

**Elven magic-user/thief 1st/1st level**  
**HP 7 AC 5 front, 8 rear Armor: leather**  
**Str 13 Int 17 Wis 11 Dex 17 Con 16 Cha 12**  
 Move 12" Ht. 5'3" Wt. 105# Age 35 AI NG  
**Saving throws:**  

|            |          |       |        |       |
|------------|----------|-------|--------|-------|
| Par/Poison | Pet/poly | R/S/W | Breath | Spell |
| 13         | 12       | 11    | 15     | 12    |

*Languages:* Alignment, common, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc  
*Special abilities:* detect secret doors 1/6 w/in 10' (2/6 if searching); infravision 60'; +4 to hit from behind, with double damage; 30% resistant to sleep & charm  
 Bend bars/lift gates: 4% Open doors: 1-2/6  
**Base number to hit AC 0: 20**  
*Weapons:* Long sword, damage 1d8/1d12  
 3 Daggers, damage 1d4/1d3, Range 1"/2"/3"  
 Proficient in: both weapons listed  
**Thief abilities:** pick pockets 40%, open locks 30, find & remove traps 20%, move silently 25%, hide in shadows 25%, hear noise 15%, climb walls 85%, read languages 0%  
**Equipment:** Set of clothes; cloak; boots, heavy; backpack; flint and steel; 4 torches; 4 candles, wax; bedroll; water skin; thieves' tools; spell book; pouch with 10gp. (Torches illuminate a 40' radius and burn for 6 turns)  
**Number of spells:** 1<sup>st</sup> level 1 (Choose from magic spell list)

**Human cleric 1st level**  
**HP 10 AC 5 front, 8 rear Armor: chainmail + shield (I)**  
**Str 13 Int 15 Wis 17 Dex 15 Con 16 Cha 13**  
 Move 9" Ht. 5'7" Wt. 135# Age 26 AI CG  
**Saving throws:**  

|            |          |       |        |       |
|------------|----------|-------|--------|-------|
| Par/Poison | Pet/poly | R/S/W | Breath | Spell |
| 10         | 13       | 14    | 16     | 15    |

*Languages:* Alignment, common, elf, goblin, halfling, hobgoblin, orc  
*Special abilities:* bonus spells for high Wisdom  
 Bend bars/lift gates: 4% Open doors: 1-2/6  
**Base number to hit AC 0: 20**  
*Weapons:* Mace, damage 1d6+1/1d6  
 Hammer, damage 1d4+1/1d4, Range 1"/2"/3"  
 Proficient in: both weapons listed  
**Turn undead on:** skeleton 10, zombie 10, ghoul 10, shadow 10, wight 10, ghastr 10, wraith 10, mummy 10, spectre 10, vampire 10  
**Equipment:** Set of clothes; cloak; boots, heavy; backpack; flint and steel; 4 torches; 4 candles, wax; bedroll; water skin; holy symbol; pouch with 10gp. (Torches illuminate a 40' radius and burn for 6 turns)  
**Number of spells:** 1<sup>st</sup> level 3 (Choose from cleric spell list)

**Half-elf cleric/thief 1st/1st level**  
**HP 8 AC 4 front, 8 rear Armor: leather**  
**Str 13 Int 11 Wis 17 Dex 18 Con 15 Cha 10**  
 Move 12" Ht. 6' Wt. 105# Age 29 AI LN  
**Saving throws:**  

|            |          |       |        |       |
|------------|----------|-------|--------|-------|
| Par/Poison | Pet/poly | R/S/W | Breath | Spell |
| 10         | 12       | 14    | 16     | 15    |

*Languages:* Alignment, common, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc  
*Special abilities:* bonus spells for high Wisdom  
 Bend bars/lift gates: 4% Open doors: 1-2/6  
**Base number to hit AC 0: 20**  
*Weapons:* Long sword, damage 1d8/1d12  
 3 Daggers, damage 1d4/1d3, Range 1"/2"/3"  
 Proficient in: both weapons listed  
**Thief abilities:** pick pockets 40%, open locks 50, find & remove traps 25%, move silently 25%, hide in shadows 25%, hear noise 15%, climb walls 85%, read languages 0%  
**Turn undead on:** skeleton 10, zombie 10, ghoul 10, shadow 10, wight 10, ghastr 10, wraith 10, mummy 10, spectre 10, vampire 10  
**Equipment:** Set of clothes; cloak; boots, heavy; backpack; flint and steel; 4 torches; 4 candles, wax; bedroll; water skin; thieves' tools; holy symbol; pouch with 10gp. (Torches illuminate a 40' radius and burn for 6 turns)  
**Number of spells:** 1<sup>st</sup> level 3 (Choose from cleric spell list)