

Character Name:

Survival	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skill	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Discovery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Role-playing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Innovation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Notoriety	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Personal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Victory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Success	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total			

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Victory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Success	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total			

Survival – your character survived the session.

Ability – you made an ability check (successful or otherwise).

Skill – you made a skill check (successful or otherwise).

Discovery – you can state one previously unknown thing that your character learned about the realm or its people.

Role-playing – for each descriptor you demonstrated during the session.

Innovation – your character faced non-combat obstacles that required you to take an innovative role in overcoming.

Notoriety – people witnessed your character’s deeds in a way that they will tell of them, whether as fame or infamy.

Personal – your character had a personal stake in the adventure (it centered on family members, friends, contacts, etc.)

Victory – your character engaged in combat and lived to tell the tale.

Success – the story had a main goal and it was achieved during this session.

PLAYERS

NPCs

FAN GENERATED CONTENT

DP GAME CHECKLIST

By Jim Alcalá Sales

Session Date:

Adventure Name:

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END GAME CONDITIONS

NOTES