

Combat Tracker

CHARACTER		✦	☯	⊕	SLOT #
<input type="checkbox"/> GM	<input type="checkbox"/> Player				
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Roll Vigilance or Cool for each (N)PC with no difficulty dice. **Vigilance** = *Being surprised* (if in doubt use this skill), **Cool** = *Surprising others*. Order characters by ✦. Break ties by ☯, then on ⊕, failing all else to the PC. ⊕ could indicate a free maneuver in first round or some other bonus.

SLOT ORDER		ROUND									
<input type="checkbox"/> GM	<input type="checkbox"/> Player	<input type="checkbox"/>									
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PLAYER OR NPC		ROUND									
Name	Wounds	<input type="checkbox"/>									
	Strain	<input type="checkbox"/>									
Name	Wounds	<input type="checkbox"/>									
	Strain	<input type="checkbox"/>									
Name	Wounds	<input type="checkbox"/>									
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