) Witch 8 - CR 7

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	16	+3	
INT INTELLIGENCE	20	+5	
WIS WISDOM	15	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+2	+3	+1		
REFLEX (DEXTERITY)	+9	=	+2	+3	+1	+3	
WILL (WISDOM)	+9	=	+6	+2	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+4		+3			+1	+1

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

CM Bonus	+6	=	+4	+1	-	-
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CM Defense	20	=	10	BAB	Strength	Dexterity	Size
				+4	+1	+3	-

Base Attack	+4	HP	80
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Initiative	+9	Damage / Current HP
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Speed	30 / 60 ft
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+1 Mithral Dagger

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

Masterwork Heavy crossbow

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

Punching dagger

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed greater than 30' : +12 jump				
Appraise	+5	INT (5)	-	
Bluff	+1	CHA (1)	-	
Climb	+1	STR (1)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+8	DEX (3)	2	
Heal	+10	WIS (2)	3	
Intimidate	+5	CHA (1)	1	
Knowledge (arcana)	+16	INT (5)	8	
Knowledge (history)	+16	INT (5)	8	
Knowledge (nature)	+16	INT (5)	8	
Knowledge (planes)	+16	INT (5)	8	
Knowledge (religion)	+17	INT (5)	8	
Linguistics	+6	INT (5)	1	
Perception	+6	WIS (2)	2	
Perform (dance)	+2	CHA (1)	1	
Profession (cook)	+6	WIS (2)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+4	WIS (2)	-	
Spellcraft	+16	INT (5)	8	
Stealth	+3	DEX (3)	-	
Survival	+2	WIS (2)	-	
Swim	+5	STR (1)	-	
Use Magic Device	+12	CHA (1)	8	

Tracked Resources

Silent metamagic rod (lesser) (3/day)	□□□
Silver Crossbow bolts	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Sunrod	□
Torch	□□□□□ □□□□□
Trail rations	□□□□□
Wand of cure light wounds	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Wand of ray of enfeeblement (10 charges)	□□□□□ □□□□□

Languages

Aklo	Infernal
Celestial	Osiriani, Ancient
Common	Varisian
Draconic	Vudrani

Spells & Powers

Witch spells memorized (CL 8th; concentration +13)

Melee Touch +6 Ranged Touch +8

4th—black tentacles, enervation, poison (DC 20)

3rd—bestow curse (DC 19), lightning bolt (DC 18), ray of exhaustion (DC 19), vampiric touch

2nd—blindness/deafness (DC 18), false life, invisibility, spectral hand

1st—chill touch (DC 17), comprehend languages, mage armor, obscuring mist, ray of enfeeblement (DC 17), ray of sickening (DC 17)

0th (at will)—detect magic, light, stabilize, touch of fatigue (DC 16)

Companions

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

STR **3** (-4), DEX **15** (+2), CON **10** (0), INT **9** (-1), WIS **12** (+1), CHA **5** (-3); Fortitude **+2**, Reflex **+4**, Will **+7**

HP: 40/40; Init: +2; Speed: 20 feet

Attack Bonus: +6; Armor Class: 19 / 14 Tch / 17 Fl

Climb **+10**, Escape Artist **+3**, Fly **+11**, Heal **+4**, Intimidate **-2**, Knowledge (arcana) **+7**, Knowledge (history) **+7**, Knowledge (nature) **+7**, Knowledge (planes) **+7**, Knowledge (religion) **+7**, Linguistics **+0**, Perception **+6**, Spellcraft **+7**, Use Magic Device **+5**

Bite (Weasel) **Melee +8**, **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.