

Init Result

PC COMBAT CARD

Character Name _____

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.