

Player Initiative/Conditions Tracking Sheet

Player: _____ (_____) 

Character: _____ Initiative Bonus

Bloodied!

Conditions

_____ (_____) <input type="checkbox"/>	_____ (_____) <input type="checkbox"/>
Type Duration Ended Type	Duration Ended
_____ (_____) <input type="checkbox"/>	_____ (_____) <input type="checkbox"/>
Type Duration Ended Type	Duration Ended

Ongoing Damages

_____ (_____) (_____) <input type="checkbox"/>	_____ (_____) (_____) <input type="checkbox"/>
Type Damage Duratio Ended Type	Damage Duratio Ended
_____ (_____) (_____) <input type="checkbox"/>	_____ (_____) (_____) <input type="checkbox"/>
Type Damage Duratio Ended Type	Damage Duratio Ended

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Type Damage Duratio Ended Type	Damage Duratio Ended

Monster Initiative/Conditions Tracking Sheet

Monster: _____
Identifier: _____

(_____)
Initiative Bonus
Bloodied!



Conditions

_____ (_____) <input type="checkbox"/>	_____ (_____) <input type="checkbox"/>
Type Duration Ended Type	Type Duration Ended
_____ (_____) <input type="checkbox"/>	_____ (_____) <input type="checkbox"/>
Type Duration Ended Type	Type Duration Ended

Ongoing Damages

_____ (_____) (_____) <input type="checkbox"/>	_____ (_____) (_____) <input type="checkbox"/>
Type Damage Duratio Ended Type	Type Damage Duratio Ended
_____ (_____) (_____) <input type="checkbox"/>	_____ (_____) (_____) <input type="checkbox"/>
Type Damage Duratio Ended Type	Type Damage Duratio Ended

Monster Initiative/Conditions Tracking Sheet

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Ongoing Damages

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Type Damage Duratio Ended Type	Type Damage Duratio Ended
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Type Damage Duratio Ended Type	Type Damage Duratio Ended

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Type Damage Duratio Ended Type	Type Damage Duratio Ended
_____ (_____) (_____) <input type="checkbox"/>	_____ (_____) (_____) <input type="checkbox"/>
Type Damage Duratio Ended Type	Type Damage Duratio Ended

Encounter Record Sheet

Encounter #:(____) Milestone: Short Rest: Extended Rest:

Monsters Encountered:

Treasure: (____)

XP Each x # Defeated : Total XP

Parcel #

_____(____)x(____):(____) DP:(____)GP:(____)

_____(____)x(____):(____) SP:(____)CP:(____)

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Magic Item: _____

_____(____)x(____):(____) Magic Item: _____

Total XP Earned for Encounter : (____) Magic Item: _____

Encounter Record Sheet

Encounter #:(____) Milestone: Short Rest: Extended Rest:

Monsters Encountered:

Treasure: (____)

XP Each x # Defeated : Total XP

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_____(____)x(____):(____) SP:(____)CP:(____)

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Magic Item: _____

_____(____)x(____):(____) Magic Item: _____

Total XP Earned for Encounter : (____) Magic Item: _____

Encounter Record Sheet

Encounter #:(____) Milestone: Short Rest: Extended Rest:

Monsters Encountered:

Treasure: (____)

XP Each x # Defeated : Total XP

Parcel #

_____(____)x(____):(____) DP:(____)GP:(____)

_____(____)x(____):(____) SP:(____)CP:(____)

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Gems: _____

_____(____)x(____):(____) Magic Item: _____

_____(____)x(____):(____) Magic Item: _____

Total XP Earned for Encounter : (____) Magic Item: _____