

DUNGEONS & DRAGONS

ADDITIONAL

**Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures**



**PLAYER JOURNAL
AND CHARACTER CHRONICLE**



**NOT PUBLISHED BY
TACTICAL STUDIES RULES**

**LET THIS JOURNAL SERVE AS A CHRONICLE OF THE LIFE,
ADVENTURES, ENCOUNTERS, AND EXPERIENCES OF THE
FOLLOWING SOUL:**

Name: _____

Race: _____

Class: _____ Alignment: _____

Character Notes: _____

Hit Points: _____

Hit Die: _____

Str	Int	Wis	Con	Dex	Cha

Race and Class Abilities

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Languages: _____

Notes

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OTHER PARTY MEMBERS

Name: _____

Race: _____

Class: _____

Notes and Thoughts: _____

Name: _____

Race: _____

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Class: _____

Notes and Thoughts: _____

Adventure Date: _____

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ADVENTURE NAME

Starting Point: _____

Starting Notes: _____

Level		Current Experience:	
AC:		Needed for Next Level:	
Armor Worn:			

Max Hit Points:		Current Hit Points;	
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SAVING THROWS

Death Ray / Poison	
Wands / Paralyzation / Polymorph	
Petrification / Stone	
Dragon Breath	
Staves & Spells:	

