

Initiative Impulse Tracker

Roll Initiative: Success starts at 1 in order of result. Failure starts at 2.

Turns progress clockwise.

When a character acts, move that character clockwise a number of spaces equal to the action cost.

Common Action Costs (in impulses):

Attack (based upon weapon speed)	3+
Use a skill	3
Move 10 meters	2
Stand, fall prone, simple interaction	1
Aim, Assault, Dodge	+1

Start of Round

