



INITIATIVE

CHARACTER NAME _____ PLAYER NAME _____

START OF TURN: APPLY ONGOING DAMAGE			
CONDITION	END STATE	CONDITION	END STATE
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SECOND WIND USED: ACTION POINTS USED: BLOODIED: HEALING SURGES USED:

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.
 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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NOTES ABOUT PRINTING

These cards are formatted to be printed on either 8 1/2" x 11" paper or cardstock and be cut out or can be printed on Avery Information Cards (#5388 or #8388) or equivalent.