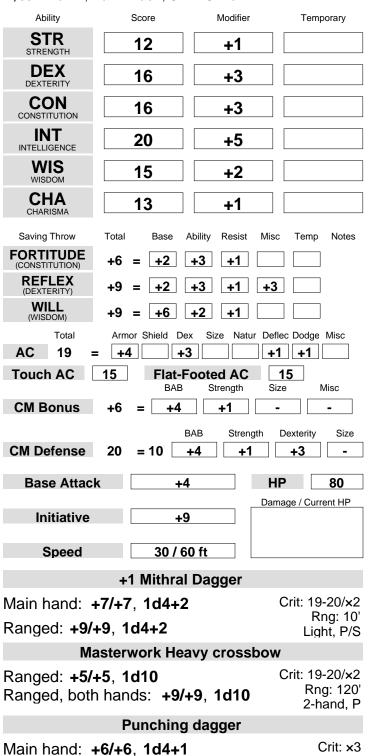
Sredni Vashtar's Girl

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









THE PERSON NAMED IN	ALCOHOL: UNKNOWN		March 1	100
Skill Name	Total	Ability	Ranks	Temp
^U Acrobatics	+3	DEX (3)	-	
Speed greater than 30': +		INIT (C)		
Appraise	+5	INT (5)	-	
Bluff UClimb	+1	CHA (1)	-	
	+1	STR (1)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
UEscape Artist	+3	DEX (3)	-	
^U Fly	+8	DEX (3)	2	
^T 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	
⁰ Ride	+3	DEX (3)	-	
Sense Motive	+4	WIS (2)	-	
Spellcraft	+16	INT (5)	8	
Stealth	+3	DEX (3)	-	
Survival	+2	WIS (2)	_	
^U Swim	+5	STR (1)	_	
Use Magic Device	+12	CHA (1)	8	
_				

Light, P

Experience & Wealth Feats Accursed Hex Experience Points: 51000/75000 Extra Hex Current Cash: 200 PP, 2704.73 GP Extra Hex Improved Initiative Gear Simple Weapon Proficiency - All Total Weight Carried: 33.5/130lbs, Light Load Spell Focus (Necromancy) (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs) **Traits** Sunrod <In: Belt pouch (40 @ 6.5 lbs)> 1 lb Chance Savior Torch x10 < In: Backpack (24 @ 34.5 lbs)> 1 lb Child of the Temple (Knowledge [religion]) Trail rations x5 < In: Backpack (24 @ 34.5 lbs)> 1 lb Wand of cure light wounds <In: Belt pouch (40 @ 6.5 Gear Wand of ray of enfeeblement (10 charges) Waterskin < In: Backpack (24 @ 34.5 lbs)> Total Weight Carried: 33.5/130lbs, Light Load 4 lbs Wolfsbane x5 (Light: 43 lbs. Medium: 86 lbs. Heavy: 130 lbs) +1 Mithral Dagger 0.5 lbs Special Abilities Alchemical solvent < In: Belt pouch (40 @ 6.5 lbs)> 0.5 lbs Cackle (Su) Alchemist's fire 1 lb Deliver Touch Spells Through Familiar (Su) Antiplague < In: Belt pouch (40 @ 6.5 lbs)> Empathic Link with Familiar (Su) Antitoxin < In: Belt pouch (40 @ 6.5 lbs)> Evil Eye -4 (8 round(s)) (DC 19) (Su) Backpack (24 @ 34.5 lbs) < In: Dropped to ground (1 2 lbs Familiar Bonus: +2 to Reflex saves Bedroll <In: Backpack (24 @ 34.5 lbs)> 5 lbs Fortune (2 round(s)) (Su) Belt pouch (40 @ 6.5 lbs) 0.5 lbs Healing (2d8+8) (Su) Bloodblock < In: Belt pouch (40 @ 6.5 lbs)> Misfortune (2 rds) (DC 19) (Su) Bodybalm < In: Belt pouch (40 @ 6.5 lbs)> Share Spells with Familiar Book: The Halo of Dreams Slumber (8 rds) (DC 19) (Su) Bracers of armor +2 1 lb Speak with Animals (Ex) Candle x10 < In: Belt pouch (40 @ 6.5 lbs)> Speak With Familiar (Ex) Chalk x10 < In: Belt pouch (40 @ 6.5 lbs)> Cloak of resistance +1 1 lb **Spell-Like Abilities** Coral saucer Feather Fall (self only) (At will) (Sp) Crossbow bolts x40 0.1 lbs Fly (self only) (8 minutes/day) (Sp) Dissertation on the Whispering Way < In: Backpack (24 @ Estovion's Journals Levitate (self only) (1/day) (Sp) Everlasting rations (tasty!) Fake Dwarf Beard Tracked Resources Flint and steel <In: Belt pouch (40 @ 6.5 lbs)> Funeral outfit (white) < In: Backpack (24 @ 34.5 lbs)> +1 Mithral Dagger Healer's kit < In: Belt pouch (40 @ 6.5 lbs)> 1 lb Alchemical solvent Ink, black < In: Belt pouch (40 @ 6.5 lbs)> Alchemist's fire Inkpen < In: Belt pouch (40 @ 6.5 lbs)> Manacles <In: Belt pouch (40 @ 6.5 lbs)> 2 lbs Antiplaque Masterwork Heavy crossbow 8 lbs Antitoxin Mess kit <In: Backpack (24 @ 34.5 lbs)> 1 lb Notes on golem controlling device - bondslave thrall Bloodblock Pearl of power (1st level) (1/day) Bodybalm Pot <In: Backpack (24 @ 34.5 lbs)> 4 lbs Potion of cure light wounds x3 < In: Belt pouch (40 @ 6.5 Crossbow bolts 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 Prayer mat with inlaid gold thread Punching dagger 1 lb Healer's kit Ring of protection +1 Scholar's outfit (Free) Pearl of power (1st level) (1/day) Silent metamagic rod (lesser) (3/day) 5 lbs Potion of cure light wounds Silver Crossbow bolts x50 0.1 lbs Smelling salts <In: Belt pouch (40 @ 6.5 lbs)> Potion of cure moderate wounds Soap < In: Backpack (24 @ 34.5 lbs)> 0.5 lbs Potion of restoration, lesser Spell component pouch <In: Belt pouch (40 @ 6.5 2 lbs Potion of shield of faith +3 Spirit planchette, brass < In: Backpack (24 @ 34.5 5 lbs

Splatter Man's moldy spellbook (comp lang, dispel magic,

Tracked Resources				
Silent metamagic rod (lesser) (3	B/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)

Oth (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, ×2

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 they 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.