Initiative Cards v3.0 (Fantasy)
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The GameMechanics

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Introduction

Keeping track of initiative in the Pathfinder Role-playing Game can get complicated. Every GM has a method that he or she favors, but those can sometimes lacks in versatility or utility. 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, and monster cards. **Character cards** contain information about the player characters and the occasional non-player character. You can use these cards for familiars as well. **Monster cards** contain information about monsters. You can also use monster cards for animal companions.

NUTS AND BOLTS: Erasing
Because there are a couple of places on Initiative Cards where you'll be doing frequent writing, erasing, and rewriting, you should consider putting a piece of transparent matte tape (such as Scotch Magic Tape) over those parts of the card, so that you can erase old data without damaging the card.

Initiative Cards in Play

Before beginning play, print and fill out as many character cards as you need for the player characters, and print as many monster cards as you need for the monsters.

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 that 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. Then do the same for all the initiative rolls you make. Use a pencil—you'll be erasing and rewriting these numbers fairly often.

Then simply begin at the top of the stack, moving each card to the bottom when that character or creature has concluded its turn. When you once again reach the first card in the initiative order, if anyone has not yet rolled initiative, ask them to roll for initiative now. Then 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

The Monster Card

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.

Monster Cards

Use monster cards for monsters and animal companions.

NAME: This is the monster's name. You can use one card to represent multiple monsters of the same type (using one card to track the initiative and hit points of three ogres, for example), or you can use individual cards for individual monsters.

ALIGN/RACE: This is the monster's alignment and type. Knowing the monster's alignment could be important for spells that key off of alignment, such as protection from evil. If you're using the monster card to represent an animal companion, list the animal's species (cat, hawk, weasel, etc.) as its race.

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

Delay or Ready: Turn the card so this space is showing to indicate the character is delaying or has readied an action.

AC: This is the monster's armor class, including base AC, AC for touch attacks (TCH)—attacks that disregard armor—and AC for attacks when the character is flat-footed (FLT). There is also a box in which you can mark any temporary changes to the monster's AC (TMP) that occur during the course of the game.

CLASS/LEVEL: Record any classes and levels the monster might have. If the monster has several classes, you might want to use abbreviations: Brb for Barbarian, Clr for Cleric, or Wiz for Wizard, for example.

FORT, REF, and WILL: This is where you can find the monster's Fortitude, Reflex, and Will saving throws.

SPEED: The monster's base movement is indicated here. Alternate movement modes, such as flying speed or swimming speed, are recorded here as well.

CMB: The monster's Combat Maneuver Bonus appears here.

CMD: The monster's Combat Maneuver Defense appears here.

CR: The monster's Challenge Rating appears here.

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XP: The monster's Experience Point value appears here.

Skills: The monster's skills and total skill modifiers (skill rank + ability modifier + miscellaneous modifiers) are listed here. Unlike Character Cards, the skills listed here vary from monster to monster.

Attacks: The monster's attacks appear here. The information listed includes Attack (#) (the method of attack, such as "Bite," "Claw (2)," or "Sword"); Bonus (the attack modifier; for clarity, you can also add an "m" for melee attacks, or "r" for ranged attacks); Type ("P" for piercing, "B" for bludgeoning, and "S" for slashing); and Damage (the damage caused by the attack).

AMMO: If the monster's attacks use ammo, use these boxes to keep track of it. (You can also use these boxes to keep track of charges on magic items.)

HP: Use this space to keep track of the monster's hit points. If the monster has Damage Reduction, this is usually the best place to note that, as well.

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. Any special sense the character might have—such as low-light vision, darkvision, or blindsight—should go here. If the sense has a range, make sure you note that, such as "Dark 60."

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

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.

ALIGN/RACE: Record the character's alignment and race here. The former may be useful for spells that work off of a character's alignment; 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, weasel, etc.) here.

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

AC: Record the character's base armor class here, including AC for touch attacks (TCH) 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 AC (TMP) that occur during the course of the game.

CLASS/LEVEL: Record the character's classes and levels here. If the character has several classes, you might want to use abbreviations: Brb for Barbarian, Clr for Cleric, or Wiz for Wizard, 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.

SPEED: Record the character's base movement here.

CMB: The character's Combat Maneuver Bonus appears here.

CMD: The character's Combat Maneuver Defense appears here.

