

# 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: \_\_\_\_\_

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Hit Points: \_\_\_\_\_

Hit Die: \_\_\_\_\_

Str	Int	Wis	Con	Dex	Cha

Race and Class Abilities

Languages: \_\_\_\_\_

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Notes

## OTHER PARTY MEMBERS

**Name:** \_\_\_\_\_

**Race:** \_\_\_\_\_

**Class:** \_\_\_\_\_

**Notes and Thoughts:** \_\_\_\_\_

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**Name:** \_\_\_\_\_

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## NPCS, ALLIES, AND ENEMIES

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### ADVENTURE NAME

Starting Point: \_\_\_\_\_

Starting Notes: \_\_\_\_\_

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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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## SPELLS MEMORIZED

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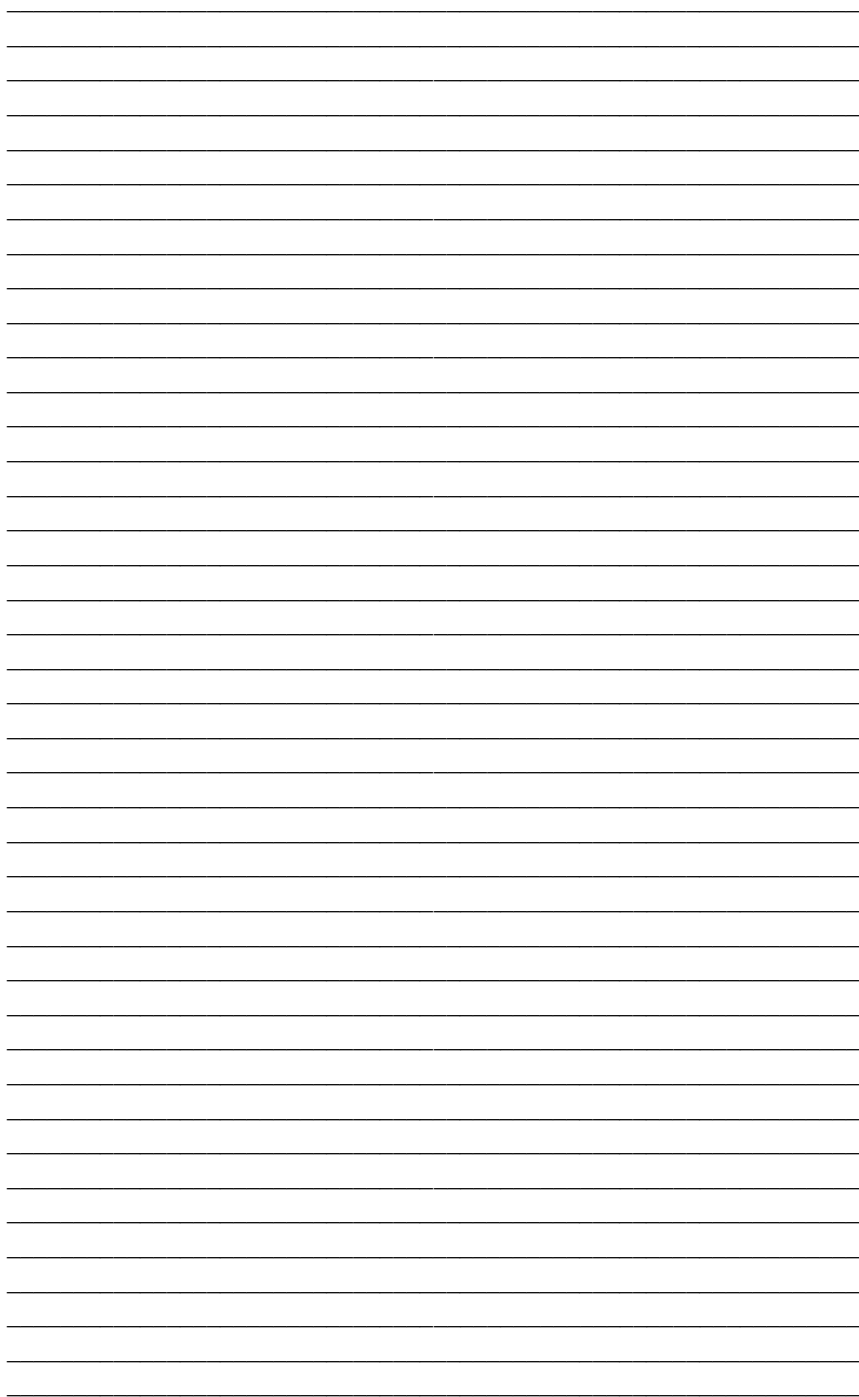
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Staves & Spells:	

