

DYNAMIC INITIATIVE

Weapon (light)

Unarmed strike

Spell (1 component)



ANY ACTION NOT LISTED



Weapon (any not listed)



Weapon (heavy, loading, oversized)

Spell (more than 1 component)



Incapacitated / Switch Weapon (declare or continue your declared Action, act end of round in order condition ends).

Ties broken by Intelligence score or roll.

Declare Action. Roll a die that matches your chosen Action (PHB 192). State what spell or item(s) are being used (e.g. light crossbow to attack, backpack to retrieve an item, casting *fireball*) but not how the Action will be carried out. The DM counts up from 1 until all have taken a turn. On your turn you may freely substitute your Action for Dash, Disengage, or Dodge in addition to any substitute actions for which you qualify (e.g. shove, grapple).

Modifiers. Features that modify initiative rolls do not stack and improve or worsen the die by 1 step, minimum d3 or maximum d12.

Duration. “Your turn” and effects on others are tracked from the initiative number on which they occurred. Personal boosts such as *barbarian rage* are tracked by each character turn.

DETAILED RULES

Monsters. Monsters use their Hit Die for initiative (max d20) and natural attacks d4. If rolling monsters as a single group, use the highest sized die. Lair Actions occur on Initiative 1 (losing ties, MM11). *DM Note: in playtest, tracking multiple monster initiatives by action, such as 3 casters and 2 martial foes, was too time-consuming for one person.*

Declare Action: No movement, bonus actions, reactions, targeting, or actual use of resources occurs when a declaration is made. The player is committing, or reserving the right, to a course of action with a specific item or spell. On the player's turn, they decide how to carry out the action and move.

Different Weapons: use the highest die for all weapons you seek to use, even if on your turn you opt not to use a particular weapon. This applies to dual-wielding and Extra Attack. If you cannot use your weapon (e.g. disarmed, able to switch weapons), treat as Incapacitated initiative with the condition ending when you get another weapon in hand.

Substitute actions: operate normally as they replace an action, such as shove or grapple for a weapon attack. Dash, Disengage, and Dodge are now substitutes for any Action. Subject to DM discretion, non-traditional substitute actions might situationally be allowed, such as attempting to escape a grapple even though you declared you were using your bow. *The DM should always lean towards substitutions that allows a player to act.*

Spell components: spell dice do not change if a feature removes components, such as *subtle spell*.

Counting Up: Play goes faster if the DM counts up in groups (e.g. 1-3, 4-6, 7+, or "low numbers, medium, high?"). *DM Note: playtest speedup, ask players "anyone left" if the DM has exhausted their monsters.*

Ties: Highest Intelligence score, not modifier, breaks a tie. Otherwise, roll a d20. *Reflects mental capacity to react faster, reduces Dexterity as strongest score.*

Modifiers: features, such as the Alert feat, operate like Advantage/Disadvantage in that they do not stack but can cancel out. A feature dependent on an ability score (e.g. Swashbuckler *rakish audacity*) only affects initiative if there is a positive modifier. Advantage and Disadvantage operate normally.

Durations: "Your turn" and effects on others are almost always designed to last a fixed time from their point of origin, usually exactly 1 round. Players track their own effects. *For example, the advantage feature for guiding bolt cast on Initiative 3 lasts until the end of next round's initiative 3.*

Personal boosts, however, are designed to benefit a character a certain number of times, such as a barbarian's 1 minute (10 rounds) of rage. After the 10th character turn, the rage will end, no matter what initiative number it started on. Reactions work as written. *A few features have unique wording, as below.*

Monk Stunning Strike now reads "target is incapacitated for 1 round and loses the ability to act on its next turn."

True Strike duration lasts until the end of your next turn.

Incapacitated: Declare an action to be taken if freed from the debilitating status if starting round incapacitated (e.g. if *Hold Person* is dispelled, I will use my Warhammer).