Senses: This area notes any special vision modes the character might have, such as low-light vision, darkvision, or blindsight, as well as the vision mode's range, if applicable. 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 might want to make skill checks on the player's behalf.

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.

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 Common. (You can check which of the characters might understand without having to ask the players which languages each character knows.)

Unconscious: Turn the card so this space is showing to indicate the character is unconscious.

The Character Card

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Example of Play

A combat begins in JD's game—the characters encounter a group of five orcs led by an ogre, who also has a grizzly bear for a pet. JD tells the players to roll initiative for their characters, while he rolls for the monsters. Since JD has already printed out the monster cards for the orcs, ogre, and bear in advance, all he has to do is pull out the cards, check the initiative modifiers, and roll 1d20 each for each. For convenience, JD is using a single initiative roll for all five orcs. This also lets him track them using just one card. The orcs get a total of 14, the ogre gets a 19, and the bear gets only a 2. JD puts these in order, from highest to lowest: the ogre, the orcs, and the bear.

The players tell JD what they rolled for initiative: Keri, playing Tindel, gets a 9; Jolene, playing Zugg, gets a 23; Jamus, playing Pembrose, gets a 24; and Mike, playing Cromagh, gets a 13. As the players tell JD their initiatives, he puts them in place, so the final initiative order looks like this: Pembrose (24), Zugg (23), the ogre (19), the orcs (14), Cromagh (13), Tindel (9), and finally the bear (2).

Pembrose, the cleric, isn't prepared to charge into the midst of the enemy, so he delays. JD turns Pembrose's card 90 degrees to the right, leaving the "Delay or Ready" indicator showing. He then moves Pembrose's card to the back, behind the card for the bear.

Next up is Zugg, the rogue, who attacks with her crossbow, but misses. JD moves her card to the back of the stack, after Pembrose's. Then comes the ogre, who charges Cromagh, the barbarian. Since Cromagh hasn't acted yet, the ogre only needs to beat his flat-footed AC.

The orcs attack next, and JD decides that the three in front wade into battle, while the two in the back ready actions to fire arrows at anyone who starts casting spells. Since JD is only using one card for all of the orcs, he resolves the attacks for the three who entered melee, then pencils in "2 readied: bows" on their card, and turns it to the right—indicating that two of the orcs have readied

actions. Then he puts it at the bottom of the stack, after Zugg. (Although they're technically no longer acting on the same initiative, JD decides that, in the next round, the three orcs in melee will simply delay until the other two orcs act, thus putting them back on the same initiative.)

Next, Cromagh attacks the bear, and deals 12 points of damage. JD records this on the bear's card, under "Hit Points." Then Tindel acts, casting a spell, and the two orcs use their readied actions to fire arrows at her. JD moves the orcs' card back up front, on top of Tindel's card. After they're done with their

attacks, he moves them to the back of the stack, facing the right way up again. This is their new place in the initiative order. Then Tindel resolves her action, and goes to the back of the stack.

Now Jamus decides that Pembrose will act, and so JD moves Pembrose's card back up to the front. Pembrose runs to where the two orc archers are standing and uses his sword to inflict a stunning 14 points of damage! This is 5 more hit points than this particular orc has, so JD just puts an X through that orc's hit point column on the card.

Then the bear attacks, savaging Zugg with 30 points of damage. Zugg only has 25 hits points, so she's at –5 hit points. JD turns Zugg's card 90 degrees to the left, showing the part of the card that reads "Unconscious." Since the bear was the last to act, and Pembrose's card has moved again, the next card up is Zugg. Since she's unconscious, Zugg has to check to see if she stabilizes. Once that's done, JD proceeds to the ogre's next action.

