

COMBAT & INITIATIVE TRACKER



INITIATIVE & ROUNDS

NAME	HP	AC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
#1:																	
#2:																	
#3:																	
#4:																	
#5:																	
#6:																	
#7:																	
#8:																	
	HP	AC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
NPC #1:																	
NPC #2:																	
NPC #3:																	
NPC #4:																	
NPC #5:																	
NPC #6:																	
NPC #7:																	
NPC #8:																	
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
COMBAT/ENCOUNTER NOTES:																	