ATTACKS

Weapon	BtH	Damage	Notes

CONSUMABLES

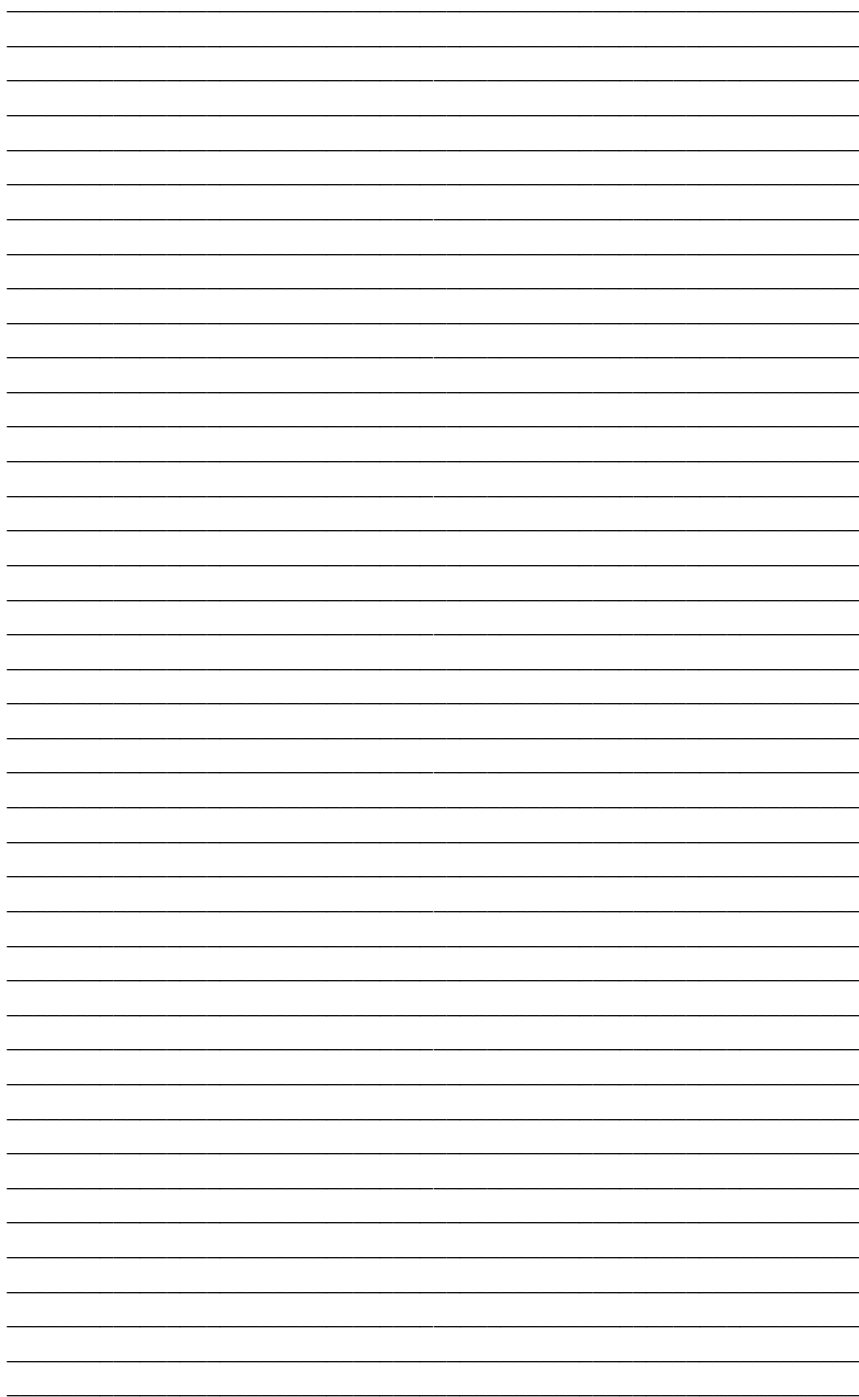