### ATTACKS

Weapon	BtH	Damage	Notes

### CONSUMABLES

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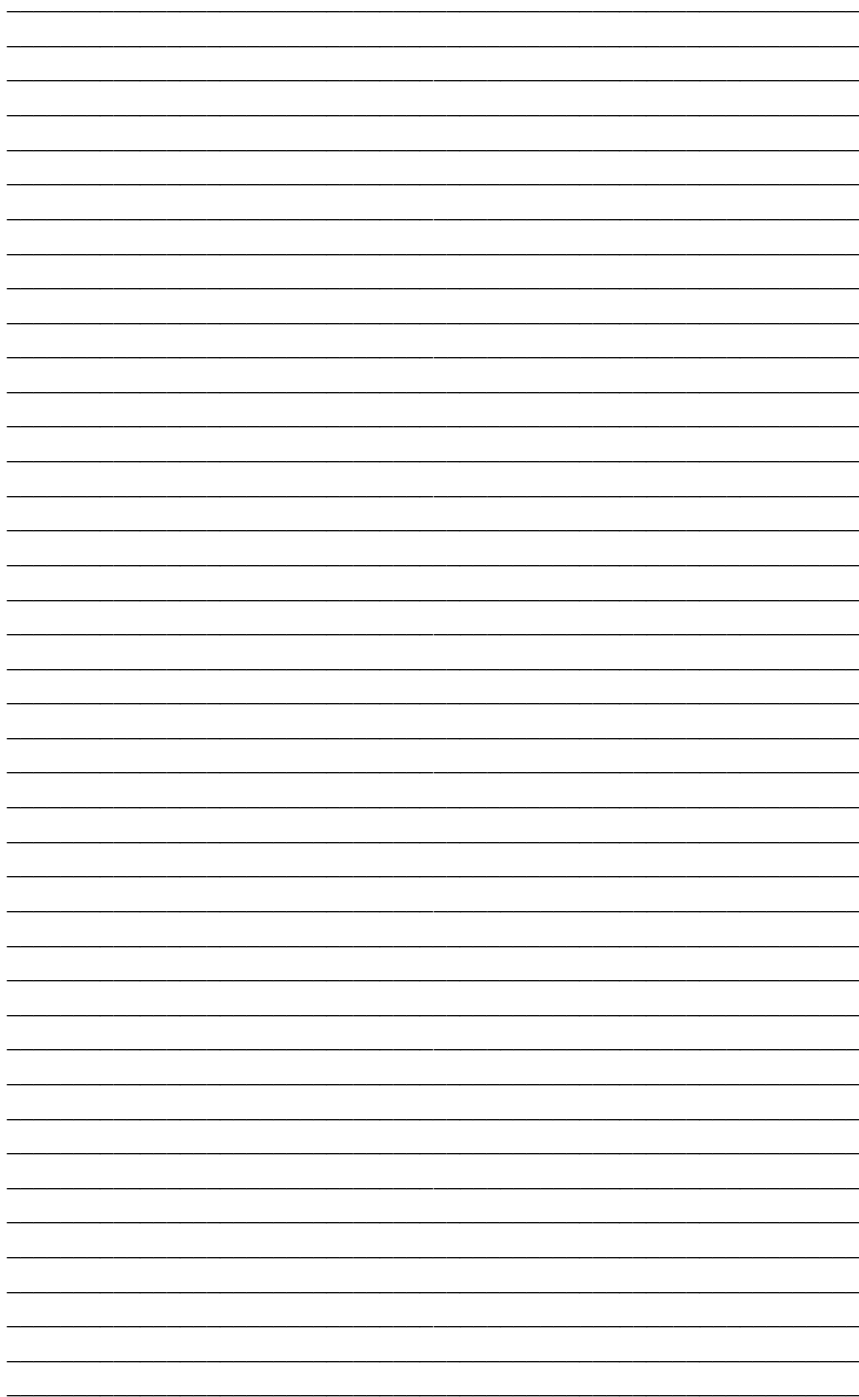
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Starting Notes: \_\_\_\_\_

