

MitzNSimz Encounter Tracker

Table Card · the one page you need beside the dice · v1.75

Setting up

1. Load your party	More > Party Configurations, or add players manually. Party & XP holds their levels — set once, remembered.
2. Add the monsters	Monster DB > search > set a quantity > Add. Several of one creature collapse into a single group.
3. Roll initiative	Roll Init does the monster side; type players' own rolls into their cards.
4. Go	Next Turn (or press N). The banner shows who is up and who is next.

During the fight

Damage / heal	Type a number, then DMG or HEAL. Temp HP absorbs first.
Several at once	Tick the checkboxes, then use the bulk DMG / HEAL buttons — for fireballs.
Conditions	Conditions button > pick > set rounds. It counts down and expires itself.
Concentration	Mark the caster; the tracker prompts the save with the right DC when they take damage.
Death saves	Automatic for players at 0 HP. For a boss, enable with the DS button on its card.
Find the turn	Click the current name in the top banner to scroll straight to the active card.
Tidy the list	Press H to hide defeated creatures. Press again to show them.
Absent player	The person icon button on their card — skipped in turn order, still counts for XP.
Mistake	Ctrl/Cmd+Z. Undo goes back 20 steps, including clearing the encounter.

Ending the session

Award XP	Party & XP shows raw, adjusted and per-player XP for what was defeated.
Keep the log	More > export the combat log as text, Markdown or JSON, or copy the AI recap prompt.
Save for later	More > Save Encounter (to your library, or to a file to move between devices).
Back up	More > Full Backup — all custom monsters, spells, parties and encounters in one file.

Keyboard

N	Next turn
H	Hide / show defeated
Ctrl/Cmd + Z	Undo
Esc	Close popover or dialog

Worth remembering

- Everything is stored in this browser only — there is no sync. Export a Full Backup before changing device or clearing data.
- You need to be online once, for the first database download. After that the tracker runs offline at the table — you are only online again to update the database or to re-fetch it on a new browser or after clearing storage.
- Undo does not restore the combat log — export a session summary first if you need the record.
- Parsed stat blocks are a starting point: check AC, HP, attacks and recharge text before saving.

Full detail lives in the User Guide (Help > User Guide in the app). MitzNSimz — Miniatures and tools for Dungeon Masters.