



WEAPON OR ACTION	INITIATIVE RANK
Pistol (at range)	1st
Musketoon	2nd
Harquebus	3rd
Musket	4th
Rifle	5th
Falconet	6th
Minion Drake	7th
Pike	8th
Halberd	9th
Plug Bayonet	10th
Rapier	11th
Long Sword	12th
Spell, Prayer	13th
Saber	14th
Poignard	15th
Pistol (in melee)	16th
Cutlass, Hanger	17th
Cudgel	18th
Thrown knife	19th
Bare fist or kick	20th
Reloading, Opening a door, Grabbing something etc.	21st
Bomb, Greek Fire, Fumigant, Alkahest, Holy Water	22nd

Dex 3: -3 Init
 Dex 3-5: -2 Init
 Dex 6-8: -1 init
 Dex 9-12: —
 Dex 13-15: + 1 Init
 Dex 16-18: + 2 Init
 Redress: -1 init
 Exploit: -1 init
 Encumbered: -1 init