Combat Tracker

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Instructions

The sheet assumes the use of our Combat Procedure, but would work with any initiative system that uses segments.

- One row per round. One column per segment.
- The two circles at the left of each row can be used for anything. I use the first circle to write the round number. The second circle, I usually don't use, but you can put a mark it it if there's something special you need to remember about the round.
- After initiative is rolled, "line up the dominoes" for the round by marking the segments.
  - Mark the upper left corner of the segments corresponding to initiative. If the players roll 3 and the DM rolls 5, I make the upper left corner of the segment 3 column a blank (white) box, and the upper left corner of the segment 5 column a penciled-in (black) box. Then I can easily see what the initiative rolls were.
  - Mark the segments where melee attacks happen (if there are any combatants with attack routines on different segments, like *haste*d combatants or fighter classes 7th level or higher. I put a "G" on these segments, since melee is "G" in the DMG initiative rules, but you can use "M" for melee or anything you want.
  - Mark the segments ranged fire happens. Remember that some characters may have ranged fire prior to their initiative roll, due to reaction modifier. I put a "D" on these segments, since ranged fire is "D" in the DMG initiative rules, but you can us "R" for ranged or anything you want.
  - Mark the segments spells resolve. (e.g. if initiative is 3 and a *magic missile* is being cast (1 segment), segment 4 should be marked "MM" or similar to show that it will resolve on that segment.
  - Mark any other segments of import, such as when potions take effect or magic devices are discharged.

I'll upload some pictures of how I use the sheet eventually.

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