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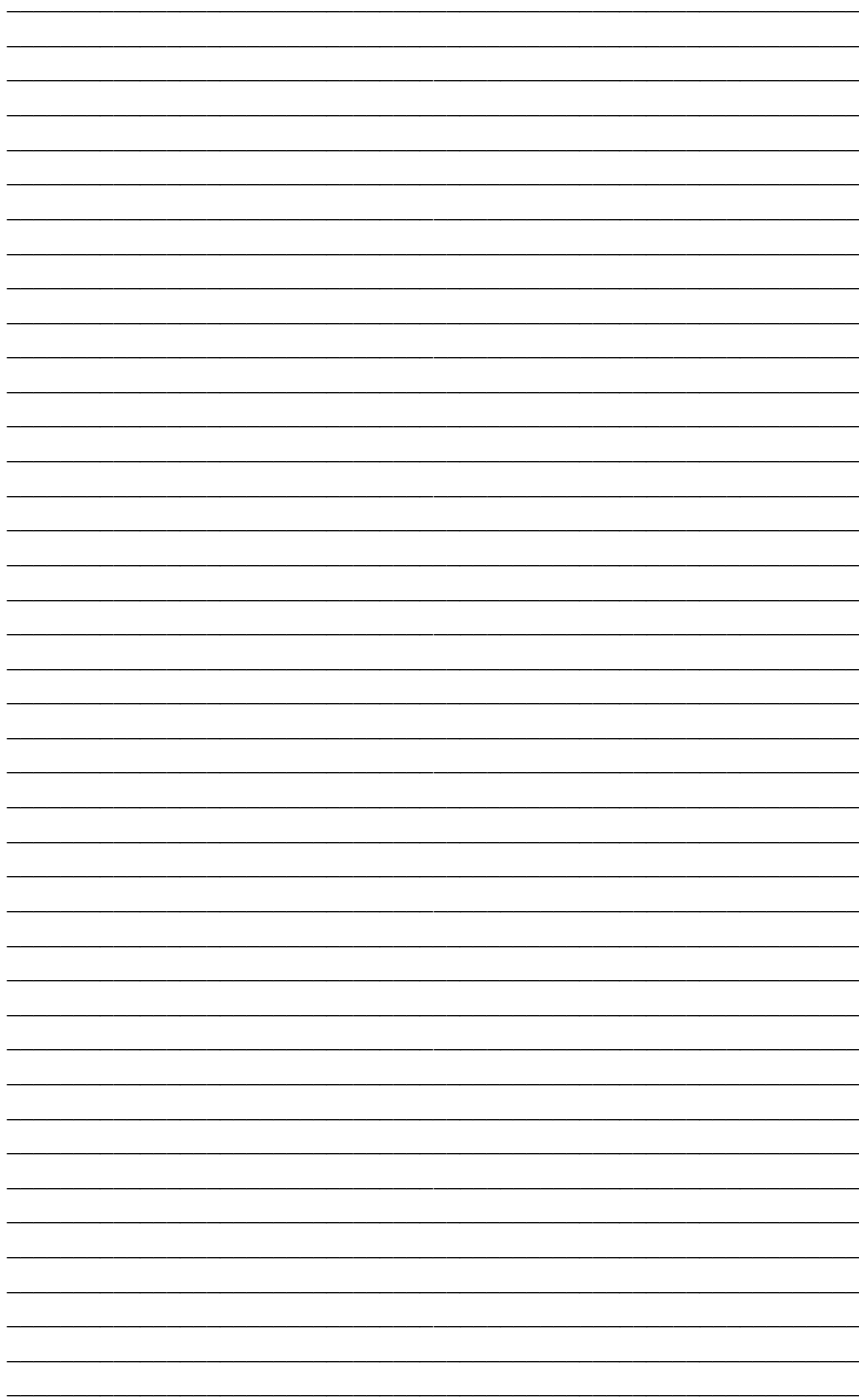
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