

COMBAT SEQUENCE:

The Judge determines actions of environment & npc's.
The Players determine & state actions.
(Request multiple actions)
Initiative is rolled.
Pre-action rolls are made.
(Dodge, Block, Evade, FEAT rolls, Judge's planned actions; explosions, etc., Changing actions)
Actions begin to resolve from highest to lowest.

PC/NPC INITIATIVE ROLL: NITIATIVE MODIFIER: TOTAL: ACTIONS:	highest to lowest.					
NAME: ROLL: MODIFIER: TOTAL: ACTIONS:	PC/NPC	INITIATIVE	INITIATIVE	INITIATIVE	DECLARED	
		ROLL:				