

# INITIATIVE TRACKING SHEET

## LIST CHARACTERS BY INITIATIVE COUNT (INCLUDE INITIATIVE BONUS FOR BREAKING TIES)

50		25	
49		24	
48		23	
47		22	
46		21	
45		20	
44		19	
43		18	
42		17	
41		16	
40		15	
39		14	
38		13	
37		12	
36		11	
35		10	
34		9	
33		8	
32		7	
31		6	
30		5	
29		4	
28		3	
27		2	
26		1	

## INITIATIVE MODIFIERS

### BONUSES

Take an Aim action	+1
Take a Brace action	+1
Take a Regroup action	+(Int bonus + 5)
Score a Triumph	+10

### PENALTIES

<i>Bleeding</i> *	-1 per round
Fire a tactical weapon	-2
Suffer a movement penalty due to terrain ( <i>see page 325</i> )	-2
Fire a 1-handed weapon using 2 hands	-2
Make a final attack	-2
Take a Kick action	-2
Lose one or more wounds **	-2
Fail a saving throw	-2
Suffer a critical miss or failure	-2 per action die spent
Become <i>fatigued</i> *	-3 (first round only)
Use a weapon for which you don't possess the appropriate proficiency	-4 (once per weapon per round)
Become <i>shaken II</i> *	-4 (first round only)
Apply the Called Shot trick	-5
Take a Stand Off action	-5
Suffer a critical hit and lose one or more wounds **	-5
Fail a saving throw made to resist stress damage	-5
Fail a saving throw made to reduce explosive damage	-5
Suffer a critical injury *	-10
Become <i>exhausted</i> *	-10 (first round only)
Take a Press action	-20
Suffer 1 or more points of electrical damage	-(amount of damage suffered)
Fail a Sense Motive check made to resist a Diversion action	-1d4 (or -2d4 with a critical success)
Take a Delay action	-(Initiative Count decrease)
Take a Readied action	Initiative Count reset to current

\* These modifiers apply even if the condition is gained and lost during the same round. Each of these modifiers may only apply once per round, however.

\*\* These modifiers do not stack when they are triggered by the same injury.