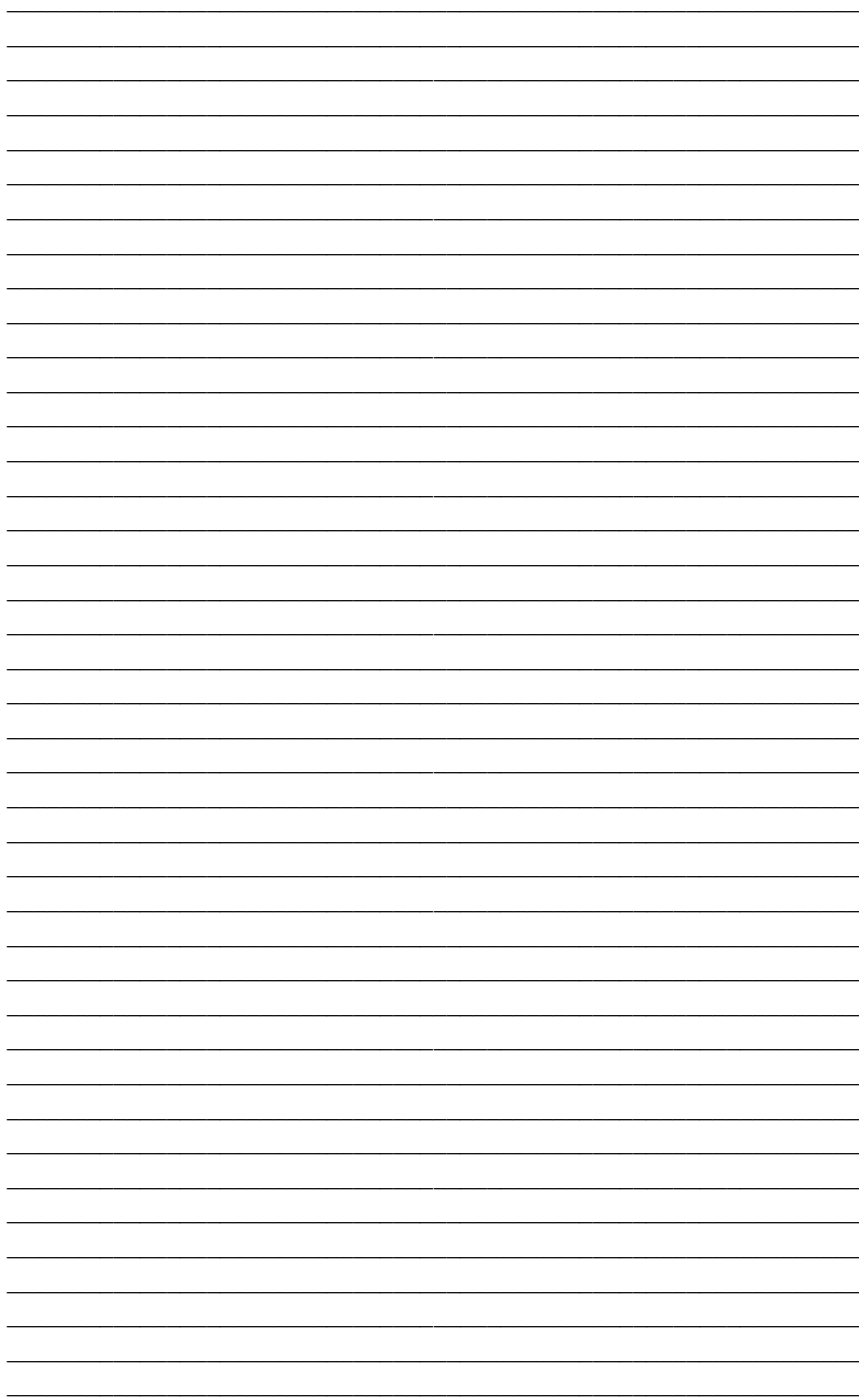
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