



IBP 1611

POLYHEDRAL DUNGEON

INITIATIVE TRACKER

POLYHEDRALGAME.COM

1. Print this sheet on heavy cardstock.
2. Cut around the outside of each card.
3. Give one cut-out **Initiative Tracker** to each player for their character.
4. Use a penny, glass bead, or other token to track current **Initiative** for that character during play by placing it over a character's current **Initiative** position.
5. Engage in combat!



6 inches

2 inches

POLYHEDRAL
DUNGEON

INITIATIVE TRACKER

29	28	27	26	25	24	23	22	21	20
10	11	12	13	14	15	16	17	18	19
9	8	7	6	5	4	3	2	1	0
-10	-9	-8	-7	-6	-5	-4	-3	-2	-1

BODY+MIND
LESS WOUNDS & STRAIN

POLYHEDRAL
DUNGEON

INITIATIVE TRACKER

-10	9	10	29
-9	8	11	28
-8	7	12	27
-7	6	13	26
-6	5	14	25
-5	4	15	24
-4	3	16	23
-3	2	17	22
-2	1	18	21
-1	0	19	20

BODY+MIND
LESS WOUNDS & STRAIN

POLYHEDRAL
DUNGEON

INITIATIVE TRACKER

-10	9	10	29
-9	8	11	28
-8	7	12	27
-7	6	13	26
-6	5	14	25
-5	4	15	24
-4	3	16	23
-3	2	17	22
-2	1	18	21
-1	0	19	20

BODY+MIND
LESS WOUNDS & STRAIN

POLYHEDRAL
DUNGEON

INITIATIVE TRACKER

-10	9	10	29
-9	8	11	28
-8	7	12	27
-7	6	13	26
-6	5	14	25
-5	4	15	24
-4	3	16	23
-3	2	17	22
-2	1	18	21
-1	0	19	20

BODY+MIND
LESS WOUNDS & STRAIN