

Initiative Slot Order

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

Slot	Combatant Name
<div> <div> <div></div> <div>Hero 1</div> </div> </div>	
<div> <div> <div></div> <div>Grunt</div> </div> </div>	
<div> <div> <div></div> <div>Hero 2</div> </div> </div>	
<div> <div> <div></div> <div>Awakened</div> </div> </div>	
<div> <div> <div></div> <div>Hero 3</div> </div> </div>	
<div> <div> <div></div> <div>Elite</div> </div> </div>	
<div> <div> <div></div> <div>Hero 4</div> </div> </div>	
<div> <div> <div></div> <div>Boss</div> </div> </div>	

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”.

Health & Ongoing Effects

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