

Initiative rolls are used to determine the order in which characters act during tense situations, and how many actions they can take before initiative is rolled again for everyone. To roll initiative, a player rolls either his character's Defense or a skill and attribute combination appropriate to the situation.

The Director should record each character on the appropriate line below. Starting at the top, call on each player in order to take their actions. Check off one box when all characters on that line have taken an action. Once all characters have a check in one box, return to the highest character on the list. If only one character has unchecked boxes, give that character one more action, then roll initiative again.

Successes	Characters/Players	Actions	Successes	Characters/Players	Actions
15	_____		15	_____	
14	_____		14	_____	
13	_____		13	_____	
12	_____		12	_____	
11	_____		11	_____	
10	_____		10	_____	
9	_____		9	_____	
8	_____		8	_____	
7	_____		7	_____	
6	_____		6	_____	
5	_____		5	_____	
4	_____		4	_____	
3	_____		3	_____	
2	_____		2	_____	
1	_____		1	_____	
0	_____		0	_____	

**Scene Budget**

**Impediments**

\_\_\_\_\_

\_\_\_\_\_

**Obstacles**

\_\_\_\_\_

\_\_\_\_\_

The Director's Budget is 1 point per player for easy scenes, 2 per player for moderate scenes, or 3 per player for hard scenes. At the end of the scene, characters mark XP equal to the Director's Budget per player (1, 2, or 3).

How to spend the Budget:

- Create **impediments** that penalize a category of skill or attribute rolls on one set (e.g., smoke that clouds vision, ice that impedes movement). Costs 1 point per success subtracted. Expand to more sets for 1 point per set.
- Create **obstacles** on a set that characters must overcome with a skill roll (e.g., a cliff face to climb or a locked door to pick or smash). Costs 1 point per 2 required successes for standard checks, or 1 point for 3 required successes for extended checks.
- Spend 1 point and give the player a Challenge Point to deprive a hero of a piece of gear for the scene (by declaring a that they're out of ammo, the rope breaks, their armor is damaged, etc.).
- Spend 1 point and give the player a Challenge Point to invoke the character's traits to penalize them after the first time.
- Use as Challenge Points on behalf of the villains.

**Scene Budget**

**Impediments**

\_\_\_\_\_

\_\_\_\_\_

**Obstacles**

\_\_\_\_\_

\_\_\_\_\_