

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	2	3	4	5	6
level	*level*	*level*	*level*	*level*	*level*

CUSTOM / HOMEBREW

write in your own — curses, blessings, table effects

_____	_____	_____
_____	_____	_____

Print a few sheets — conditions stack fast in a big fight.

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