MISERIES AND MISFORTUNES

Combat initiative tracker

Initiative order	
Pistol (at range)	1st
Rifle	2nd
Harquebus	3rd
Muskettoon	4th
Musket	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, etc.	21st
Bomb, Greek Fire, Fumigant, Alkahest, Holy Water	22nd

Dexterity modifier	Init
Dexterity 3	-3
Dexterity 4-5	-2
Dexterity 6-8	-1
Dexterity 9-12	—
Dexterity 13-15	+1
Dexterity 16-18	+2

Action	Init
Redress (during *Attack*)	-1
Exploit (during *Movement*)	-1
Encumbered	-1
Weapon Change	-1

Fighting Formation

[Track formation changes of your company during combat. Each grid square = one occupant or 5 feet of terrain]

1 Formation

2 Formation

3 Formation

4 Formation

5 Formation

6 Formation

7 Formation

8 Formation

Marching order

[Establish marching order for your company by placing their marks of on the grid at right.]

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

Company

[Fill out rooster of your company below. Assign each member an unique mark to easily track her or his position in formation and marching order. Fill initiative order according to weapon used and mark down the name.]

Mark	Order	Name / Player	HP (max)	HP

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Fighting Formation

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Time tracker

[Mark each turn of exploration. Roll 1d6 for an encounter every third turn.
On 1 (or 1-2 if the group has been making noise), an encounter occurs.]

candle lasts 24 turns, must be held, range 20 feet
lantern lasts 24 turns, range 30 feet
spell /timed special effect - mark as appropriate

	1	2	Check for encounter 3	4	5	Check for encounter 6	7	8	Check for encounter 9	10	11	Check for encounter 12

Npc Tracker

[Track NPC hit points, defense and damage below.]

NPC								
Order								
Defense Melee	Defense Range							
Current HP	Current Armor							
Weapon	Damage							