

Encounter management

Before the encounter

Throw initiative rolls before the encounter for monsters and write total value on initaitive results column. Underline value of healing surge value, action points , death saves and write remaining hp values for each role.

Start of each combatant's turn

Look at the first round datas for the combatant. Apply ongoing damages and add regeneration value and edit value on hp track column, before the action.

Actions on turn

Let action happens by evaluating conditions/special states/power and any other effects on acting character. Edit round table according to combatant's actions. Edit hps , add new effects and make a cross on bloodied section if a combatant is so. Check actions. If healing surge or action points are used, edit on their columns by a simple cross. If an action cancels an effect on a combatant, simply cross on that effect.

End of turn

Combatant can make saving throws. End effects if needed. You can edit next round table according to ongoing effects. For the effects ongoing untill the end of next turn put “nt” to follow. You can edit xp reference table if a monster is killed.

SAMPLES

Marked by P1 (MK by P1)
Quarry of P1 (QU of P1)
+5 to WD nt
+1 to AR enc
Slowed by P1 nt
Dominated by P1
Curse A-1
A-1 CU by P1
Invisible nt (IN – nt)
used Action Point (Used AP)
Healed 10 by P1

Ongoing Damages

Ongoing 5
Acid 5
Fire 5
Cold 5
Necrotic 5
Poison 5
Force 5
Lightning 5
Psychic 5
Radiant 5
Thunder 5

Status and Power Effects

Blinded BL
Dazed DZ
Deafened DF
Dominated DO
Dying DY1-DY2
Helpless HS
Immobilized IM
Prone PR
Restrained RS
Petrified PT
Marked MK
Slowed SL
Stunned ST
Surprised SP
Unconscious UC
Weakened WK
Squeezed SQ
Killed KI

Combat adv. vs CA vs ...
Combat adv. Against CA to ...

Special States and Effects

Regeneration RE5
Healing HE
Mark MK
Charge CH
Run RU
On Air (fly , levitated) AR 5
Resistance FR -5
Temporaly HP HP 8
Covered CV
Concealed CC
Invisible (Totally concealed) IN
Action Point AP
Healing Surge used HS
Second Wind Used SW
Total Defence TD
Insustantial IS
Quarry QU
Curse CU
Vulnerability VU
AC AC
Will Defence WD
Ref. Defence RD
Fort. Defence FD
Attack Roll + AR ...
Damage Roll + DR ...

XP REFERENCE TABLE			
Player 1	Player 2	Player 3	Player 4



Designed by
Berkay Ayanoglu

[illegible]

[illegible]