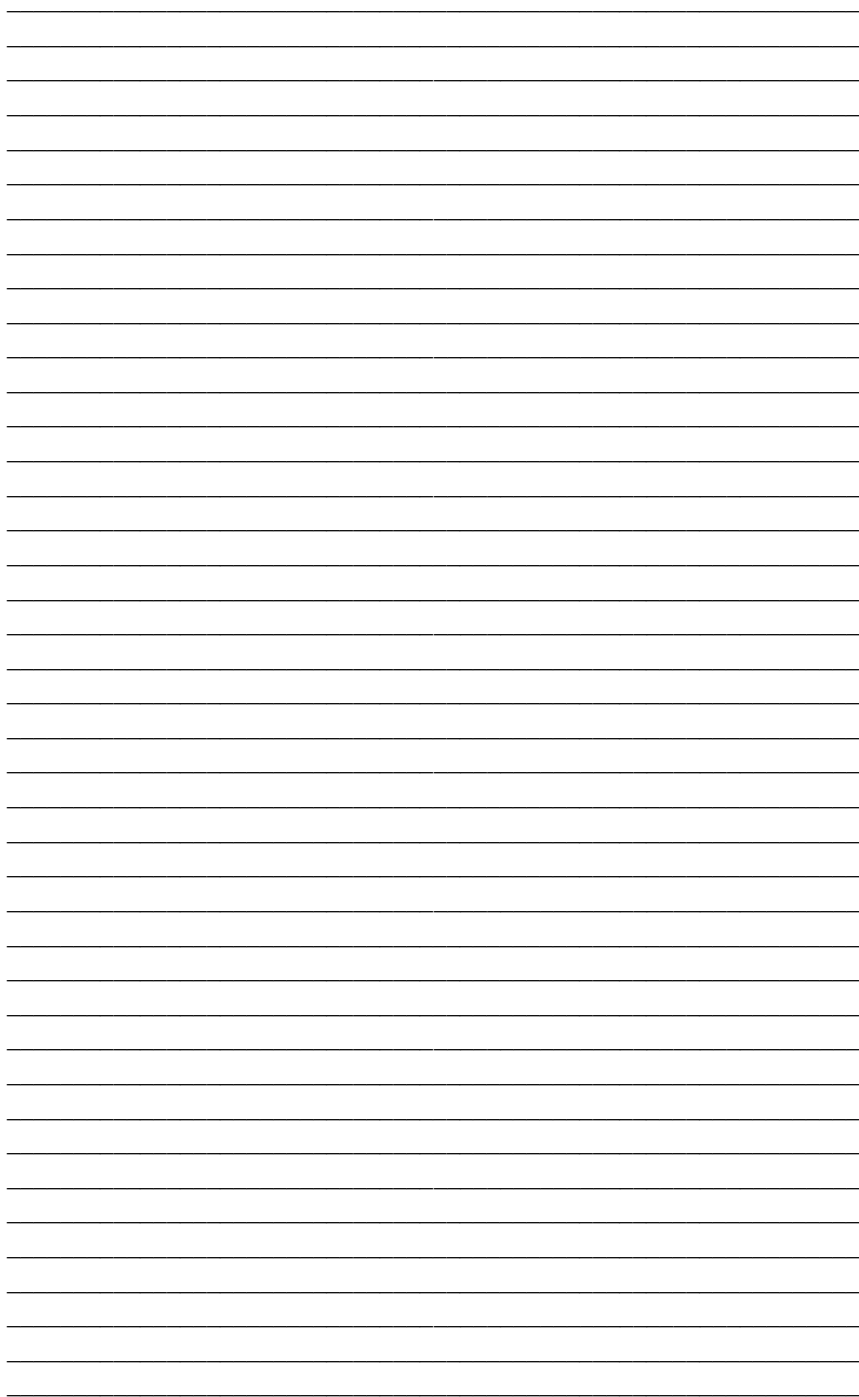
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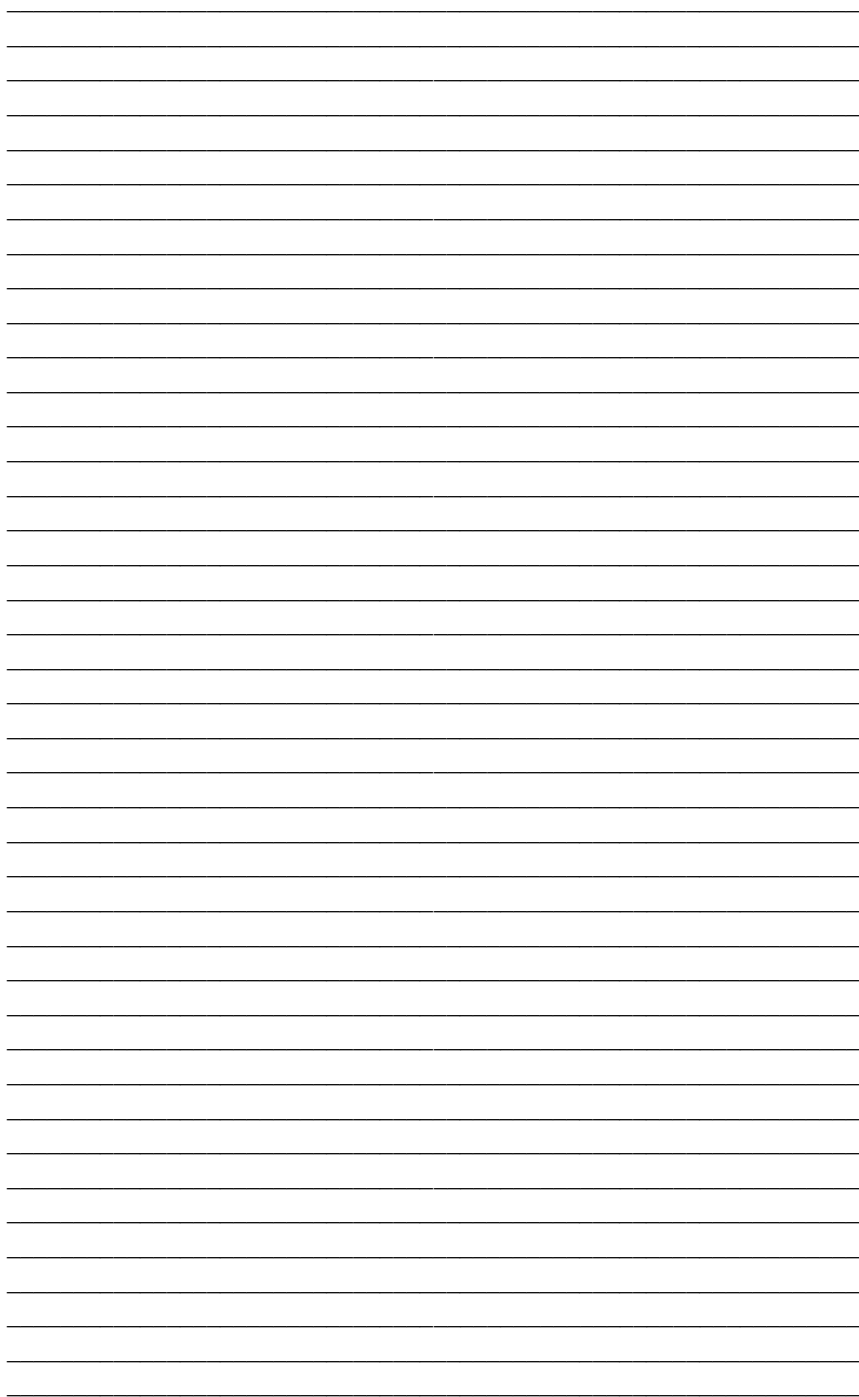
