

Combat Actions & Initiative Tracking Sheet

Combat Number One

C/M/A	Reflex	Rd1 Init.	Actions	Rd2 Init.	Actions	Rd3 Init.	Actions	Rd4 Init.	Actions	Rd5 Init.	Actions
PC1:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC2:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC3:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC4:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC5:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC6:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5

C/M/A	Reflex	Rd1 Init.	Actions	Rd2 Init.	Actions	Rd3 Init.	Actions	Rd4 Init.	Actions	Rd5 Init.	Actions
Monster1:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster2:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster3:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster4:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster5:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster6:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5

Notes

Combat Number Two

C/M/A	Reflex	Rd1 Init.	Actions	Rd2 Init.	Actions	Rd3 Init.	Actions	Rd4 Init.	Actions	Rd5 Init.	Actions
PC1:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC2:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC3:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC4:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC5:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
PC6:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5

C/M/A	Reflex	Rd1 Init.	Actions	Rd2 Init.	Actions	Rd3 Init.	Actions	Rd4 Init.	Actions	Rd5 Init.	Actions
Monster1:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster2:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster3:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster4:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster5:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5
Monster6:			1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5

Notes