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# Pathfinder Combat Pad



## Synopsis

Never miss a turn with the Pathfinder Combat Pad initiative tracker. Usable with any roleplaying game, this wet and dry erase board includes magnets that stick right to it! List the names of heroes and foes on the magnets using a wet or dry erase marker, then place them in initiative order. When the order changes, simply slide the magnets to their new places. Take the uncertainty out of battle with the Pathfinder Combat Pad!Includes:- 1 Double-sided magnetic wet and dry erase board- 2 Sheets of magnets, each with: - 13 Blue player character magnets - 13 Red enemy magnets - 9 Green nonplayer character magnets - 2 Round arrows - 2 Turn arrows - 2 Next round magnets  
Price Includes VAT

## Book Information

Game

Publisher: Paizo Inc.; Brdgm edition (December 1, 2015)

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Product Dimensions: 9.1 x 0.3 x 11 inches

Shipping Weight: 8.8 ounces

Average Customer Review: 4.6 out of 5 stars 67 customer reviews

Best Sellers Rank: #74,013 in Books (See Top 100 in Books) #22 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #8054 in Books > Teens

## Customer Reviews

Before purchasing this product, I used notecards for initiative determination in the campaign that I run. Each PC and NPC had a card, and when we rolled initiative I would write down the various results and then put the notecards in order, then cycle through. It worked, but it was a little clumsy. I saw this product and thought it might solve my problems. The magnets work well, and names can easily be erased. All characters involved are visible at all times, so changes in initiative are easy to make. The board makes it easy to keep track of rounds, whose turn it is. The dry erase board side for notes is perfect for keeping track of NPC hit points and any modifications to their stats that may come up during combat (from buffs from allies, getting hit by a ray of enfeeblement, etc.). This board takes the place of both the notecards I used to use and the notebook for notes that I used previously. I have not had any problems with the magnets sticking. My only complaint is the turn arrow and the round counter arrow don't seem to have a very solid stick. They have not fallen off

during any of the past three sessions I've used it in, but I believe these will be the first magnets to fail as time passes. Fortunately, there are a couple of each included with the board. Overall, it is a great product and I am very happy with it. I would recommend this item to anyone that is running a pen and paper roleplaying game.

This is the Pathfinder branded version of the old Games Mastery Initiative Pad. The idea is the same: Using a steel-cored pad of glossy card of approximately letter sizing to keep track of D20/OGL initiative order during combat, with room set aside to make notes in wet or dry erase pen, using magnetic rubber labels to represent each player/character. You take a label for each player/character, and write his/her name on it in wet or dry erase pen. Then you arrange the labels in order based on the players' initiative rolls. You add in labels for NPC baddies and it's Game On! Labels can be offset to keep track of the various ways in which players can make a pig's ear of the order, such as by holding an action or preparing a counter-spell and so forth. There are extra magnets that act as pointers on the numbered track so you, as the GM, can keep the number of rounds straight. You get two sheets of labels which should last you forever (I've been using the previous version for over five years, have used permanent ink for some players' character's labels and retired the labels when the player left the game and I still have plenty of labels left over). So what's new? They took the horizontal round track from the header area and placed it vertically between the initiative-tracker bit and the note-taking bit. They reversed the initiative-tracker bit and note\_taking bit so the notes are now on the right hand side of the pad. This is a \*big\* improvement for a right-handed GM. The labels are longer. The pad is double sided, so when one side gets damaged the other can be used. This is great. Not-so-great - They removed the "by fives" index that helps place labels in initiative order. Fewer labels in fewer colors - the original had four different colors, this one has three, and the original labels being shorter they could get more labels from a sheet. That said, I think the pad is excellent value for money and a great use of scarce GM dollars.

Works with both dry and wet erase markers. There are more tabs than I could ever use in one combat, so I can plan multiple combats in advance. Easily store all the parts because it's magnetic on both sides. Awesome tool!

This is great for the DM. I gotta say it makes keeping tracks of baddies and PC's easy. The dry erase feature makes it super easy to add "poisoned for 3 rounds" for one person or "stunned for next round" to someone else, and then just wipe it away. As for displaying it for the party, the magnetics

when vertical would slip, or fall off. an easel would be a good accompaniment, but might take up space on the table that could be used for better purposes (potato chips)i use mine every time, but it isn't a "mandatory" item

It takes a little bit of getting used to, but works great once you've got the hang of it! We leave players in green, enemies in red, and any additional good guys that aren't sitting around the table in blue. Alternatively, we have had civilians or other enemy factions in blue. I'm so grateful that there's three colors which allows this to be possible. Not something I thought of when I bought it, but great in retrospect!The large number of magnets given allow DM's to prep their battles ahead of time, which saves valuable time, and it's so easy to just move people around. Also the dry erase feature is great when you have "Goblin 3" written and can erase and update it once your players inevitably rename it to something silly.I don't necessarily use the turn and round feature, so I can't comment on those.The large amount of space to the right is perfect for tracking HP and limitations.Overall, this is a great gift for your DM, or yourself (:

Where was this when I was playing AD&D back in the 80s? I love using this in my Pathfinder campaign. It makes things flow smoothly as I effortlessly keep track of my monsters and the players regardless of the size of the battles. Too many times I lost track of initiatives for my monsters and this device makes it easy.I also like the magnetic feature combined with the dry erase board. Before I could buy one of these I pulled up a photo of one on the Internet and printed off several dozen copies. Once I got the actual board in my hands, those went into the trash. Now when I prepare to go to our game store to run the PF campaign, this is the first item to go into my bag. Yes, it goes in before the dice do! Now that shows how much value this combat pad has for me.

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