

## 4<sup>th</sup> Edition D&D – Player Combat Chart

Please write your Hero's FIRST NAME in PENCIL – Do NOT fill in the Initiative Column or the Condition boxes.  
Passive Checks (10+Bonus) – Insight, Perception, etc. Calculate your Passive Checks (e. Arcana 15 = Base 10 + (+5).

**Hero's Name**      **Initiative**

			AC	FORT	REF	WILL	VISION
			Condition 1	Condition 2	Insight	Perception	Stealth
			Intimidate	Arcana	Dungeoneering	History	Nature
			AC	FORT	REF	WILL	VISION
			Condition 1	Condition 2	Insight	Perception	Stealth
			Intimidate	Arcana	Dungeoneering	History	Nature
			AC	FORT	REF	WILL	VISION
			Condition 1	Condition 2	Insight	Perception	Stealth
			Intimidate	Arcana	Dungeoneering	History	Nature
			AC	FORT	REF	WILL	VISION
			Condition 1	Condition 2	Insight	Perception	Stealth
			Intimidate	Arcana	Dungeoneering	History	Nature
			AC	FORT	REF	WILL	VISION
			Condition 1	Condition 2	Insight	Perception	Stealth
			Intimidate	Arcana	Dungeoneering	History	Nature
			AC	FORT	REF	WILL	VISION
			Condition 1	Condition 2	Insight	Perception	Stealth
			Intimidate	Arcana	Dungeoneering	History	Nature

### HOW TO ORGANISE THE 4<sup>TH</sup> EDITION COMBAT CHARTS

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**You need:** 1 x Clipboard (A4 Size)  
1 x Player Combat Chart (see above)  
1 x Adversary Combat Chart

**STEP 1:** Take your Adversary Combat Chart. Make a note of the Encounter Number (or page number) and name of Encounter.

**STEP 2:** In PENCIL, write down the monster GROUP/KIND name and number (eg. Kobolds x 3) in each of the separate boxes.

**STEP 3:** In PENCIL, make a note of EACH of the monster's total Hit Points (HP), as well as the number they get Bloodied on.

**STEP 4:** Leave the Condition boxes blank. You'll fill those in during the combat to track NPC conditions.

**STEP 5:** Write the PASSIVE Skill Checks of the creature in the boxes marked Perception, etc.

**STEP 6:** Lay your Adversary Chart under the clip on your clipboard.

**STEP 7:** Take your Player Combat Chart. Fold it in two along the dotted lines so that the chart is facing upwards.

**STEP 8:** Pass the chart around your game table at the start of the session. Get players to fill in the chart. Get them to leave the Initiative columns and the condition columns blank.

**STEP 9:** Insert the folded Player Combat Chart under the clip on the clipboard. Notice how it aligns with the Adversary Chart?

**STEP 10:** When you come to Initiative, write the Initiative number in the LEFT column for both Heroes and Adversaries. Use the RIGHT column to track turns (by placing a TICK next to the person whose turn it is). Erase the TICKS at the start of each round and begin afresh. Erase the Initiative scores at the end of each encounter and start afresh.