

# ROLE PLAYING GAME INITIATIVE TRACKER

Party Level:

3 to 5 game sessions / 7 to 13 encounters = 1 Level



Character Name										Enemy 1	Enemy 2	Enemy 3
<i>Race Class</i>												
<i>Alignment</i>												
Player Name												
Initiative												
<i>Dex Score</i>												
Armor Class												
Hit Points												
<i>Status</i>												

Notes: