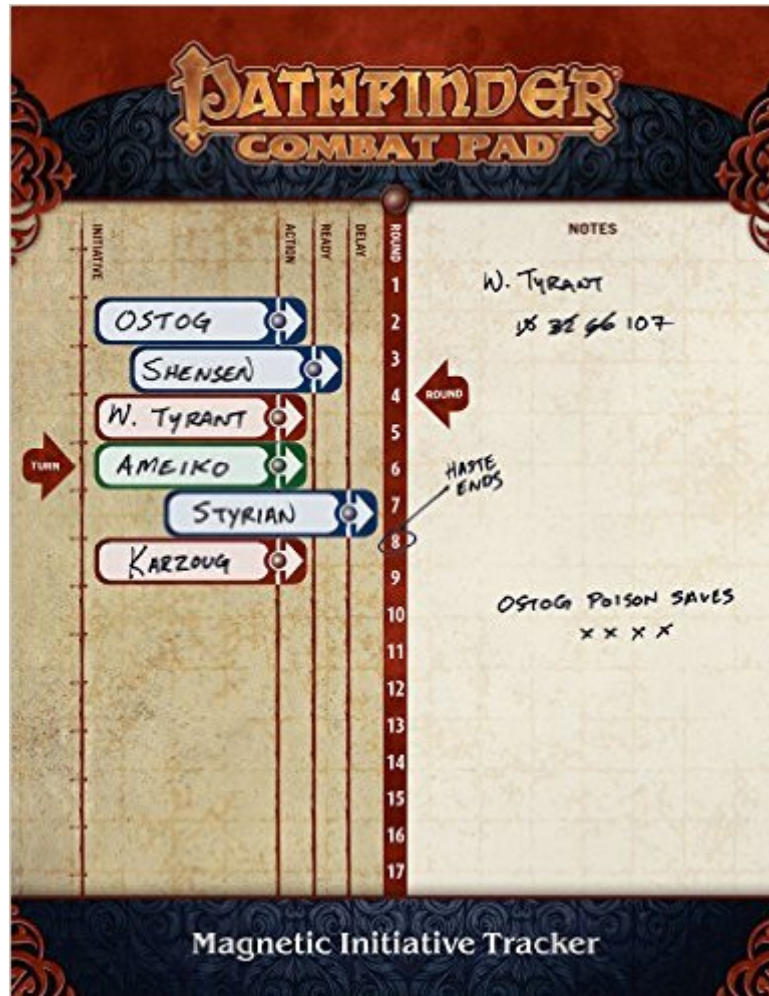


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# Pathfinder Combat Pad



## 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 Publishing Inc.; Brdgm edition (December 1, 2015)

Language: English

ISBN-10: 1601255470

ISBN-13: 978-1601255471

Product Dimensions: 9.1 x 0.3 x 11 inches

Shipping Weight: 8.8 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars • See all reviews (53 customer reviews)

Best Sellers Rank: #21,883 in Books (See Top 100 in Books) #7 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #2982 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.

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!

I found this to be non-distracting and easy to adjust to the very first game session; better than scratch paper. Giving it only 3 stars because despite its handiness, it's too flimsy to use while it's on my lap the way I'd use an old notebook to keep combat notes. Remedied the problem with an old clipboard (which also helps keep the unused magnets from sliding out of their sheet). Lost one of the round markers almost immediately - just passing it around to the players so that they could get a look at it - all in all it's more delicate than I'd like, but still a useful addition to my GM toolkit.

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

This is a great tool for keeping track of combat and keeping the players actively involved in the turn order. It's also a great resource for temporary notes or quick diagram sketches to share with the rest of the table. My only complaint is that I wish the magnets were stronger. They don't stick to the sheet very well (especially the Turn and Round magnets).

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.

This initiative tracker works exactly as it should and does what its description says it does. Not a bad product. However, I wish there were some better way to track turns and rounds, as the tiny magnet pointers often slip or fall to the floor and are hard to find. Solid purchase.

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 (:

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