

## **Event Reporting Form**

Date	Event Code:
Location	

☐ Infamy

GM Org Play #:		GM Name:				GM Faction:	
Adventure #:				Adventure Nam	ne:		
Reporting Codes: (check when instructed, line t	through all i	f no condition	s to report)		□A	□ B □ C □ D	Fame Earned:
Bonus Faction Goal Achieved:	☐ Ye	s 🗆 No	□ N/A	Scenario-based	Infamy earned?	☐ Yes ☐ No ☐ N/A	
						Faction:	
Player Name:	Org Play	<b>#</b> :		- 2	☐ Grand Archive☐ Radiant Oath	<ul><li>☐ Envoy's Alliance</li><li>☐ Horizon Hunters</li></ul>	☐ Slow Track☐ Dead
Character Name:		Class		Level	☐ Vigilant Seal	☐ Verdant Wheel	☐ Infamy
						Faction:	
Player Name:	Org Play	<b>#</b> :		- 2	☐ Grand Archive ☐ Radiant Oath	☐ Envoy's Alliance ☐ Horizon Hunters	☐ Slow Track
Character Name:		Class		Level	☐ Vigilant Seal	☐ Verdant Wheel	☐ Dead☐ Infamy
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Player Name:	Org Play	<b>#</b> -		- 2	☐ Grand Archive	☐ Envoy's Alliance	☐ Slow Track
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Character Name.		Ciass		Level			☐ Infamy
Dlayer Name	Ora DI-	4.		- 2	☐ Grand Archive	Faction:  □ Envoy's Alliance	☐ Slow Track
Player Name:	Org Play				☐ Radiant Oath ☐ Vigilant Seal	<ul><li>☐ Horizon Hunters</li><li>☐ Verdant Wheel</li></ul>	☐ Dead
Character Name:		Class		Level			☐ Infamy
					☐ Grand Archive	Faction:	
Player Name:	Org Play	#:		- 2	☐ Radiant Oath	<ul><li>☐ Envoy's Alliance</li><li>☐ Horizon Hunters</li></ul>	☐ Slow Track☐ Dead
Character Name:		Class		Level	☐ Vigilant Seal	☐ Verdant Wheel	☐ Infamy
						Faction:	
Player Name:	Org Play	#:		- 2	☐ Grand Archive ☐ Radiant Oath	☐ Envoy's Alliance ☐ Horizon Hunters	☐ Slow Track
Character Name:		Class		Level	☐ Vigilant Seal	☐ Verdant Wheel	☐ Dead☐ Infamy
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GM Org Play #: Adventure #: Reporting Codes: (check when instructed, line t Bonus Faction Goal Achieved:	through all i	GM Name:  f no condition s	s to report)	Adventure Nam	ne:  A Infamy earned?	GM Faction:  B C D  Yes No NA  Faction: Envoy's Alliance	☐ Slow Track
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GM Org Play #: Adventure #: Reporting Codes: (check when instructed, line t Bonus Faction Goal Achieved:  Player Name: Character Name:	through all in Ye	GM Name:  f no condition  S	s to report)	Adventure Nam Scenario-based - 2 Level	ation  ne:  A Infamy earned?  Grand Archive Radiant Oath Vigilant Seal  Grand Archive	GM Faction:  B C D Yes No N/A  Faction: Envoy's Alliance Horizon Hunters Verdant Wheel  Faction: Envoy's Alliance	☐ Slow Track ☐ Dead ☐ Infamy ☐ Slow Track
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GM Org Play #: Adventure #: Reporting Codes: (check when instructed, line to Bonus Faction Goal Achieved:  Player Name: Character Name:  Player Name: Character Name:  Player Name: Character Name:  Character Name:  Character Name:	Org Play	GM Name:  f no condition  No  t:  Class  t:  Class  t:  Class	s to report)	Adventure Nam  Scenario-based  - 2	ation	GM Faction:  B C D Yes No N/A  Faction: Envoy's Alliance Horizon Hunters Verdant Wheel  Faction: Envoy's Alliance Horizon Hunters Verdant Wheel  Faction: Envoy's Alliance Horizon Hunters Verdant Wheel  Faction: Envoy's Alliance Horizon Hunters	☐ Slow Track ☐ Dead ☐ Infamy
GM Org Play #: Adventure #: Reporting Codes: (check when instructed, line to Bonus Faction Goal Achieved:  Player Name: Character Name:  Player Name: Character Name:  Player Name: Character Name:  Player Name: Character Name:	Org Play	GM Name:  f no condition  No  t:  Class  Class  t:  Class	s to report)	Adventure Name  Scenario-based  - 2 Level  - 2 Level  - 2 Level  - 2 Level	ation	GM Faction:  B C D Yes No N/A  Faction: Envoy's Alliance Horizon Hunters Verdant Wheel  Faction: Envoy's Alliance Horizon Hunters	☐ Slow Track ☐ Dead ☐ Infamy
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Class

Character Name: