Faster Combats

Being Organised will let your combats run faster

1. Create an Initiative Order page ordered faster to slower.
2. Create a sticky note for each combatant.
3. Use colors to highlight Player Characters, Significant NPCs, Unique Foes, and Mooks.
4. Use each note track important state changes, dead, dying, bleeding, burning, and so on.
5. At each players' turn, use the state of the initiative order to give them a brief situation report [sit-rep] BEFORE you ask what they want to do.
6. New turn, re-order the sticky notes to reflect the new initiative order.
7. If a player 'holds' their move, move their sticky lower down the order. That will stop them being forgotten.