

Round Tracker

Write down important buffs, conditions, active abilities, and more

Your Initiative: _____

<div>Round 1 6 11</div> <div>○↻ Reaction used</div>	<div>Round 2 7 12</div> <div>○↻ Reaction used</div>	<div>Round 3 8 13</div> <div>○↻ Reaction used</div>	<div>Round 4 9 14</div> <div>○↻ Reaction used</div>	<div>Round 5 10 15</div> <div>○↻ Reaction used</div>
Effect ends:	Effect ends:	Effect ends:	Effect ends:	Effect ends:

ATTRIBUTES

☐ Clumsy

-X DEX

☐ Drained

-X CON & Max HP

☐ Enfeebled

-X STR

☐ Stupefied

-X INT/WIS/CHA

DEFENSES

☐ Off-Guard

-2 AC

☐ Fatigued

-1 AC, -1 Saves

☐ Prone

Off-guard, -2 attack

CHECKS

☐ Sickened

Checks & DCs

☐ Frightened

Checks & DCs

DYING

☐ Doomed

ACTIONS

☐ Slowed

-X actions/turn

☐ Stunned

-X actions

☐ Paralyzed

Off-guard, can't act

☐ Quickened

+X actions

CONTROL

☐ Confused

Off-guard, random target

☐ Controlled

No agency

☐ Fascinated

-2 perc & skills

☐ Petrified

Can't act or sense

SENSES

☐ Blinded

-4 Perc, difficult terrain

☐ Dazzled

concealed

☐ Deafened

-2 initiative, DC5 aud.

MOVEMENT

☐ Encumbered

Clumsy 1, -10ft

☐ Fleeing

Move away

☐ Immobilized

Can't move, Off-guard

☐ Grabbed

& DC 5 manip.

☐ Restrained

& No atk/manip.

CONDITIONS

Quick Action Bar	Uses	Checks	DC	Effect (i.e. damage, brief descriptions)
<div><div></div><div>Feat/Action/Item Activation/Trait</div><div>TYPE</div><div>○↻ ○↻ ○↻ ○↻ ○↻ ○</div><div>Other</div></div>	<div></div> <div>○ ○ ○</div> <div>○ ○ ○</div>			
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