Line Course Experience Form

Player Name:		IFGS #	Anchor Game:

Game Name		PC Name	Class	Level	EP Hrs	NPC Hrs	CAP Spent	
Change in PC and/or Items & Gold			Value	Origin	Item ID	Gain Loss		GM/BR

Overall:		Design:		Logistics:		Mental:		Physical:		Fighting:		Risk:	

Roleplaying:		Humor:	
Costume:		Fighting:	
Monster:		Effect:	
Comments:			

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Costume:		Fighting:	
Monster:		Effect:	
Comments:			

Item IDs are required for all treasure except gold