Condition Tracker

Initiative / Name	Blinded	Dazed	Deafened	Dominated	Dying	Helpless	Immobilized	Marked	Petrified	Prone	Restrained	Slowed	Stunned	Surprised	Unconscious	Weakened	Ongoing Damage Type:	Ongoing Damage Type:	Ongoing Damage Type:	Ongoing Damage Type:

Check the box if a save ends the condition.