



Event Reporting Form

Date _____ Location _____ Event Code _____

GM Org Play # -2		GM Name		GM Faction	
Adventure # Pathfinder Society 2e		Adventure Name			
Reporting Codes (check when instructed; line through all if no conditions to report)				Fame Earned	
Bonus Faction Goal Achieved <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A		Scenario-based Infamy earned? <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 1: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 2: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 3: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 4: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 5: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 6: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 7: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		



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Adventure # Pathfinder Society 2e		Adventure Name			
Reporting Codes (check when instructed; line through all if no conditions to report)				Fame Earned	
Bonus Faction Goal Achieved <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A		Scenario-based Infamy earned? <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	
Player 1: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 2: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 3: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 4: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 5: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 6: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		
Player 7: Player Information		Faction Information		Other	
Player Name	Org Play # -2	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Other:		<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Slow Track	
Character Name	Class	Level	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy		