

DP GAME CHECKLIST

FOR BAREBONES FANTASY

By Jim Alcala Sales

SESSION DATE:

ADVENTURE NAME:

Character Name

Survival	☐	☐	☐	☐	☐	☐
Ability	☐	☐	☐	☐	☐	☐
Skill	☐	☐	☐	☐	☐	☐
Discovery	☐	☐	☐	☐	☐	☐
Role-playing						
<i>Descriptor</i>	☐	☐	☐	☐	☐	☐
<i>Descriptor</i>	☐	☐	☐	☐	☐	☐
<i>Descriptor (if Human)</i>	☐	☐	☐	☐	☐	☐
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.

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This image shows a full page of blank, lined paper. It features approximately 20 evenly spaced horizontal blue or grey lines across its entire width. The lines are uniform in thickness and spacing, providing a guide for handwriting. There are no margins, text, or other markings on the page.

