# 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.

1. One row per round. One column per segment.
2. 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.
3. After initiative is rolled, "line up the dominoes" for the round by marking the segments.
    1. 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.
    2. 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.
    3. Mark the segments ranged fire happens. Remember that some characters may have ranged fire prior to their initiative roll, due to reaction modifier.
    4. 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.
    5. 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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