

5th Edition D&D – Player Combat Initiative Chart (PCIC)

Instructions: DM: Send the PCIC around the table at start of the game. **Players:** Write your Character's first name in pencil, incl. your AC, HP, Race, Class (R/C), Background (BGr) and Total Passive Checks (10 + n = t). Do **NOT** fill in the "Initiative" or "Engaged w/" columns.

CHARACTER	Initiative	Engaged w/	Insight, Investigate, Perception and Stealth are written as Passive checks			
1			AC	HP	R/C	BGr
			Insight	Invest.	Perception	Stealth
2			AC	HP	R/C	BGr
			Insight	Invest.	Perception	Stealth
3			AC	HP	R/C	BGr
			Insight	Invest.	Perception	Stealth
4			AC	HP	R/C	BGr
			Insight	Invest.	Perception	Stealth
5			AC	HP	R/C	BGr
			Insight	Invest.	Perception	Stealth
6			AC	HP	R/C	BGr
			Insight	Invest.	Perception	Stealth

Time Tracker Assuming a 10 hour Adventuring Day	8 am	9 am	10 am	11 am 11 am - Midday Short Rest (Lunch)	Midday
1 pm	2 pm	3 pm 3 pm - 4 pm Short Rest (Aft.Tea)	4 pm	5 pm	6 pm 6pm - 7 pm (Dinner) 8 pm Long Rest

DMs: Use the space to the left of character names to write marching or watch order (if required)

"Engaged w/" is where you can track close combatants or conditions during TotM play.

The DM fills out the CCIC before the game starts – using as many pages as he/she has encounters

Print in size A4 and fold this page in half. Then join it up with the Creature Combat Chart using an A4 size Clipboard

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5th Edition D&D – Creature Combat Initiative Chart (CCIC)

Encounter Number (Location): _____ Encounter Name: _____

CREATURE	Initiative	Engaged w/	Hit Points	Tally	Armor Class	Passive Insight, Perception and Stealth		
1			HP		AC	I	P	S
2			HP		AC	I	P	S
3			HP		AC	I	P	S
4			HP		AC	I	P	S
5			HP		AC	I	P	S
6			HP		AC	I	P	S
7			HP		AC	I	P	S
8			HP		AC	I	P	S
9			HP		AC	I	P	S
10			HP		AC	I	P	S
11			HP		AC	I	P	S