

Gnome illusionist/thief 5th/5th level

HP 24 AC 3 front, 6 rear Armor: +2 leather
Str 11 Int 15 Wis 10 Dex 17 Con 10 Cha 12
 Move base 6" Ht. 3'6" Wt. 85# Age 65 Al CN
 Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
12	11	9	15	10

Languages: Alignment, common, dwarvish, gnome, goblin, halfling, kobold, burrowing mammals.

Special abilities: detect slope 80%; detect unsafe walls/ceilings/floors 70%; detect depth underground 60%; detect direction of travel underground 50%; infravision 60'; +4 to hit from behind, with triple damage; +1 to hit vs. kobolds & goblins; -4 to be hit by gnolls or larger humanoids and giants.

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

Base number to hit AC 0: 19

Weapons: Short sword; damage 1-6/1-8.

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

Sling w/bullet, damage 2-5/2-7; +2 bonus to hit (for dexterity); range 5"/10"/20".

Sling w/stone, damage 1-4/1-4; +2 bonus to hit (for dexterity); range 4"/8"/16".

Proficient in: all weapons listed.

Thief abilities: pick pocket 55%, open locks 57%, detect traps 50%, move silently 50%, hide in shadows 41%, hear noise 30%, climb walls 75%, read languages 25%.

Magic items carried: +2 leather; +1 dagger; *bag of holding* (5,000 gp capacity).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thief's tools; 20 sling bullets. (Torches illuminate a 40' radius and burn for 6 turns.)

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

Half-elf magic-user/thief 4th/6th level

HP 27 AC 4 front, 6 rear Armor: leather with +2 ring

Str 13 Int 17 Wis 15 Dex 16 Con 15 Cha 16
 Move base 12" Ht. 5'2" Wt. 105# Age 36 Al N

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
12	11	11	15	12

(vs. fear: 11)

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

Special abilities: detect secret doors 1 in 6 within 10' (2 in 6 if searching); infravision 60'; +4 to hit from behind, with triple damage; 30% resistant to *sleep* and *charm*.

Bend bars/lift gates: 4% 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).

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

Proficient in: both weapons listed.

Thief abilities: pick pocket 65%, open locks 52%, detect traps 45%, move silently 47%, hide in shadows 42%, hear noise 20%, climb walls 92%, read languages 30%.

Magic items carried: +1 short sword; +2 *ring of protection* (to AC only); *pearl of power* (2nd level spell).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thief's tools; 4 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

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

The Twofold Talisman Character Sheets

(Reproduce or photocopy these pages, then cut apart)

Half-elf cleric/ranger 6th/6th level

HP 43 AC 1 front, 2 rear Armor: +1 plate normal shield

Str 17 Int 16 Wis 17 Dex 14 Con 17 Cha 10
 Move base 9" Ht. 5'11" Wt. 140# Age 50 Al NG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
9	12	13	13	14

(vs. fear: 11)

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'; +6 to damage vs. giant-class creatures; 30% resistant to *sleep* and *charm*.

Bend bars/lift gates: 13% Open doors: 1-3

Base number to hit AC 0: 16

Weapons: Long sword +1; damage 1-8/1-12 (+2); +2 bonus to hit (for strength & magic).

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

Short bow; damage 1-6/1-6; +1 bonus to hit (for strength); range 5"/10"/18".

Proficient in: all weapons listed, plus mace.

Turn undead on: skeleton D, zombie D, ghoul T, shadow T, wight 4, ghastr 7, wraith 10, mummy 13, spectre 16, vampire 20.

Magic items carried: +1 plate mail; +1 long sword; +1 arrows (5); *cloak of elvenkind*.

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; holy symbol; 20 normal arrows; 2 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 5; 2nd level 5; 3rd level 3. (Choose from cleric spell list.)

Human cleric 7th level

HP 49 AC 0 front, 2 rear Armor: +1 plate +1 shield

Str 9 Int 15 Wis 17 Dex 14 Con 17 Cha 13
 Move base 9" Ht. 5'6" Wt. 124# Age 30 Al CG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
5	10	11	13	12

(vs. fear: 9)

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

Special abilities: bonus spells for high wisdom.

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

Base number to hit AC 0: 16

Weapons: Mace +1; damage 2-7/1-6 (+1); +1 bonus to hit (for magic). Staff; damage 1-6/1-6.

Hammer; damage 2-5/1-4; range 1"/2"/3".

Proficient in: all weapons listed.

Turn undead on: skeleton D, zombie D, ghoul D, shadow T, wight T, ghastr 4, wraith 7, mummy 10, spectre 13, vampire 16.

Magic items carried: +1 plate mail; +1 shield; +1 mace; *periapt of proof against poison* (+2).

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

Number of spells available: 1st level 5; 2nd level 5; 3rd level 3; 4th level 1. (Choose from cleric spell list.)