

ENCOUNTER TRACKING SHEET		Adventure				Initiative Order				S					
		Encounter				H1		H2		H3		H4		A	
		Total XP												B	
		Pages												C	
Rnd	Effects	Players				Monsters									
		H1	H2	H3	H4	S	A1	A2	A3	A4	B1	B2	B3	B4	B5
1	On going damages														
	Conditions														
	Save Ends														
	Special														
HP Workout															
2	On going damages														
	Conditions														
	Save Ends														
	Special														
HP Workout															
3	On going damages														
	Conditions														
	Save Ends														
	Special														
HP Workout															

Encounter tracking method	(Alternatively if initiative rolls were thrown before the encounter for monsters, it can speed up the game.)	Before encounter
1. Apply ongoing damages, regeneration(special) before action of initiative holder. End or deal other effects if needed so.		start of character's turn
2.Let action happens by evaluating conditions/special states on acting character.Control actions,action points. (special)		Actions on turn
3.Edit chart according to damages and effects given by acting chacacter. Character can make saving throws. End effects if needed so.		End of character's turn

ENCOUNTER TRACKING SHEET		Adventure				Initiative Order				S					
		Encounter				H1		H2		H3		H4		A	
		Total XP												B	
		Pages												C	
Rnd	Effects	Players				Monsters									
		H1	H2	H3	H4	S	A1	A2	A3	A4	B1	B2	B3	B4	B5
4	On going damages														
	Conditions														
	Save Ends														
	Special														
HP Workout															
5	On going damages														
	Conditions														
	Save Ends														
	Special														
HP Workout															
6	On going damages														
	Conditions														
	Save Ends														
	Special														
HP Workout															

Encounter tracking method

1. Apply ongoing damages, regeneration(special) before action of initiative holder. End or deal other effects if needed so.

2.Let action happens by evaluating conditions/special states on acting character.Control actions,action points. (special)

3.Edit chart according to damages and effects given by acting chacacter. Character can make saving throws. End effects if needed so.

start of character's turn

Actions on turn

End of character's turn

ENCOUNTER TRACKING SHEET		Adventure				Initiative Order				S								
		Encounter				H1				H2		H3		H4		A		
		Total XP														B		
		Pages														C		
Rnd	Effects	Players				Monsters												
		H1	H2	H3	H4	S	A1	A2	A3	A4	B1	B2	B3	B4	B5			
7	On going damages																	
	Conditions																	
	Save Ends																	
	Special																	
HP Workout																		
8	On going damages																	
	Conditions																	
	Save Ends																	
	Special																	
HP Workout																		
9	On going damages																	
	Conditions																	
	Save Ends																	
	Special																	
HP Workout																		

Encounter tracking method													
1. Apply ongoing damages, regeneration(special) before action of initiative holder. End or deal other effects if needed so.											start of character's turn		
2.Let action happens by evaluating conditions/special states on acting character.Control actions,action points. (special)											Actions on turn		
3.Edit chart according to damages and effects given by acting chacacter. Character can make saving throws. End effects if needed so.											End of character's turn		

Ongoing Damage**Conditions****Save Ends****Special**

Ongoing 5	ON5	Blinded	BL	Any effect that save can end	Regeneration	RE5
Acid 5	AC5	Dazed	DZ		Healing	HE
Fire 5	FR5	Deafened	DF		Mark Someone	MK
Cold 5	CD5	Dominated	DO		Charge	CH
Necrotic 5	NC5	Dying	DY1-DY2		Run	RU
Poison 5	PO5	Helpless	HS		On Air (fly , levitated)	AR 5
Force 5	FO5	Immobilized	IM		Resistance	FR -5
Lightning 5	LG5	Prone	PR		Temporaly HP	HP 8
Psychic 5	PS5	Restrained	RS		Covered	CV
Radiant 5	RA5	Petrified	PT		Concealed	CC
Thunder 5	TH5	Marked	MK		Invisible (Totally concealed)	IN
		Slowed	SL		Action Point	AP
		Stunned	ST		Healing Surge used	HS
		Surprised	SP		Second Wind Used	SW
		Unconscious	UC		Total Defence	TD
		Weakened	WK		Insustantial	IS
		Squeezed	SQ			

HP Workout

40

25