

ALTERNITY

SCIENCE FICTION  ROLEPLAYING GAME

TWO-ROUND
INITIATIVE
TRACKER

START
HERE!

1

2

3

4

5

6

ROUND
ENDS

8

INITIATIVE BEGINS AT IMPULSE 1 IN ORDER OF
SUCCESS (STELLAR, THEN EXCELLENT, THEN
NORMAL SUCCESS), WHILE CHARACTERS THAT
FAIL CHECKS START AT IMPULSE 2

EACH ACTION TAKES A NUMBER OF IMPULSES,
MOVING YOU THAT MANY SPACES CLOCKWISE
AROUND THE TRACK.

END OF ROUND EFFECTS OCCUR AT THE END
OF IMPULSE 8 EACH ROUND.

7

ROUND
ENDS

8

6

5

4

3

2

1