

INITIATIVE TRACKERS

FOR SAVAGE WORLDS

KEEP THE GAME ROLLING!



A great way for players and GMs to keep track of initiative. Gives the GM an overview of each player's Parry, Toughness, Edges, Hindrances, Attacks, etc.

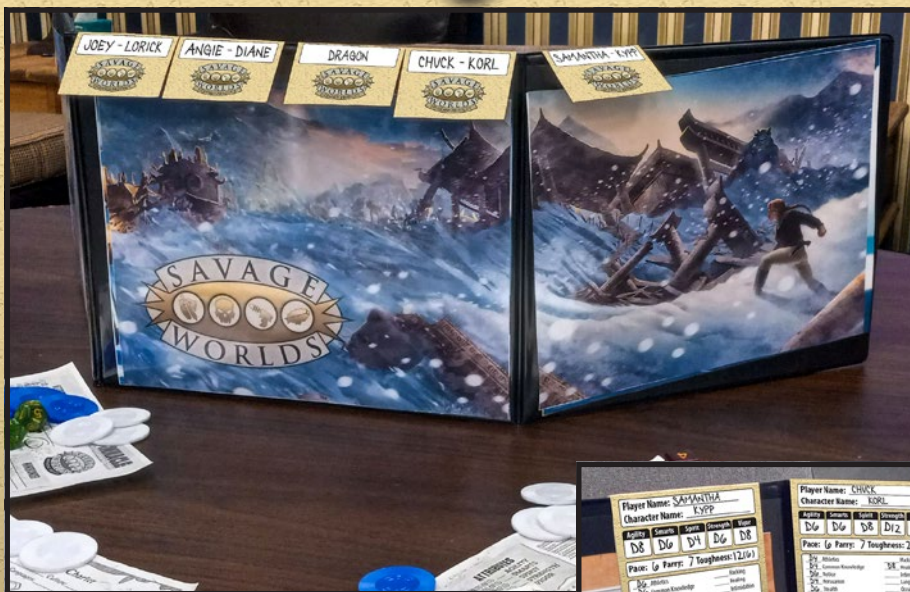
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INITIATIVE TRACKERS



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A great way for players and GMs to keep track of initiative. Plus, the GM can have a handy reference for each player's Parry, Toughness, Edges, Hindrances, Attacks, etc.

Player Name: **CHUCK**
Character Name: **KORL**

Agility	Smarts	Spirit	Strength	Vigor
D6	D6	D8	D12	D6

Pace: 6 Parry: 7 Toughness: 24(19)

Skills	Skills
D4 Athletics	D8 Hacking
D4 Common Knowledge	D8 Healing
D6 Notice	Intimidation
D4 Persuasion	Language
D6 Stealth	Occult
D10 Fighting	Performance
Shooting	Piloting
Spellcasting	Psionics
Faith	Repairs
Focus	Research
Academics	D8 Riding
D6 Battle	Science
Boating	Survival
Driving	Taunt
Electronics	Thievery
Gambling	Weird Science

Weapon	Range	Damage	AP
BATTLE AXE		D12 + D8	-
HOKED SWORD		D12 + D6	-

Hindrances	Edges
SECRET MAJOR	HARD TO KILL
OUTSIDER MAJOR	TRADEMARK WEAPON

Player Name: **SAMANTHA**
Character Name: **LYNN**

Player Name: **CHUCK**
Character Name: **KORL**

Player Name: **DRAGON**

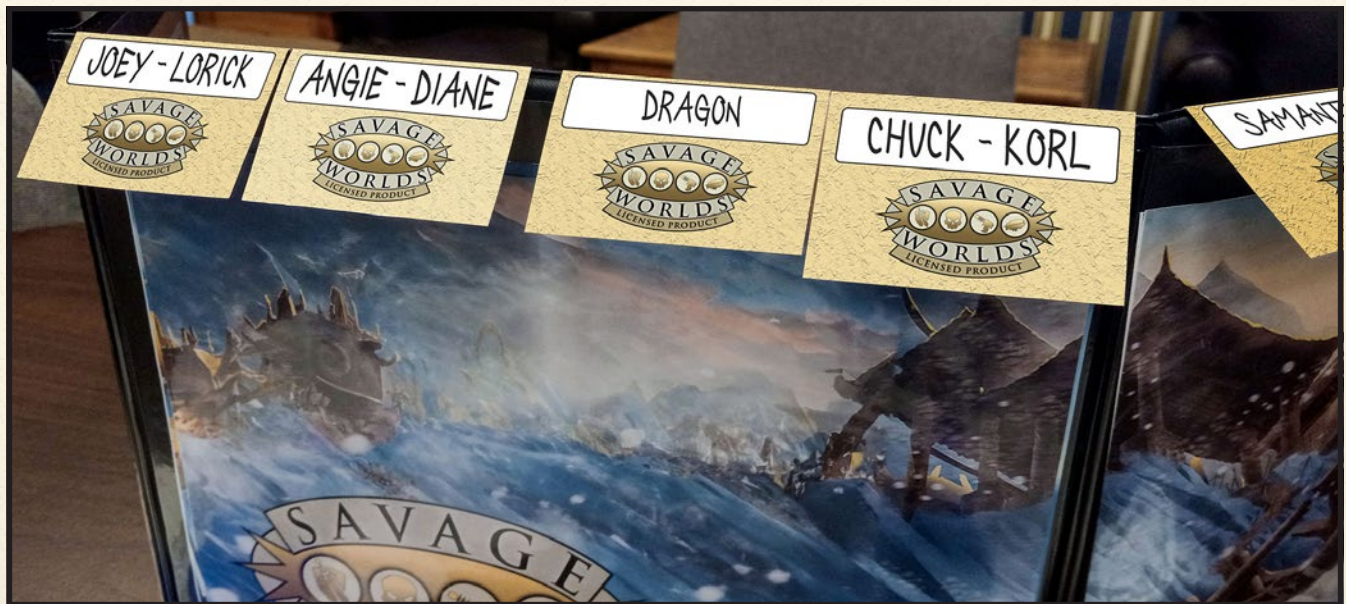
Player Name: **ANGIE**
Character Name: **DIANE**

Player Name: **JOEY**
Character Name: **LORICK**

Players can see their turn coming up and start thinking of what they're going to do on their turn. GMs have an idea of how to help their players with their chosen skills during their turns. This tool can also help GMs come up with ideas on how to use a character's hindrances in play, earning their players some much needed Bennies! The possibilities are limitless. All in all, this can give the GM an overall view of the party and plan encounters accordingly. Great for when you need to make adjustments to the encounters on the fly, while keeping it fast, furious and fun!

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The Initiative Trackers can also be used as a simple character sheet for players. Gear, Powers and other notes can be recorded on the back side. Very handy!



SAVAGE WORLDS
LICENSED PRODUCT

Player Name: _____
Character Name: _____

Agility Smarts Spirit Strength Vigor

Pace: Parry: Toughness: ()

Athletics	Hacking
Common Knowledge	Healing
Notice	Intimidation
Persuasion	Language
Stealth	Occult
Fighting	Performance
Shooting	Piloting
Spellcasting	Psionics
Faith	Repairs
Focus	Research
Academics	Riding
Battle	Science
Boating	Survival
Driving	Taunt
Electronics	Thievery
Gambling	Weird Science

Weapons / Attacks

Weapon	Range	Damage	AP

Hindrances

Edges



More Products Coming Soon from

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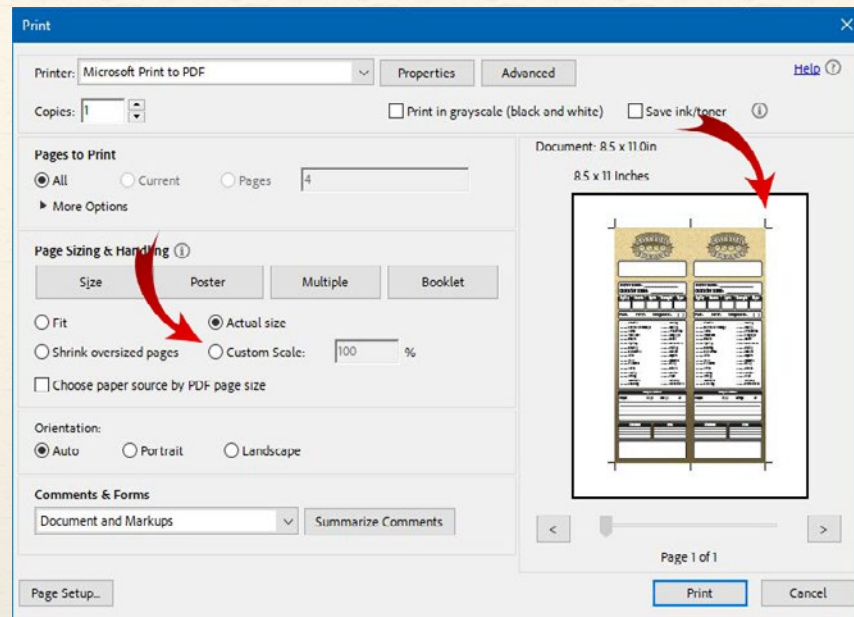


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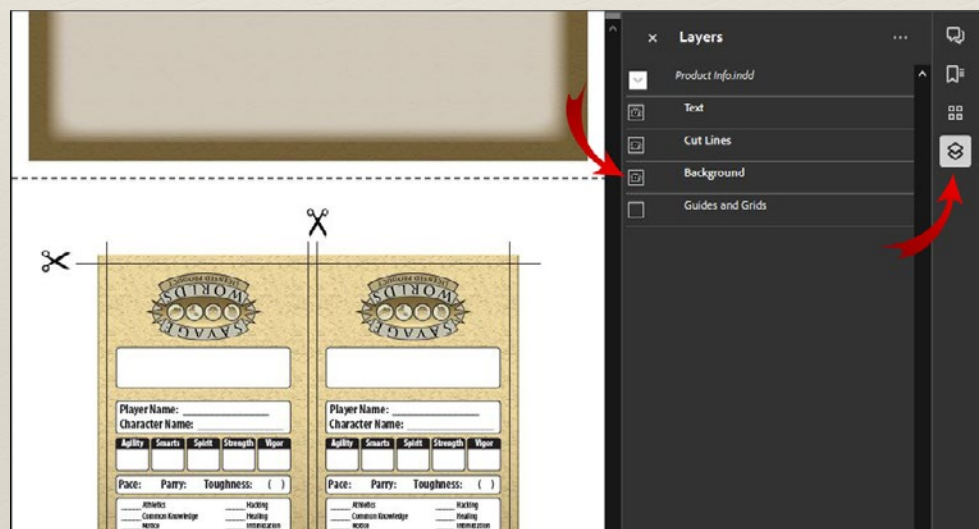
You may not have much room to write if you scale them down too small.

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panel in Acrobat then untick the “eye” next to

“Background.”

This will remove the background of the next page. You're ready to print!





Player Name: _____

Character Name: _____

Agility	Smarts	Spirit	Strength	Vigor

Pace: Parry: Toughness: ()

_____ Athletics	_____ Hacking
_____ Common Knowledge	_____ Healing
_____ Notice	_____ Intimidation
_____ Persuasion	_____ Language
_____ Stealth	_____ Occult
_____ Fighting	_____ Performance
_____ Shooting	_____ Piloting
_____ Spellcasting	_____ Psionics
_____ Faith	_____ Repairs
_____ Focus	_____ Research
_____ Academics	_____ Riding
_____ Battle	_____ Science
_____ Boating	_____ Survival
_____ Driving	_____ Taunt
_____ Electronics	_____ Thievery
_____ Gambling	_____ Weird Science

Weapons / Attacks			
Weapon	Range	Damage	AP

Hindrances

Edges



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Weapons / Attacks			
Weapon	Range	Damage	AP

Hindrances

Edges

