

Hit Points, Ammo Or Whatever Tracker

For **Direction**  **Purpose**

Max *Tracking From 1 Up* ☒ **HP** ☐ **Ammo** ☐ **Other**

1 2 3 4 5
4 HP HIT!

6 7 8 9 10
6 HP HIT!

11 12 13 14 15
3 HP HIT!

16 17 18 19 20

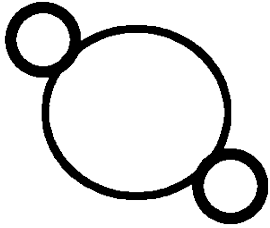
21 22 23 24 25
Got 24 HP To Lose

**Hit Points,
Ammo
Or
Whatever
Tracker**

**Created by
Unbalanced Dice Games**

Hit Points, Ammo Or Whatever Tracker

Just a simple bunch of sheets to track things like Hit Points or Ammo. The sheet is filled with these icons:



The center circle will have a number in it. The two little circles are there so you can visually mark if the circle is either a counter or a max marker. You decide which it is. There should be one max marker per bunch of tracking sheets. The other circle is(are) the tracking marker(s). As you use ammo, lose HP or expend whatever you count from the last marked tracking circle and put another mark in a circle. When the current tracking circle matches or exceeds the max circle then one's HP is 0 or less, there isn't any more ammo or whatever else your using the sheet for has maxed out.

You have 2 ways you can go: forward or backwards:



If you fill in the left arrow your going backwards. And if it's the right arrow your going forwards. The left means your going backwards from the circle you marked as your max. The right means your going forwards from the 1 circle. There are some other things on the first page: For, Max and Purpose. For is who the sheet is for. Max is the number that corresponds to the circle you marked as your max. Purpose is what is being tracked: Hit Points, Ammo or Other. All this information is only on the first page. After that the pages have only circles/numbers on them. Each page has 25 numbered circles in it. The maximum number that a circle will contain is 1000.

Start Counting!

Links To Ranges

(1) to (25)
(26) to (50)
(51) to (75)
(76) to (100)
(101) to (125)
(126) to (150)
(151) to (175)
(176) to (200)
(201) to (225)
(226) to (250)
(251) to (275)
(276) to (300)
(301) to (325)
(326) to (350)
(351) to (375)
(376) to (400)
(401) to (425)
(426) to (450)
(451) to (475)
(476) to (500)
(501) to (525)
(526) to (550)
(551) to (575)
(576) to (600)
(601) to (625)
(626) to (650)
(651) to (675)
(676) to (700)
(701) to (725)
(726) to (750)
(751) to (775)
(776) to (800)
(801) to (825)
(826) to (850)
(851) to (875)
(876) to (900)
(901) to (925)
(926) to (950)
(951) to (975)
(976) to (1000)

For

Direction

Purpose

HP

Ammo

Other

Max

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

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24

25

