

## Health & Ongoing Effects

### Initiative Slot Order

- Combatants act in descending order.
- Heroes may swap their Turn Slot at the start of each new Round.

Slot	Combatant Name
 Hero 1	
 Grunt	
 Hero 2	
 Awakened	
 Hero 3	
 Elite	
 Hero 4	
 Boss	

### Counters

Campaign Clock		Round Counter	
Gold Pieces		Hit Counter	

**TIP:** Use a shorthand to help you track multiple Conditions and Sustain Effects in the space provided.

**Example:** 5 Stacks of **POISON** to "PSN 5".

Foe No.	HP	Conditions and Sustain Effects
 1		
 2		
 3		
 4		
 5		
 6		
 7		
 8		
 9		
 10		
 11		
 12		
 1		
 2		
 3		
 1		