

*Character Name:*

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

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<b>Innovation</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Notoriety</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Personal</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Victory</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Success</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Total</b>			

**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**

**DP GAME CHECKLIST**

By Jim Alcalá Sales

Session Date: \_\_\_\_\_

Adventure Name: \_\_\_\_\_

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**END GAME CONDITIONS**

**NOTES**