

Init Result

# MONSTER COMBAT CARD

Monster Name \_\_\_\_\_

## 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:

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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.