

Initiative tracker

Encounter _____

Round 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Tick one box at the top of each round.

Init	Dex	Name	PC or monster	AC	Max HP	Hit points (cross out, write new)	Temp HP	Conditions, and the round each ends	Conc.	Death saves
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Conditions: blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious.

Highest initiative goes first. On a tie, the higher Dex modifier goes first. Temp HP takes damage before hit points do.