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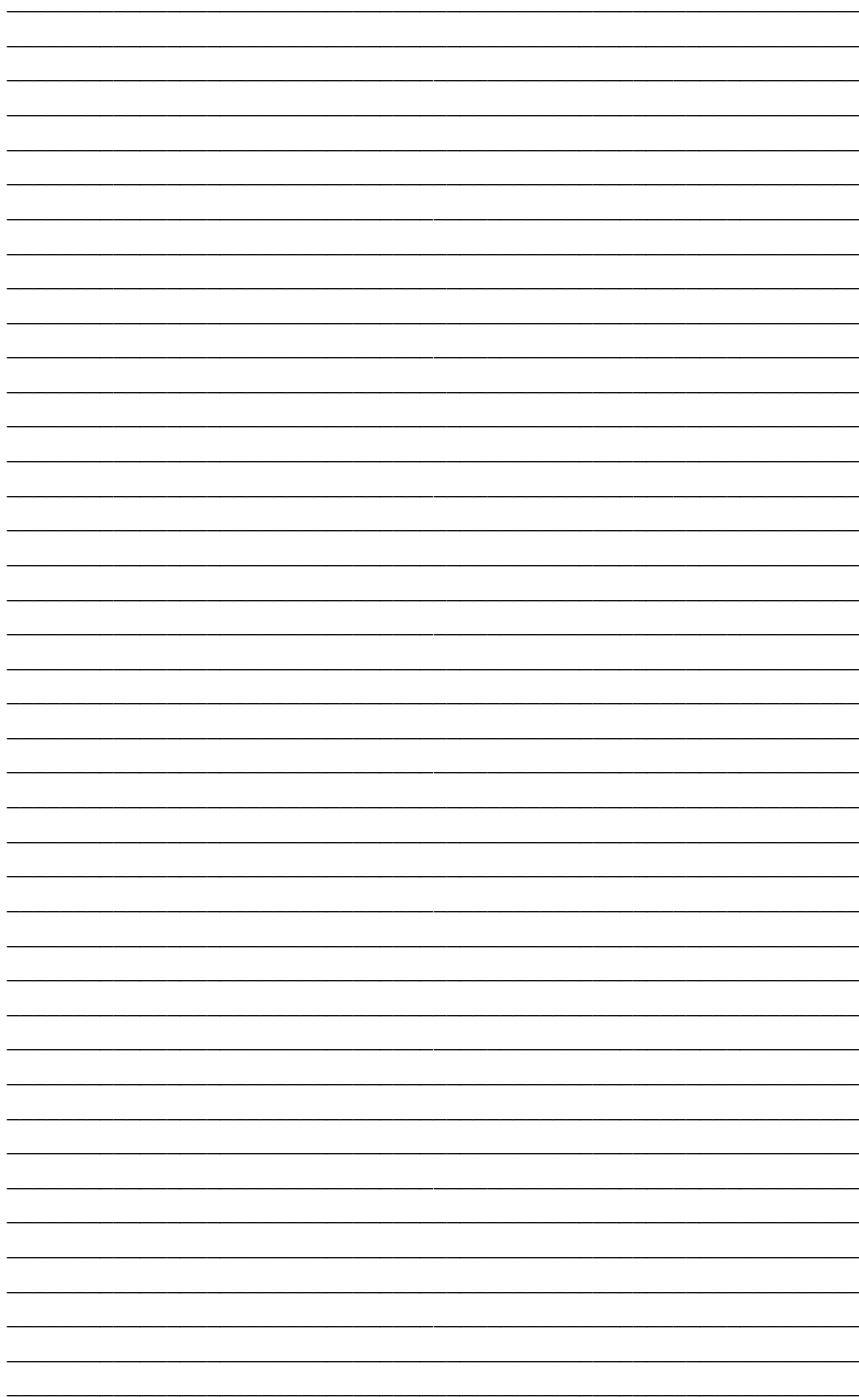
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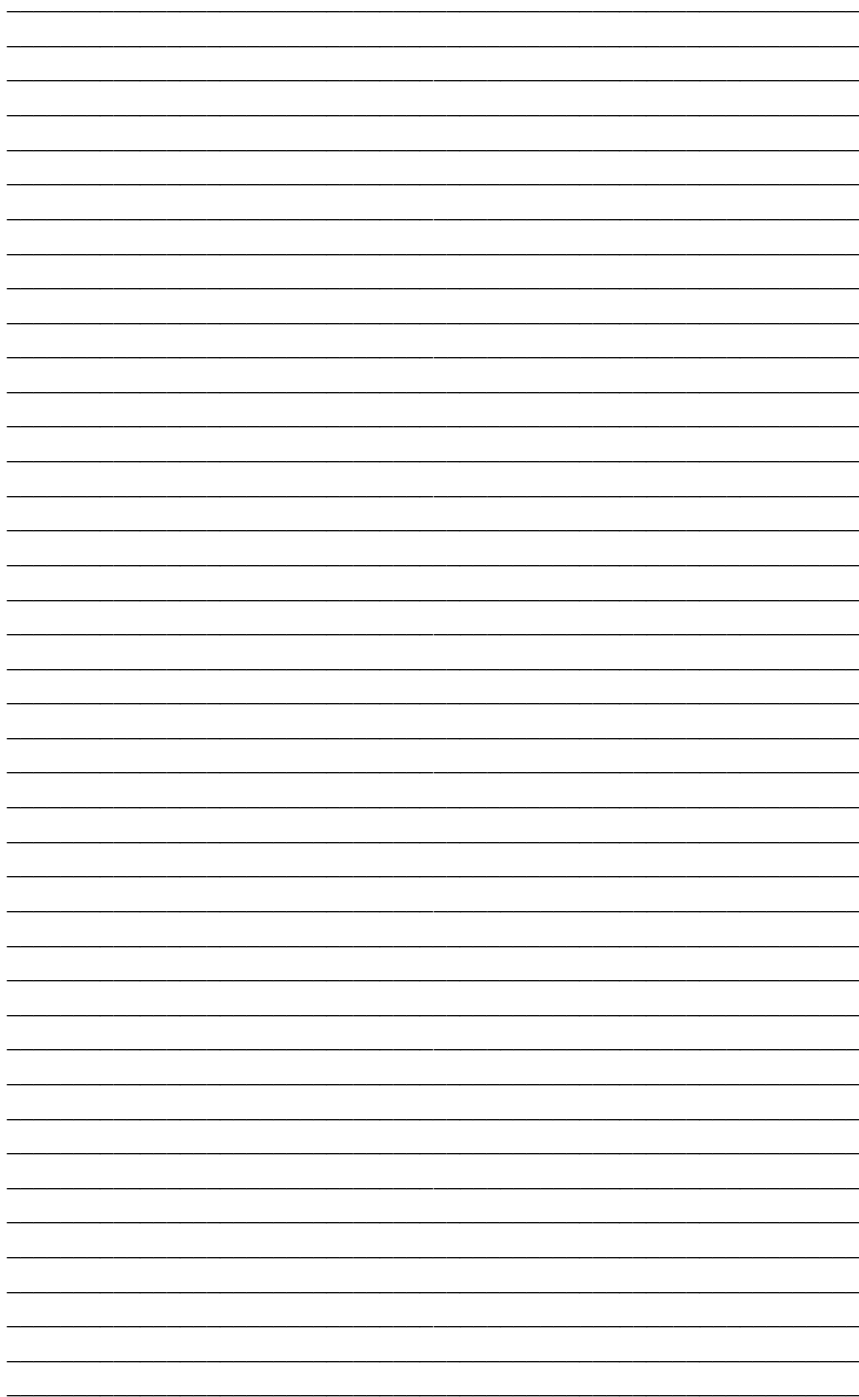
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