Init Result

Character Name

PC Combat Card

Start of Turn: Apply Ongoing Damage

Condition/End state	Condition/End state
Condition/End state	Condition/End state
Condition/End state	Condition/End state
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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Init Result

Character Name

PC Combat Card

Start of Turn: Apply Ongoing Damage

Condition/End state | Condition/End state

Condition/End state | Condition/End state

Condition/End state | Condition/End state

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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Init Result

Monster Name

Monster Combat Card

Start of Turn: Check for Recharge, Apply Ongoing Damage

Condition/End state	Condition/End state
Condition/End state	Condition/End state
Condition/End state	Condition/End state
Condition/End state	Condition/End state

_____ daily/encounter power used: ☐☐☐ _____ daily/encounter power used: ☐☐☐

_____ daily/encounter power used: ☐☐☐ Action points used (if elite or solo): ☐☐ Bloodied: ☐

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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Init Result

Monster Name

Monster Combat Card

Start of Turn: Check for Recharge, Apply Ongoing Damage

Condition/End state | Condition/End state

Condition/End state | Condition/End state

Condition/End state | Condition/End state

Condition/End state | Condition/End state

_____ daily/encounter power used: ☐☐☐ _____ daily/encounter power used: ☐☐☐

_____ daily/encounter power used: ☐☐☐ Action points used (if elite or solo): ☐☐ Bloodied: ☐

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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