

WICKED "K" GAMES
AND
LOUIS PORTER JR
DESIGN
PRESENTS

INITIATIVE CARDS:
COMBAT & STORYTELLING

WKG

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



INACTIVE / UNCONSCIOUS				DELAYING / READYED ACT			
FACE / SENSES SPACE REACH VISION SCENT DISTANCE BONUS SPEEDS REGULAR ARMORED FT. FT.		AEROBATICS ESCAPE ARTIST HEAL PERCEPTION		HIT POINTS MAX HP TEMP HP		BLEEDING / WOUNDS HIT POINT LOSS ROUNDS	
WEAPON ATTACK WEAPON ATTACK WEAPON ATTACK		CRITICAL CRITICAL CRITICAL CRITICAL		DAMAGE TYPE DAMAGE DAMAGE DAMAGE DAMAGE		RANGE RANGE RANGE RANGE RANGE	
INIT CMB CMD		FULL AC TOUCH FLAT FT FORT REF WILL		TOTAL BLUF TIME		NAME:	
CLASS:		LEVEL:		© WICKED "K" GAMES - 2010			

[illegible]

NAME:		RACE:				ALIGN:	
ABBREVIATED ABILITY NAME	CURRENT SCORE	CURRENT MODIFIER	BUFFING AMOUNT	BUFFING TIME LEFT	INIT. CURRENT	BLUFF	
STR						DIPLOMACY	
DEX						INTIMIDATE	
CON					DELAYED	PERCEPTION	
INT						SENSE MOTIVE	
WIS					CURRENT	SURVIVAL	
CHA						MOD	
						DISGUISE	WKG
						STEALTH	
LANGUAGE(S):							
LOOKS / PERSONA:							

NAME:		RACE:		ALIGN:	
ABBREVIATED ABILITY NAME	CURRENT SCORE	CURRENT MODIFIER	BUFFING AMOUNT	BUFFING TIME LEFT	INIT. CURRENT
STR					BLUFF
DEX					DIPLOMACY
CON					INTIMIDATE
INT					PERCEPTION
WIS					SENSE MOTIVE
CHA					SURVIVAL
					MOD
					CURRENT
					DISGUISE
					STEALTH
					WKG

LANGUAGE(S):

LOOKS / PERSONA:

INACTIVE / UNCONSCIOUS

	TOTAL	+	BUFF	TIME
INIT	<input type="text"/>		<input type="text"/>	<input type="text"/>
CMB	<input type="text"/>		<input type="text"/>	<input type="text"/>
CMD	<input type="text"/>		<input type="text"/>	<input type="text"/>
FULL AC	<input type="text"/>		<input type="text"/>	<input type="text"/>
TOUCH	<input type="text"/>		<input type="text"/>	<input type="text"/>
FLAT FT	<input type="text"/>		<input type="text"/>	<input type="text"/>
FORT	<input type="text"/>		<input type="text"/>	<input type="text"/>
REF	<input type="text"/>		<input type="text"/>	<input type="text"/>
WILL	<input type="text"/>		<input type="text"/>	<input type="text"/>

FACE / SENSES

SPACE	REACH
<input type="text"/>	<input type="text"/>
VISION DISTANCE	SCENT BONUS
<input type="text"/>	<input type="text"/>

SPEEDS

REGULAR	ARMORED
<input type="text"/> FT.	<input type="text"/> FT.

ACROBATICS

<input type="text"/>
ESCAPE ARTIST
<input type="text"/>
HEAL
<input type="text"/>
PERCEPTION
<input type="text"/>

HIT POINTS

<input type="text"/>	MAX HP <input type="text"/>
<input type="text"/>	TEMP HP <input type="text"/>

BLEEDING / WOUNDS

HIT POINT LOSS <input type="text"/>	ROUNDS <input type="text"/>
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WEAPON	<input type="text"/>	DAMAGE TYPE	<input type="text"/>
ATTACK	<input type="text"/>	CRITICAL	<input type="text"/>
WEAPON	<input type="text"/>	DAMAGE TYPE	<input type="text"/>
ATTACK	<input type="text"/>	CRITICAL	<input type="text"/>
WEAPON	<input type="text"/>	DAMAGE TYPE	<input type="text"/>
ATTACK	<input type="text"/>	CRITICAL	<input type="text"/>

DELAYING / READIED ACT

NAME:

CLASS:

LEVEL:

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NAME:

RACE:

ALIGN:

ABBREVIATED ABILITY NAME	CURRENT SCORE	CURRENT MODIFIER	BUFFING AMOUNT	BUFFING TIME LEFT
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INIT.

CURRENT

DELAYED

CURRENT

BLUFF	<input type="text"/>
DIPLOMACY	<input type="text"/>
INTIMIDATE	<input type="text"/>
PERCEPTION	<input type="text"/>
SENSE MOTIVE	<input type="text"/>
SURVIVAL	<input type="text"/>
DISGUISE	<input type="text"/>
STEALTH	<input type="text"/>

WKG

LANGUAGE(S):

LOOKS / PERSONA:

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