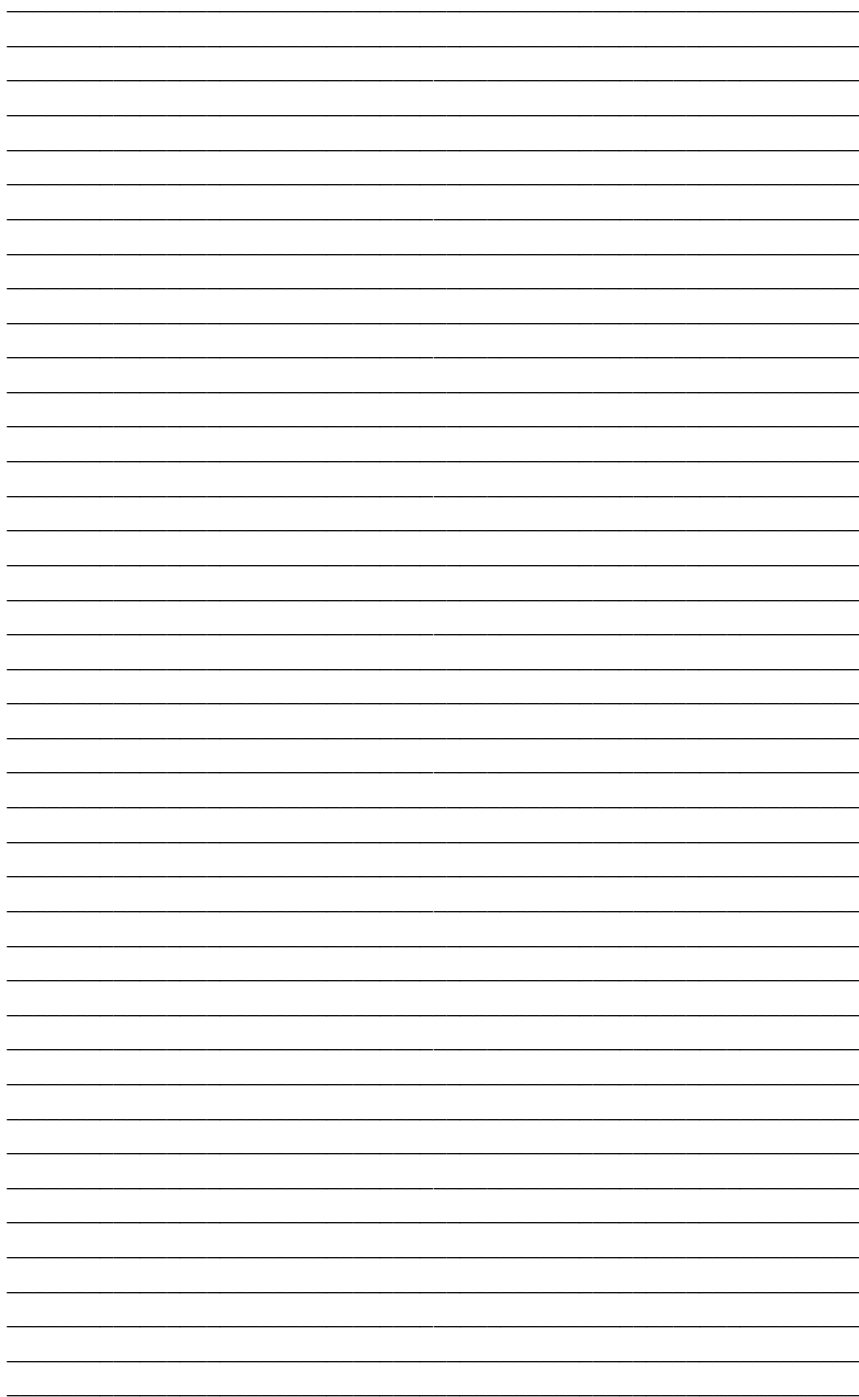
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