

**Half-elf magic-user 7th level****HP 35 AC 2 front, 4 rear Armor: bracers of AC 4****Str 12 Int 14 Wis 15 Dex 16 Con 17 Cha 11**

Move base 12" Ht. 5'8" Wt. 104# Age 56 Al N

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
13	11	9	13	10

(vs. fear: 9)

Languages: Alignment, common, elf, gnome, goblin, halfling, hobgoblin, orc.

Special abilities: detect secret doors 1 in 6 within 10' (2 in 6 if searching); infravision 60'; 30% resistant to *sleep* and *charm*.

Bend bars/lift gates: 4% Open doors: 1-2

**Base number to hit AC 0: 19**

Weapons: Staff +1; damage 1-6/1-6 (+1); +1 bonus to hit (for magic).

Dagger; damage 1-4/1-3; +1 bonus to hit (for strength); range 1 1/2"/3".

Dart; damage 1-3/1-2; +1 bonus to hit (for strength); range 1 1/2"/3"/4 1/2".

Proficient in: all weapons listed.

Magic items carried: bracers of protection, AC 4; +1 staff; *wand of fire* (4 charges).

Other equipment: wineskin; backpack; flint, steel, &amp; tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; 6 darts; 2 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 4; 2nd level 3; 3rd level 2; 4th level 1. (Choose from magic-user spell list.)

**Dwarf fighter 7th level****HP 57 AC 2 front, 4 rear Armor: +1 chain mail****+1 shield****Str 18/95 Int 11 Wis 12 Dex 10 Con 16 Cha 9(7)**

Move base 6" Ht. 4'2" Wt. 156# Age 142 Al LG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
6	11	8	12	9

Languages: Alignment, common, dwarvish, gnome, goblin, kobold, orc.

Special abilities: 3 attacks per 2 rounds; detect slope 75%; detect new work 75%; detect sliding/shifting wall 66 2/3%; detect stonework traps 50%; detect depth underground 60%; detect direction of travel underground 50%; infravision 60'; +1 to hit vs. goblins, half orcs, orcs, hobgoblins; -4 to be hit by ogres or larger humanoids and giants.

Bend bars/lift gates: 35% Open doors: 1-4 (1)

**Base number to hit AC 0: 14**

Weapons: Battle axe +1; damage 1-8/1-8 (+6); +3 bonus to hit (for strength &amp; magic).

Hand axe; damage 1-6/1-4 (+5); +2 bonus to hit (for strength); range 1 1/2"/3".

Dagger; damage 1-4/1-3 (+5); +2 bonus to hit (for strength); range 1 1/2"/3".

Proficient in: all weapons listed, plus mace and short sword.

Magic items carried: +1 chain mail; +1 shield; +1 battle axe; *potion of water breathing*.

Other equipment: wineskin; backpack; flint, steel, &amp; tinder; torches (3); rope (50'); belt purse w/50 gp; 2 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

# The Twofold Talisman Character Sheets

(Reproduce or photocopy these pages, then cut apart)

**Halfling thief 6th level****HP 35 AC 7 front, 7 rear Armor: +1 leather****Str 14 Int 8 Wis 10 Dex 13 Con 16 Cha 6**

Move base 9" Ht. 3'0" Wt. 60# Age 41 Al LN

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
8	11	8	15	9

Languages: Alignment, common, dwarvish, elf, gnome, goblin, halfling, orc.

Special abilities: detect slope 75%; detect direction of travel underground 50%; infravision 30'; +4 to hit from behind, with triple damage; surprise on 1-4 if 90' from rest of party.

Bend bars/lift gates: 7% Open doors: 1-2

**Base number to hit AC 0: 19**

Weapons: Short sword +1; damage 1-6/1-8 (+1); +1 bonus to hit (for magic).

Dart +3; damage 1-3/1-2 (+3); +3 bonus to hit (for magic); range 1 1/2"/3"/4 1/2".

Club; damage 1-6/1-3; range 1 1/2"/3".

Proficient in: all weapons listed.

Thief abilities: pick pocket 60%, open locks 57%, detect traps 50%, move silently 57%, hide in shadows 52%, hear noise 25%, climb walls 77%, read languages 25%.

Magic items carried: +1 short sword, detects precious metals within 10'; +3 darts (3); *boots of levitation*.

Other equipment: wineskin; backpack; flint, steel, &amp; tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thief's tools; 3 darts. (Torches illuminate a 40' radius and burn for 6 turns.)

**Human fighter 7th level****HP 50 AC 1 front, 4 rear Armor: chain mail****+1 shield****Str 18/50 Int 13 Wis 8 Dex 15 Con 15 Cha 14**

Move base 9" Ht. 6'2" Wt. 175# Age 28 Al CG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
9	10	11	11	12

Languages: Alignment, common, dwarvish, elf.

Special abilities: 3 attacks per 2 rounds.

Bend bars/lift gates: 20% Open doors: 1-3

**Base number to hit AC 0: 15**

Weapons: Two-handed sword; damage 1-10/3-18 (+3); +1 bonus to hit (for strength).

Hand axe; damage 1-6/1-4 (+3); +1 bonus to hit (for strength).

Mace +1; damage 2-7/1-6 (+4); +2 bonus to hit (for strength &amp; magic).

Proficient in: all weapons listed, plus long sword, short sword, and dagger.

Magic items carried: +1 shield; +1 mace; +1 *ring of protection*; *potion of invulnerability*.

Other equipment: wineskin; backpack; flint, steel, &amp; tinder; torches (3); rope (50'); belt purse w/50 gp; two-handed sword; 2 hand axes. (Torches illuminate a 40' radius and burn for 6 turns.)