



Combat Encounter

Encounter Name

Difficulty

XP Value

Location

INITIATIVE

- 25
- 24
- 23
- 22
- 21
- 20
- 19
- 18
- 17
- 16
- 15
- 14
- 13
- 12
- 11
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1
- 0
- 1
- 2
- 3
- 4
- 5

Monster

<div>Challenge</div> <div>XP</div> <div>Type</div>					
<div>Race</div> <div>Size</div>					
<div>STR</div> <div>DEX</div> <div>CON</div>			<div>ATTACK</div> <div>ATK BONUS</div> <div>DAMAGE/TYPE</div>		
<div>INT</div> <div>WIS</div> <div>CHA</div>			<div>ATTACKS & SPELLCASTING</div>		
<div>INITIATIVE</div>	<div>SPEED</div>	<div>AC</div>	<div>HIT POINTS</div> <div>1</div>	<div>HIT POINTS</div> <div>2</div>	<div>HIT POINTS</div> <div>3</div>
			<div>HIT POINTS</div> <div>4</div>	<div>HIT POINTS</div> <div>5</div>	<div>HIT POINTS</div> <div>6</div>

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			<div>HIT POINTS</div> <div>4</div>	<div>HIT POINTS</div> <div>5</div>	<div>HIT POINTS</div> <div>6</div>

Notes

Reset
All

Reset
Init.

Reset
Mons.