

|  |   |  |
|--|---|--|
| Init Result  | <div style="border: 1px solid black; width: 40px; height: 20px; display: inline-block; margin-bottom: 5px;"></div> <div style="border-bottom: 1px solid black; width: 100%; margin-top: 5px;"></div> <div style="text-align: right; font-size: 1.2em; font-weight: bold; margin-top: 5px;">PC COMBAT CARD</div> |  |
|  | Character Name  |  |
| Start of Turn: Apply Ongoing Damage  |   |  |
| Condition/End state  | Condition/End state   |  |
| Condition/End state  | Condition/End state   |  |
| Condition/End state  | Condition/End state   |  |
| Condition/End state  | Condition/End state   |  |
| Second Wind used: <input type="checkbox"/> Action Points used: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bloodied: <input type="checkbox"/><br>Healing Surges used: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |   |  |
| Damage Taken   |   |  |
| Notes  |   |  |
| End of Turn: Attempt Saving Throws, End Duration Effects   |   |  |
| Conditions: Asleep, Blinded, Dazed, Deafened, Dominated, Dying, Helpless, Immobilized, Marked (put marking creature's name in parens), Ongoing damage, Petrified, Prone, Restrained, Slowed, Stunned, Surprised, Unconscious, Weakened.<br>End State Abbreviations: EoT = end of turn; SoT = start of turn; Sv = until saving throw; EoE = end of encounter. Indicate whose turn; for example "Dazed/Tordek EoT." Cross out the condition when it ends.  |   |  |
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| Damage Taken   |   |  |
| Notes  |   |  |
| End of Turn: Attempt Saving Throws, End Duration Effects   |   |  |
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|   | Monster Name   |  |
| Start of Turn: Check for Recharge, Apply Ongoing Damage   |  |  |
| Condition/End state   | Condition/End state  |  |
| Condition/End state   | Condition/End state  |  |
| Condition/End state   | Condition/End state  |  |
| Condition/End state   | Condition/End state  |  |
| _____ daily/encounter power used: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ daily/encounter power used: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/><br>_____ daily/encounter power used: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Action points used (if elite or solo): <input type="checkbox"/> <input type="checkbox"/> Bloodied: <input type="checkbox"/> |  |  |
| Damage Taken  |  |  |
| Notes   |  |  |
| End of Turn: Attempt Saving Throws, End Duration Effects  |  |  |
| Conditions: Asleep, Blinded, Dazed, Deafened, Dominated, Dying, Helpless, Immobilized, Marked (put marking creature's name in parens), Ongoing damage, Petrified, Prone, Restrained, Slowed, Stunned, Surprised, Unconscious, Weakened.<br>End State Abbreviations: EoT = end of turn; SoT = start of turn; Sv = until saving throw; EoE = end of encounter. Indicate whose turn; for example "Dazed/Tordek EoT." Cross out the condition when it ends.               |  |  |
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