

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

Designed by Bruce Paris (Cairns, Australia) | Email: bruce.paris@gmail.com

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