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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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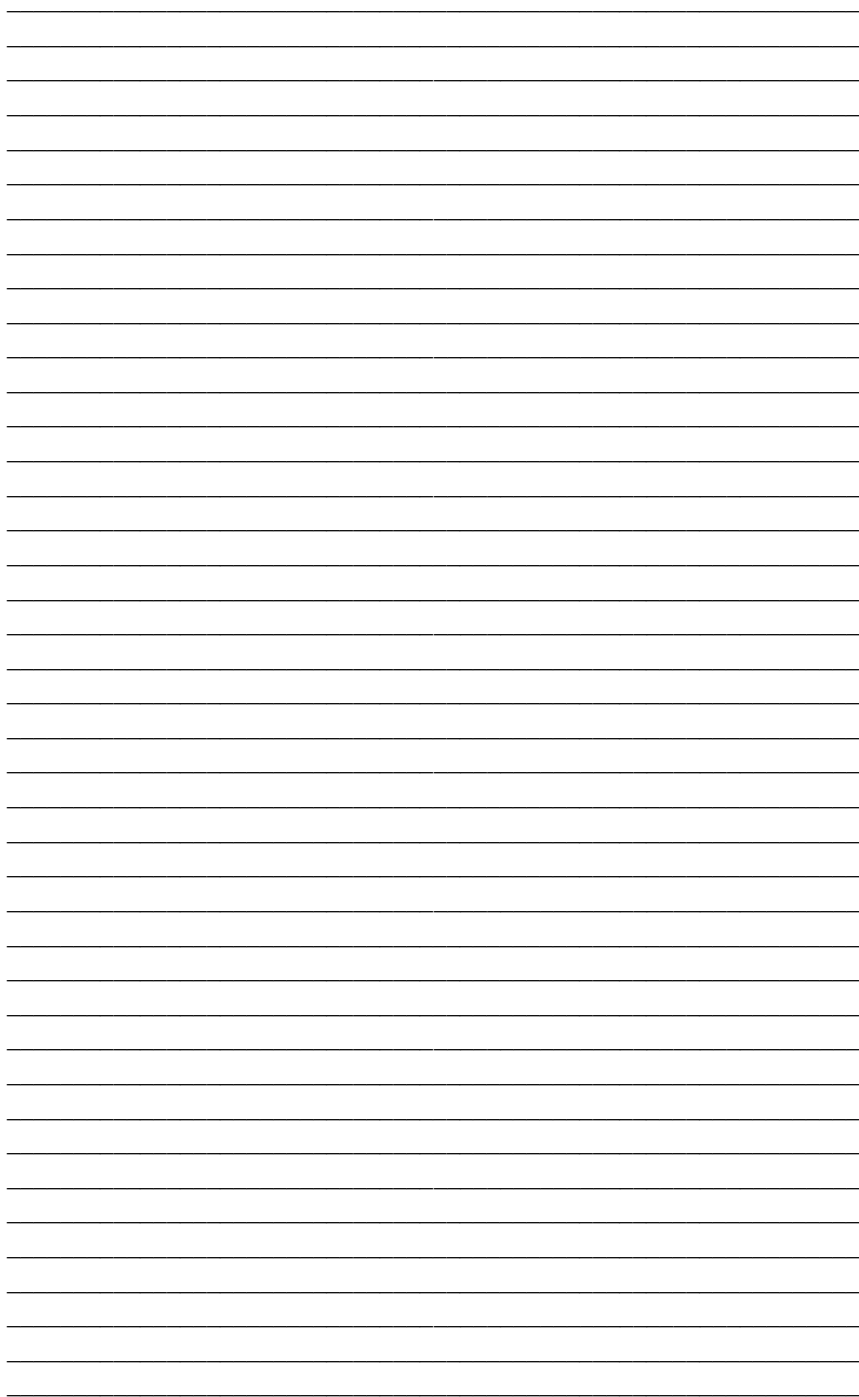
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Starting Point: \_\_\_\_\_

Starting Notes: \_\_\_\_\_

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<b>AC:</b>		<b>Needed for Next Level:</b>	
<b>Armor Worn:</b>			

<b>Max Hit Points:</b>		<b>Current Hit Points;</b>	
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**SAVING THROWS**

<b>Death Ray / Poison</b>	
<b>Wands / Paralyzation / Polymorph</b>	
<b>Petrification / Stone</b>	
<b>Dragon Breath</b>	
<b>Staves &amp; Spells:</b>	

**ATTACKS**

<b>Weapon</b>	<b>BtH</b>	<b>Damage</b>	<b>Notes</b>

**CONSUMABLES**

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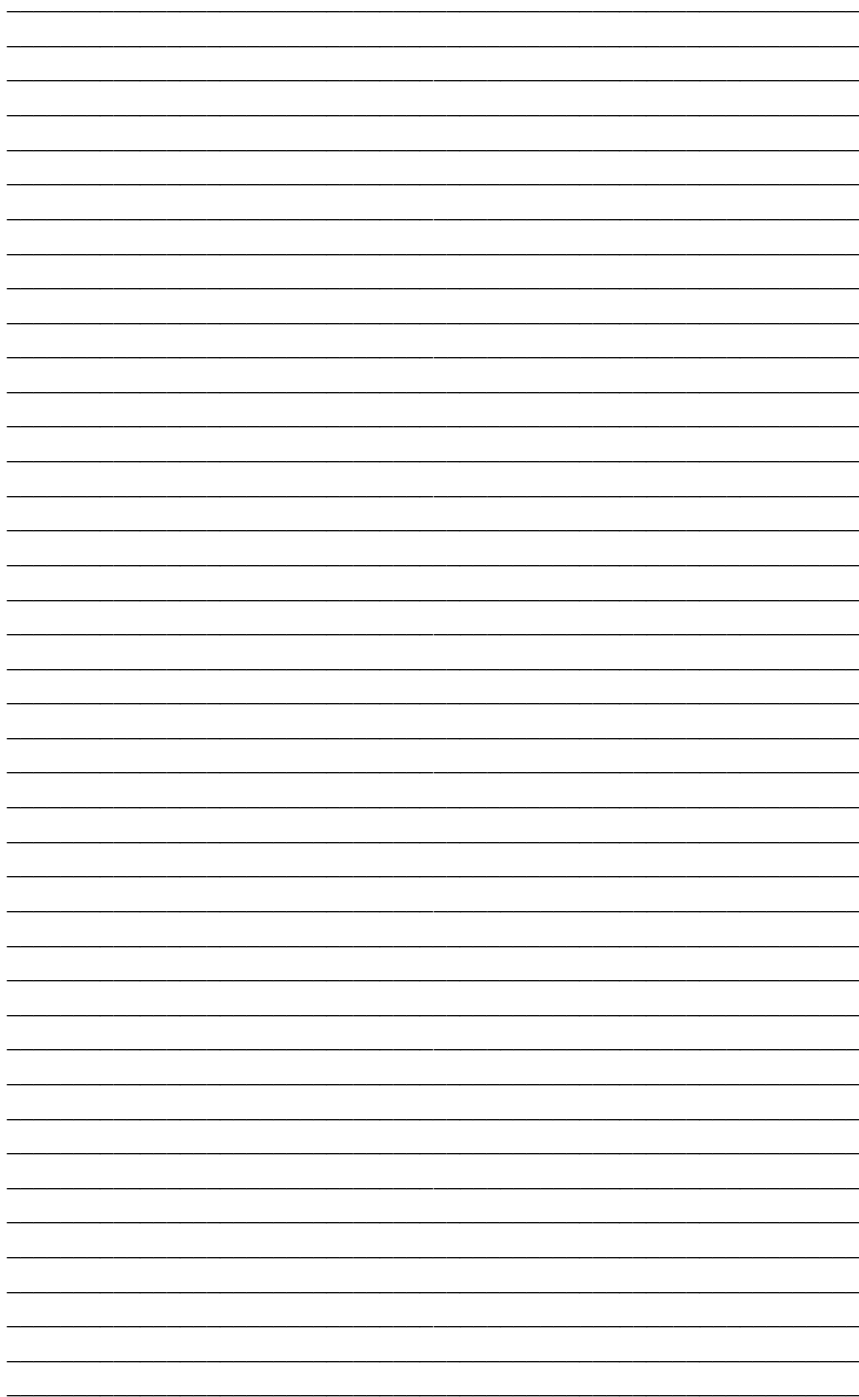
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Max Hit Points:		Current Hit Points;	
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### ATTACKS

Weapon	BtH	Damage	Notes

### CONSUMABLES

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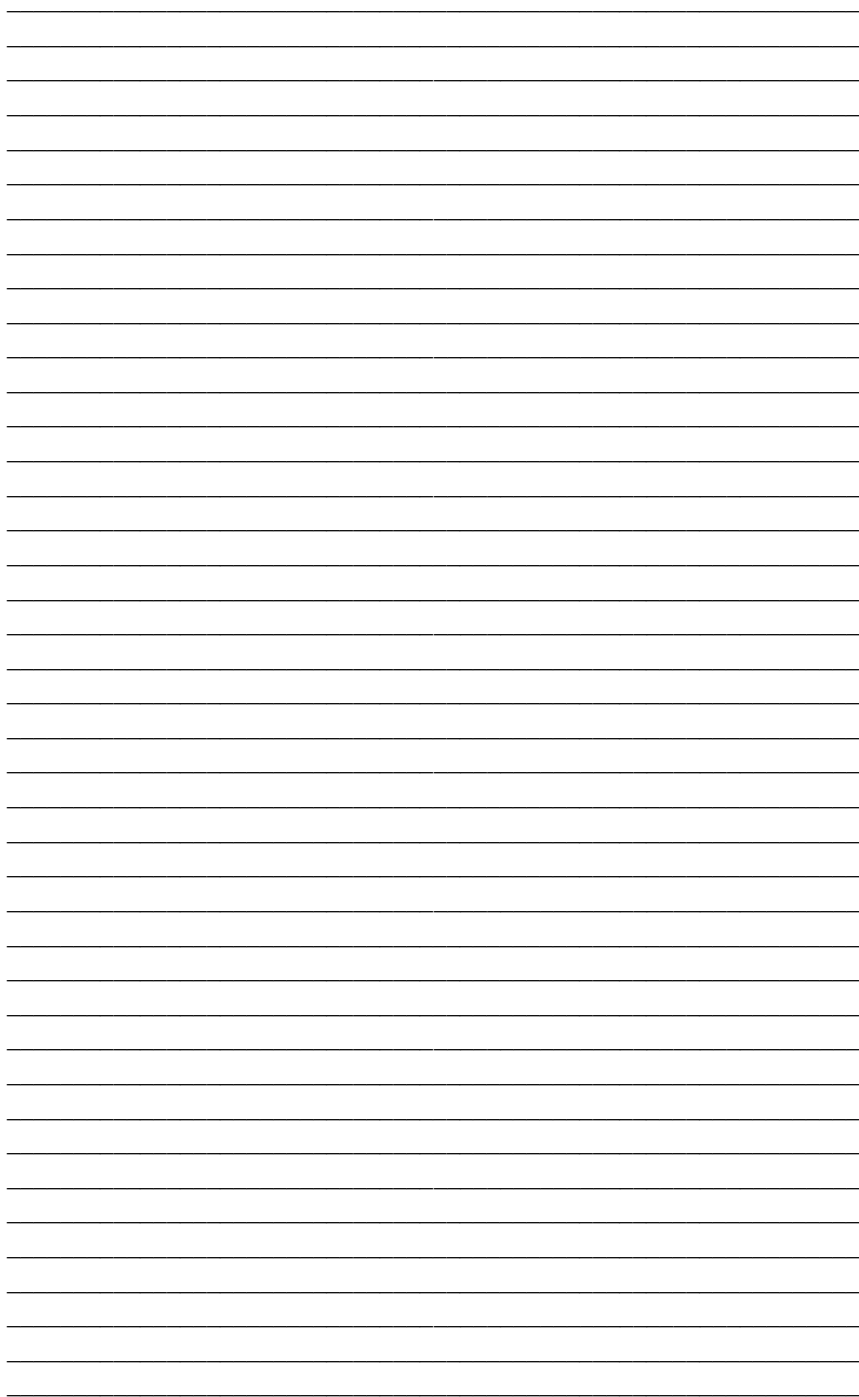
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Adventure Date: \_\_\_\_\_

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### ADVENTURE NAME

Starting Point: \_\_\_\_\_

Starting Notes: \_\_\_\_\_

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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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## SPELLS MEMORIZED

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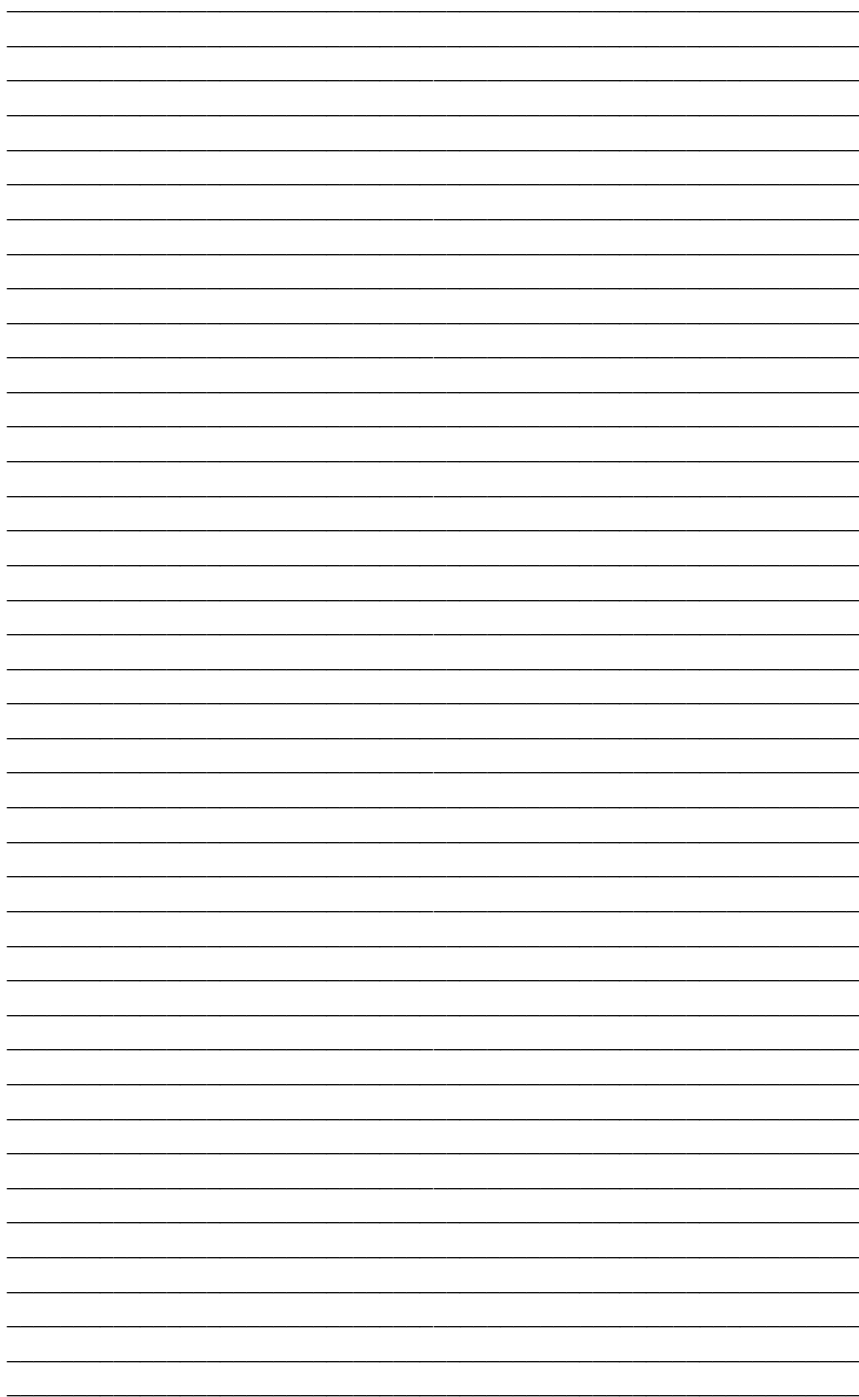
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### ADVENTURE NAME

Starting Point: \_\_\_\_\_

Starting Notes: \_\_\_\_\_

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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	
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### ATTACKS

Weapon	BtH	Damage	Notes

### CONSUMABLES

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## SPELLS MEMORIZED

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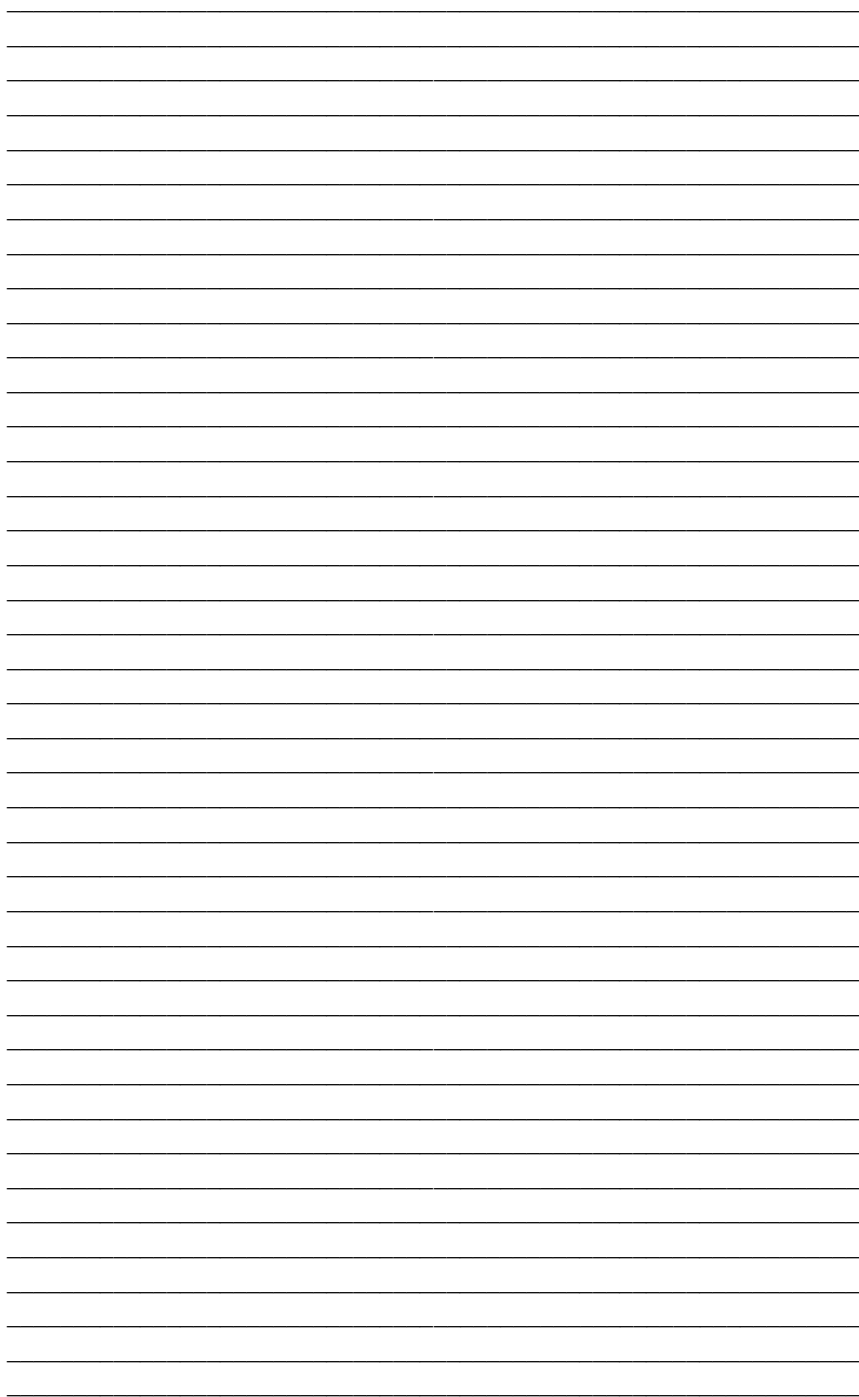
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**ADVENTURE NAME**

Starting Point: \_\_\_\_\_

Starting Notes: \_\_\_\_\_

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<b>Level</b>		<b>Current Experience:</b>	
<b>AC:</b>		<b>Needed for Next Level:</b>	
<b>Armor Worn:</b>			

<b>Max Hit Points:</b>		<b>Current Hit Points;</b>	
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**SAVING THROWS**

<b>Death Ray / Poison</b>	
<b>Wands / Paralyzation / Polymorph</b>	
<b>Petrification / Stone</b>	
<b>Dragon Breath</b>	
<b>Staves &amp; Spells:</b>	

**ATTACKS**

<b>Weapon</b>	<b>BtH</b>	<b>Damage</b>	<b>Notes</b>

**CONSUMABLES**

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## SPELLS MEMORIZED

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