

Pandak Kaswitikan

3

Wizard-Transmuter

3

3750

CG

NAME

EFF LEVEL

CLASS

LEVEL

CLASS

LEVEL

EXPERIENCE

ALIGNMENT

Dwarf

Moradin

RACE

LVL ADJUST

CLASS

LEVEL

CLASS

LEVEL

DEITY

Ability score table with columns: STR, DEX, CON, INT, WIS, CHA and rows: SCORE, MODIFIER, TMP, SCR, TMP, MOD.

HP, AC, INIT, and ATTACK table with columns: HP, AC, INIT, ATTACK and rows: TOTAL, HD ROLL, WOUNDS, SUBDUAL.

Hit Die and Damage Reduction table with columns: HIT DIE, DAMAGE REDUCTION and rows: HIT DIE, DAMAGE REDUCTION, SPEED.

Saving Throws table with columns: SAVING THROWS, TOTAL, BASE, ABILITY, MAGIC, MISC, TEMP, CONDITIONAL MODIFIERS.

Attack Bonus table with columns: ATTACK BONUS, TOTAL, STR, SIZE, MISC, TEMP.

Weapon table for Dwarven WarAxe with columns: WEAPON, DAMAGE, CRIT TH, CRIT X, PRM HND, RANGE, HIT MOD, DAM MOD, STR X, 2 WPN, WEAPON, HIT, DAMAGE.

Weapon table for Throwing Axe with columns: WEAPON, DAMAGE, CRIT TH, CRIT X, PRM HND, RANGE, HIT MOD, DAM MOD, STR X, 2 WPN, WEAPON, HIT, DAMAGE.

Empty weapon table with columns: WEAPON, DAMAGE, CRIT TH, CRIT X, PRM HND, RANGE, HIT MOD, DAM MOD, STR X, 2 WPN, WEAPON, HIT, DAMAGE.

Empty weapon table with columns: WEAPON, DAMAGE, CRIT TH, CRIT X, PRM HND, RANGE, HIT MOD, DAM MOD, STR X, 2 WPN, WEAPON, HIT, DAMAGE.

Empty weapon table with columns: WEAPON, DAMAGE, CRIT TH, CRIT X, PRM HND, RANGE, HIT MOD, DAM MOD, STR X, 2 WPN, WEAPON, HIT, DAMAGE.

Empty weapon table with columns: WEAPON, DAMAGE, CRIT TH, CRIT X, PRM HND, RANGE, HIT MOD, DAM MOD, STR X, 2 WPN, WEAPON, HIT, DAMAGE.

Protect Item table for Chain Shirt with columns: PROTECT ITEM, BONUS TYPE, AC BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, CLASS.

Empty protect item table with columns: PROTECT ITEM, BONUS TYPE, AC BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, CLASS.

Empty protect item table with columns: PROTECT ITEM, BONUS TYPE, AC BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, CLASS.

Empty protect item table with columns: PROTECT ITEM, BONUS TYPE, AC BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, CLASS.

Empty protect item table with columns: PROTECT ITEM, BONUS TYPE, AC BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, CLASS.

CLASS SKILLS SKILLS MAX RANKS 6/3

Skills table with columns: CLASS SKILLS, SKILL NAME, KEY ABILITY, MODIFIER, RANKS, ABILITY, MISC.



