

# Red-Black Initiative

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unused:

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## Rules

- Token colors represent sides of the conflict. E.g. “We’re red. They’re black”
- One token for each character on the PC’s side of the engagement, and one token for each adversary, or adversary group.
- Shake them up. dump them out. Work from left to right grabbing tokens and moving them to the “unused” row. Alternately, put them in a bag, and add them to the “unused” row as you pull them.
- Players decide which character goes when it’s their color. GM decides who goes when it’s their color. When two or more tokens of the same color appear side by side you can declare if they’re acting simultaneously or one after the other.
- As soon as each character / group has finished, slide the token representing the now “used” slot up to the “used” row.
- At the end of the round, grab them up and repeat the process if you want a constantly changing initiative. If you want a stable initiative (like most games) then just slide them back down to the “unused” row.
- Characters entering the conflict after it starts are inserted wherever you are in the initiative when they arrive.

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