Character Card

NAME				CLASS/LEVEL		
Bear, Grizzly						

DELAY or READY

	BASE	TCH	FLT	TMP	INIT	ALIGN	RACE
AC	16	10	15		+1	N	

					SPEED
STR	21	INT	2	FORT	+8	40 ft.
DEX	13	WIS	12	REF	+5	CMB: +9 (+13 grpl) — CMD: 20 (24 vs. trip)
CON	19	CHA	6	WILL	+2	CR 4 — XP 1,200

SKILLS

Perception	+6		
Survival	+5		
Swim	+14		

ATTACK (#) — BONUS — TYPE — DAMAGE

| Claw (2) | +7 | S | 1d6+5 plus grab |
| Bite | +7 | P | 1d6+5 |

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HP 42 / 30

THE GAME MECHANICS

SPECIAL/NOTES
Endurance
Run
Skill Focus (Survival)

UNCONSCIOUS

LANGUAGES

Appendix: Open Game License

Designation of Product Identity. : The Game Mechanics, Inc. (TGM) company names and logos; the "Initiative Cards v3.0 (Fantasy)." name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

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NAME

ALIGN/RACE

INIT

AC

BASE | TCH | FLT | TMP

CLASS/LEVEL

STR

INT

FORT

SPEED

DEX

WIS

REF

CMB | CMD

CON

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SKILLS

Bluff

Perception

Sense Motive

SENSES

Diplomacy

Stealth

SPECIAL/NOTES

LANGUAGES

NAME

ALIGN/RACE

INIT

AC

BASE	TCH	FLT	TMP

CLASS/LEVEL

STR

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THE GAME MECHANICS™

SKILLS

Bluff

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SENSES

Diplomacy

Stealth

SPECIAL/NOTES

LANGUAGES

NAME

ALIGN/RACE

INIT

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BASE | TCH | FLT | TMP

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The **GAMEMECHANICS**™

SKILLS

Bluff

Perception

Sense Motive

SENSES

Diplomacy

Stealth

SPECIAL/NOTES

LANGUAGES

NAME

ALIGN/RACE

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The GameMechanics™

SKILLS

Bluff

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Stealth

SPECIAL/NOTES

LANGUAGES

NAME | ALIGN/RACE | INIT

AC | BASE | TCH | FLT | TMP | CLASS/LEVEL

STR | INT | FORT | SPEED

DEX | WIS | REF | CMB | CMD

CON | CHA | WILL

THE GAME MECHANICS™

SKILLS

Bluff | Perception | Sense Motive

SENSES

Diplomacy | Stealth

SPECIAL/NOTES

LANGUAGES

NAME

ALIGN/RACE

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BASE | TCH | FLT | TMP

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The GAME MECHANICS ™

SKILLS

Bluff

Perception

Sense Motive

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Diplomacy

Stealth

SPECIAL/NOTES

LANGUAGES

NAME

ALIGN/RACE

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BASE | TCH | FLT | TMP

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STR | **INT** | **FORT** | SPEED

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THE GAME MECHANICS™

SKILLS

Bluff | Perception | Sense Motive

Diplomacy | SENSES | Stealth

SPECIAL/NOTES

LANGUAGES

NAME

ALIGN/RACE

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BASE | TCH | FLT | TMP

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The GAME MECHANICS ™

SKILLS

Bluff

Perception

Sense Motive

Diplomacy

SENSES

Stealth

SPECIAL/NOTES

LANGUAGES

DELAY or READY

NAME _____ ALIGN/RACE _____ INIT ___

AC | BASE | TCH | FLT | TMP | CLASS/LEVEL _____

STR ___ INT ___ FORT ___ SPEED ___

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SKILLS
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ATTACK | **BONUS** | **TYPE** | **DAMAGE**
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HP

THE GAMEMECHANICS™

SPECIAL/NOTES

UNCONSCIOUS

DELAY or READY

NAME | ALIGN/RACE | INIT

AC | BASE | TCH | FLT | TMP | CLASS/LEVEL

STR | INT | FORT | SPEED

DEX | WIS | REF | CMB | CMD

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THE GAMEMECHANICS

SPECIAL/NOTES

UNCONSCIOUS

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SPECIAL/NOTES

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ATTACK   BONUS   TYPE   DAMAGE

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THE GAMEMECHANICS ™

SPECIAL/NOTES

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ATTACK | BONUS | TYPE | DAMAGE

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GAMEMECHANICS

SPECIAL/NOTES

UNCONSCIOUS

DELAY or READY

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ATTACK BONUS TYPE DAMAGE

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HP

THE GAMEMECHANICS™

SPECIAL/NOTES

UNCONSCIOUS

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	BASE	TCH	FLT	TMP	CLASS/LEVEL
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THE GAMEMECHANICS™

SPECIAL/NOTES

NAME   ALIGN/RACE   INIT

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ATTACK   BONUS   TYPE   DAMAGE

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SPECIAL/NOTES