





# INITIATIVE TRACKER

MADE BY JORESS FROM RPGSESSIONS.COM | 2024 V1.1  
INSPIRED BY THE STAR WARS INITIATIVE TRACKER  
BY ROGUE09X AND STANSHINN

| CHARACTER                               |  | ☀ | ^ | ⚙ | # |
|---|--|---|---|---|---|
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | 1 | 2 |   | 4 |
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | 2 | 0 |   | 2 |
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | 3 | 1 |   | 1 |
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | 0 | 1 |   | 7 |
| NPC <input checked="" type="checkbox"/> | PC <input type="checkbox"/>            | 0 | 3 | 1 | 6 |
| NPC <input checked="" type="checkbox"/> | PC <input type="checkbox"/>            | 1 | 3 |   | 3 |
| NPC <input checked="" type="checkbox"/> | PC <input type="checkbox"/>            | 1 | 0 |   | 5 |

| CHARACTER                    |                             | ☀ | ^ | ⚙ | # |
|------------------------------|-----------------------------|---|---|---|---|
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |   |   |   |   |
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| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |   |   |   |   |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |   |   |   |   |

| SLOT ORDER                              |  | ROUND |   |   |   |  |  |  |  |  |  |
|---|--|-------|---|---|---|--|--|--|--|--|--|
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | ✓     | ✓ | ✓ |   |  |  |  |  |  |  |
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | ✓     | ✓ | ✓ |   |  |  |  |  |  |  |
| NPC <input checked="" type="checkbox"/> | PC <input type="checkbox"/>            | ✓     | ✓ | ✓ |   |  |  |  |  |  |  |
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | ✓     | ✓ |   |   |  |  |  |  |  |  |
| NPC <input checked="" type="checkbox"/> | PC <input type="checkbox"/>            | ✓     | ✓ |   |   |  |  |  |  |  |  |
| NPC <input checked="" type="checkbox"/> | PC <input type="checkbox"/>            | ✓     | ✓ | ✓ | ✓ |  |  |  |  |  |  |
| NPC <input type="checkbox"/>            | PC <input checked="" type="checkbox"/> | ✓     | ✓ |   |   |  |  |  |  |  |  |
| NPC <input type="checkbox"/>            | PC <input type="checkbox"/>            |       |   |   |   |  |  |  |  |  |  |
| NPC <input type="checkbox"/>            | PC <input type="checkbox"/>            |       |   |   |   |  |  |  |  |  |  |
| NPC <input type="checkbox"/>            | PC <input type="checkbox"/>            |       |   |   |   |  |  |  |  |  |  |

| SLOT ORDER                   |                             | ROUND |  |  |  |  |  |  |  |  |  |
|------------------------------|-----------------------------|-------|--|--|--|--|--|--|--|--|--|
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
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| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |
| NPC <input type="checkbox"/> | PC <input type="checkbox"/> |       |  |  |  |  |  |  |  |  |  |

| NAME     | ADVERSARY | DEFENSE |       | SOAK | STRAIN    |         | WOUNDS    |         | TURNS |   |  |  |  |  |
|----------|-----------|---------|-------|------|-----------|---------|-----------|---------|-------|---|--|--|--|--|
| Big Boss | 1         | -       | -     | 4    | -         | -       | 12        | 3       | ✓     | ✓ |  |  |  |  |
|          |           | RANGED  | MELEE |      | THRESHOLD | CURRENT | THRESHOLD | CURRENT |       |   |  |  |  |  |

| NAME | ADVERSARY | DEFENSE |       | SOAK | STRAIN    |         | WOUNDS    |         | TURNS |  |  |  |  |  |
|------|-----------|---------|-------|------|-----------|---------|-----------|---------|-------|--|--|--|--|--|
|      |           |         |       |      |           |         |           |         |       |  |  |  |  |  |
|      |           | RANGED  | MELEE |      | THRESHOLD | CURRENT | THRESHOLD | CURRENT |       |  |  |  |  |  |

| NAME | ADVERSARY | DEFENSE |       | SOAK | STRAIN    |         | WOUNDS    |         | TURNS |  |  |  |  |  |
|------|-----------|---------|-------|------|-----------|---------|-----------|---------|-------|--|--|--|--|--|
|      |           |         |       |      |           |         |           |         |       |  |  |  |  |  |
|      |           | RANGED  | MELEE |      | THRESHOLD | CURRENT | THRESHOLD | CURRENT |       |  |  |  |  |  |

| NAME    | ADVERSARY | DEFENSE |       | SOAK | STRAIN    |     | WOUNDS |  | TURNS |   |   |  |  |
|---------|-----------|---------|-------|------|-----------|-----|--------|--|-------|---|---|--|--|
| Thugs 1 |           |         |       | 3    | 10        | III |        |  | ✓     | ✓ | ✓ |  |  |
|         |           | RANGED  | MELEE |      | THRESHOLD |     |        |  |       |   |   |  |  |

| NAME               | ADVERSARY | DEFENSE |       | SOAK         | STRAIN        |                | WOUNDS         |                | TURNS        |              |              |             |             |
|--------------------|-----------|---------|-------|--------------|---------------|----------------|----------------|----------------|--------------|--------------|--------------|-------------|-------------|
| <del>Thugs 2</del> |           |         |       | <del>3</del> | <del>10</del> | <del>III</del> | <del>III</del> | <del>III</del> | <del>✓</del> | <del>✓</del> | <del>✓</del> | <del></del> | <del></del> |
|                    |           | RANGED  | MELEE |              | THRESHOLD     |                |                |                |              |              |              |             |             |

| NAME | ADVERSARY | DEFENSE |       | SOAK | STRAIN    |  | WOUNDS |  | TURNS |  |  |  |  |
|------|-----------|---------|-------|------|-----------|--|--------|--|-------|--|--|--|--|
|      |           |         |       |      |           |  |        |  |       |  |  |  |  |
|      |           | RANGED  | MELEE |      | THRESHOLD |  |        |  |       |  |  |  |  |

| NAME | ADVERSARY | DEFENSE |       | SOAK | STRAIN    |  | WOUNDS |  | TURNS |  |  |  |  |
|------|-----------|---------|-------|------|-----------|--|--------|--|-------|--|--|--|--|
|      |           |         |       |      |           |  |        |  |       |  |  |  |  |
|      |           | RANGED  | MELEE |      | THRESHOLD |  |        |  |       |  |  |  |  |