Line Course Experience Form									
Player Name:				FGS#		Anchor Game:			
Game Name PC Name			Class	Level	FP Hrs	EP Hrs NPC Hrs CAP Spent			
Game Name PC Name		Class		LATES	NI C IIIS	CAI Spent			
Change in PC and/or Items & Gold			Value	Origin	Item ID	Gain Loss	GM/BR		
Overall:	Design: Logistics:		N	Mental:	Physical:	Fighting: Risk:			
Roleplaying:				Hu mor:			ı		
Costume:			F	Fighting:					
Monster:				Effect:					
Comments:									
Game Name PC Name		Class Level		EP Hrs	NPC Hrs CAP Spent		ent		
Change in PC and/or Items & Gold				Value	Origin	Item ID	Gain Loss	GM/BR	
Overall:	Design:	Logistics:	N	Mental:	Physical:	Fighting:	Risk:		
	5	- 6				6 - 5			
Roleplaying:				Humor:					
Costume:				Fighting:					
Monster:			E	Effect:					
Comments:									
Game Name PC Name		Class	Level	EP Hrs	NPC Hrs CAP Spent		pent		
Change in PC and/or Items & Gold				Value	Origin	Item ID	Gain Loss	GM/BR	
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							1 1		
Overall: Design:		Logistics:		Mental:	Physical:	Fighting: Risk:			
Roleplaying:		I	Humor:						
Costume:		F	ighting:						
Monster:			E	Effect:					

Comments: