ALTERNITL SCIENCE FICTION PROLEPLATING GAME

TWO-ROUND INITIATIVE TRACKER

START HERE!	2 3 4	5
ROUND ENDS	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 CLOCKVISE AROUND THE TRACK. END OF ROUND EFFECTS OCCUR AT THE END OF IMPULSE 8 EACH ROUND.	ROUND ENDS
6	5 4 3 2	1