Character Name:

Survival	☐	☐	☐
Ability	☐	☐	☐
Skill	☐	☐	☐
Discovery	☐	☐	☐
Role-playing	☐	☐	☐
	☐	☐	☐
Innovation	☐	☐	☐
Notoriety	☐	☐	☐
Personal	☐	☐	☐
Victory	☐	☐	☐
Success	☐	☐	☐
Total			

Character Name:

Survival	☐	☐	☐
Ability	☐	☐	☐
Skill	☐	☐	☐
Discovery	☐	☐	☐
Role-playing	☐	☐	☐
	☐	☐	☐
Innovation	☐	☐	☐
Notoriety	☐	☐	☐
Personal	☐	☐	☐
Victory	☐	☐	☐
Success	☐	☐	☐
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.
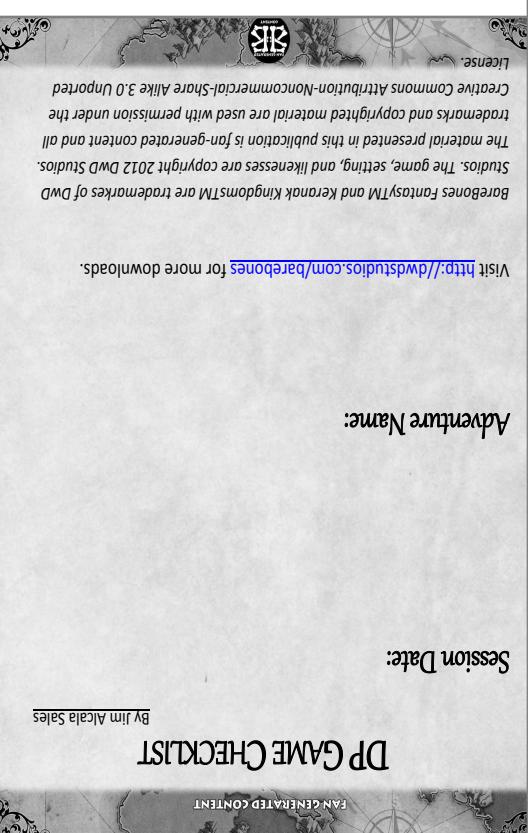
Personal – your character had a personal stake in the adventure (it centered on family members, friends, contacts, etc.)

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

END GAME CONDITIONS

NOTES

DP GAME CHECKLIST
By Jim Alcala Sales

FAN GENERATED CONTENT

Adventure Name:

Session Date: