



TRACKER & CONDITION STICKER SHEET

Print, cut, and stop forgetting whose concentration just broke.

POISONED

CONCENTRATING

RAGING

HIDDEN

HP · SPELL SLOTS · CONDITIONS · DEATH SAVES · TURN ORDER

Print on sticker paper and peel, or on plain paper and tape — your call.

Re-usable if you sleeve your sheet: place, move, and lift them all session.

A4 + US Letter · Fan-content for fifth edition tabletop role-playing.

HOW TO USE THIS SHEET

Every table loses track of the same things: who's concentrating, how many slots are left, who's one failed save from the grave. These little tokens fix that — print them, cut them, and place them right on the character sheet or battle map.

PRINTING

1. Print at 100% / 'Actual size' — do NOT 'fit to page', or the tokens will shrink.
2. Best on full-sheet label / sticker paper (A4 or US Letter). Plain paper works too — cut them out and use a loop of tape or a dry-erase sleeve.
3. The faint dashed line around each token is the cut line. Snip along it.

USING THEM

4. CONDITIONS & STATUS. Peel a marker onto the mini, the initiative tracker, or the sheet the moment it applies. Lift it when the condition ends.
5. HP & SLOTS. Write current values in the blanks; fill the bubbles as spell slots burn.
6. DEATH SAVES. Drop a death-save token by a downed character and fill the circles each roll.
7. TURN ORDER. Number tokens make a quick initiative ladder on the table edge.

Reminder: this is an at-table aid. Always follow your group's own rules.

HP & RESOURCE TOKENS

Write your numbers in; cut out and place. One set is rarely enough — print extras.

HIT POINTS

HP _____ current / max	HP _____ current / max	HP _____ current / max	HP _____ current / max
HP _____ current / max	HP _____ current / max	HP _____ current / max	HP _____ current / max
HP _____ current / max	HP _____ current / max	HP _____ current / max	HP _____ current / max
HP _____ current / max	HP _____ current / max	HP _____ current / max	HP _____ current / max

TEMP HP • HIT DICE • INSPIRATION • CONCENTRATION

TEMP HP _____	HIT DICE _____	INSPIRATION ★	CONCENTRATION spell: _____
TEMP HP _____	HIT DICE _____	INSPIRATION ★	CONCENTRATION spell: _____
TEMP HP _____	HIT DICE _____	INSPIRATION ★	CONCENTRATION spell: _____

Tip: sleeve your sheet and these become reusable with a fine dry-erase pen.

SPELL-SLOT TRACKER STRIPS

One strip per spell level. Fill a bubble as each slot is spent; clear them on a rest.

LEVEL 1



fill = spent

LEVEL 2



fill = spent

LEVEL 3



fill = spent

LEVEL 4



fill = spent

LEVEL 5



fill = spent

LEVEL 6



fill = spent

LEVEL 7



fill = spent

LEVEL 8



fill = spent

LEVEL 9



fill = spent

Cut the strips apart, or keep them as one block down the margin of your sheet.

CONDITION & STATUS MARKERS

Peel one onto the mini or sheet the instant it applies — lift it when it ends.

BLINDED	CHARMED	DEAFENED
FRIGHTENED	GRAPPLED	INCAPACITATED
INVISIBLE	PARALYZED	PETRIFIED
POISONED	PRONE	RESTRAINED
STUNNED	UNCONSCIOUS	CONCENTRATING
RAGING	HIDDEN	DODGING

EXHAUSTION one token; mark the current level

1 level	2 level	3 level	4 level	5 level	6 level
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CUSTOM / HOMEBREW write in your own — curses, blessings, table effects

_____	_____	_____
_____	_____	_____

DEATH SAVES & TURN ORDER

Drop a death-save token by anyone at 0 HP; lay the number tokens out as your initiative ladder.

DEATH SAVES

DEATH SAVES

SUCCESS ○○○

FAILURE ○○○

DEATH SAVES

SUCCESS ○○○

FAILURE ○○○

DEATH SAVES

SUCCESS ○○○

FAILURE ○○○

TURN ORDER

number your combatants down the initiative ladder

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20