

# Initiative Cards v2.0 (Modern)

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# Introduction

Keeping track of initiative in games using the d20 System can get complicated. Every GM has a method that he or she favors, but which sometimes lacks in versatility or utility. These Initiative Cards provide GMs both with an easy way to keep track of initiative, and a handy reference for all the sorts of information a GM sometimes needs during a game session.

There are two different types of Initiative Cards:

- **Character cards**—which contain information about the player characters and the occasional non-player character. You can use these cards for familiars as well.
- **Monster cards**—which contain information about monsters (though it's best to use character cards for monsters that have class levels). You can use these cards for most animal companions as well.

## Initiative Cards in Play

Before beginning play, fill out one Initiative Card for each opponent the heroes are likely to face during the coming session. If you have a current copy of the heroes' character sheets, fill one out for each hero; if not ask each player to fill one out at the start of the game.

When combat begins, ask the players to roll initiative while you roll initiative for any opponents and non-player characters. Set aside any cards for characters or creatures who are surprised. One by one, go around the table and ask each player for his or her character's initiative result. Write their initiative numbers down in the space marked "INIT" on the cards; do the same for all the initiative rolls you make. Use a pencil; you'll be erasing and rewriting these numbers fairly often. Sort the stack of cards by initiative total with the highest on top.

Then simply begin at the top of the stack, moving each card to the bottom when that character or creature has concluded its turn. If you have characters or creatures joining combat who have not yet rolled initiative, ask them to roll for initiative, jot down their initiative numbers, and place their cards in the proper place in the initiative order.

If a character or creature delays, or readies an action, turn that Initiative Card sideways, with the "Delay/Ready" box showing. If a character or

creature falls unconscious, simply turn the card sideways facing the other direction, with the word "Unconscious" visible.

## Character Cards

Use character cards for player characters, non-player characters, familiars, and monsters that have classes and levels.

**NAME:** Record the character's name here.

**ALLEG/RACE:** Record the character's allegiance and race here. The former may be useful for class abilities that work off of a character's allegiance; the latter is useful for spells, effects, and situations that take the character's race into consideration. If you're using the character card to represent a familiar, record the animal's species (cat, hawk, rat, weasel, etc.) here.

**INIT:** Leave this space blank at first. When combat begins, use it to record the character's initiative roll.

**Def:** Record the character's base Defense here, including Def for touch attacks (TCH)—attacks that disregard armor—and for attacks when the character is flatfooted (FLT). There is also a box in which

you can mark any temporary changes to the character's Def (TMP) that occur during the course of the game.

**CLS/LVL:** Record the character's classes and levels here. If the character has several classes, you might want to use abbreviations: Str for Strong, Fst for Fast, or Tgh for Tough, for example.

**Delay or Ready:** Turning the card so this space is showing indicates the character is delaying or has readied an action.

**STR, DEX, CON, INT, WIS, and CHA:** Record the character's ability scores and ability modifiers here.

**FORT, REF, and WILL:** Record the character's Fortitude, Reflex, and Will saving throws here.

**SPD:** Record the character's base movement here.

**VIS:** Record any special vision modes the character might have, such as low-light vision, darkvision, or blindsight. If the vision mode has a range, make sure you note that, such as "Dark 60."

**Skills:** Record the total skill modifiers (skill rank + ability modifier + miscellaneous modifiers) here. This area lists only those skills for which the GM

DELAY or READY	NAME				ALLEG/RACE				INIT			
	DEF				CLASS/LEVEL							
	STR				INT				FORT			
	DEX				WIS				REF			
	CON				CHA				WILL			
Skills												
Bluff				Move Silently								
Diplomacy				Search								
Hide				Sense Motive								
Listen				Spot								
Languages												
Special/Notes												
												
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The Character Card

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should regularly make skill checks on the player's behalf. (See Chapter Seven: Gamemastering in the *d20 Modern Roleplaying Game*™) In addition to their use for recording skills that are not already included, the blank skill spaces can be used to record other score-based information, such as Spell Resistance.

**Languages:** Record the languages the character knows here. This could come in handy when the characters encounter speech or writing in a language other than English. (You can check which of the characters might understand without having to ask the players which languages each characters know.)

**Special/Notes:** Use this space to record any temporary effects on the character, such as spells or the special attacks of monsters, and to keep track of the duration of such effects.

**Unconscious:** Turning the card so this space is showing indicates that the character is unconscious.

## Monster Cards

Use monster cards for monsters that don't have classes and levels. You can use one card to represent multiple monsters of the same type (one card to stand for three ogres, for example), or you can use individual cards for individual monsters.

**NAME:** Record the monster's name here. You can use one card to represent a number of identical monsters, or use separate cards for each according to your own preferences.

**ALLEG:** Record the monster's allegiance here. Knowing the monster's alignment could be important for spells that key off of a character's allegiance.

**INIT:** Leave this space blank at first. When combat begins, use it to record the character's initiative roll.

**Delay or Ready:** Turning the card so this space is showing indicates the character is delaying or has readied an action.

**DEF:** Record the monster's base defense here, including Def for touch attacks (TCH)—attacks that disregard armor—and for attacks when the character is flatfooted (FLT). There is also a box in which you can mark any temporary changes to the monster's Def (TMP) that occur during the course of the game.

**INIT:** Record the monster's initiative modifier here.

**FORT, REF, and WILL:** Record the monster's Fortitude, Reflex, and Will saving throws here.

**SPD:** Record the monster's base movement here. If the monster has other movement modes, record those as well, with a brief notation such as "Fly 50/Swim 40."

**VIS:** Record any special vision modes the character might have, such as low-light vision, darkvision, or blindsight. If the vision mode has a range, make sure you note that, such as "Dark 60."

**GRAP:** Record the monster's grapple bonus here.

**Skills:** Record skills and total skill modifiers (skill rank + ability modifier + miscellaneous

modifiers) here. Unlike Character Cards, no specific skills are listed in this area. In addition to their use for recording skills, these spaces can be used to record other score-based information, such as Spell Resistance.

**Attacks:** Record the monster's attacks here. Spaces are included for Attack (#) (the method of attack, such as "Bite," "2 Claws," or "Sword"), Bonus (the attack modifier), Type (the type of damage, "P" for piercing, "B" for bludgeoning, and "S" for slashing), and Damage (the damage caused by the attack).

**HP:** Use this space to keep track of the monster's hit points.

**Special/Notes:** Use this space to record any temporary effects on the monster, such as spells or the special attacks of other monsters,

and to keep track of the duration of such effects.

**Unconscious:** Turning the card so this space is showing indicates the character is unconscious.

The Monster Card

## Example of Play

A combat begins in Rich's game—the characters encounter a group of five low-level ordinary thugs. Rich tells the players to roll initiative for their characters, while he rolls for the thugs. Since Rich has prepared his Initiative Cards for the thugs in advance, all he has to do is pull out the cards, check the initiative modifiers, and roll 1d20 for them. For convenience, Rich is using a single initiative roll for all five thugs; this also lets him to track them using just one card. The thugs get a total of 14.

The players tell Rich what they rolled for initiative: Wendy, playing Samantha, gets a 9; Joanna,

playing Kelly, gets a 23; Jeff, playing Joey, gets a 24; and JD, playing Sugar, gets a 13. As the players tell Rich their initiatives, he puts them in place, so the final initiative order looks like this: Joey (24), Kelly (23), the thugs (14), Sugar (13), and Samantha (9).

Joey doesn't want to charge into the midst of the enemy, so he delays. Rich turns Joey's card 90 degrees to the right, leaving the "Delay or Ready" indicator showing. He then moves Joey's card to the back.

Next up is Kelly who attacks with her bow, but misses; Rich moves her card to the back of the stack. Then come the thugs, who shoot at Sugar. The thugs' attacks only have to beat Sugar's flat-footed Defense, since Sugar hasn't acted yet.

Next, Sugar attacks a thug, and deals 12 points of damage. Rich records this on the thugs' card, under "Hit Points." Then Samantha acts, shooting a thug.

Now Jeff decides that Joey will act, and so Rich moves Joey's card back up to the front. He runs to where two thugs are standing, and uses his unarmed attack to inflict a stunning 6 points of nonlethal damage.

NAME		ALLEG/RACE		INIT	
Thug					
DEF		BASE	TOH	FLT	TMP
14		13	13		
STR		INT		FORT	
14		13		+4	
DEX		WIS		REF	
12		10		+1	
CON		CHA		WILL	
15		8		+0	
CLASS/LEVEL		StO 1/TO1			
SPD		40			
GRAP		+3			
VIS					
Skills		Drive +5 Intimidate +3 Swim +3			
Attack (#)		Bonus	Type	Damage	
Unarmed		+4	M/N	1d6+2	
Knife		+4	M	1d4+2 (19-20)	
Colt M1911		+2	R	2d6	
HP/AP		14 14 14 14 14			
2					
Special/Notes		Brawl Personal Firearms Pr. Simple Weapons Pr.			
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