
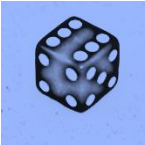
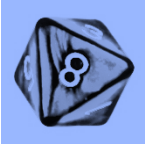
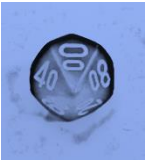



DYNAMIC INITIATIVE

Dodge, Loaded weapon 1st round, Power Word spell	1
Movement (includes Dash or Disengage)	+2
Cast Spell (add +1 per level of spell, Cantrip +0)	
Unarmed Strike attack	
Weapon attack, LIGHT	
Any action not listed	
Weapon attack, normal	
Weapon attack, HEAVY, LOADING, OVERSIZED	
Incapacitated (earliest you can act, lose all ties)	

Declare Action. Choose the **type** of Action you will take (PHB 192) each round and roll the die for that action. Spells and item interaction must be specific. Bonus actions are not declared. The DM counts up from 1 until all have taken a turn. Ties are broken by highest Dexterity or Intelligence score, and if still tied, a d20 roll. On your turn you may swap your Action freely for Dash, Disengage, or Dodge.

Modifiers. Each feature that improves or penalizes initiative modifies the die a step up or down. The worst a die can be is d20 and the best d3. Advantage and disadvantage operate normally.

Duration. “Your turn” effects are tracked from the initiative number on which they occurred.