

Round Tracker

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

Your Initiative:

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

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

[illegible]