DYNAMIC INITIATIVE

FAST:

Light weapon, unarmed strike, 1 component spell

ANY ACTION NOT LISTED

NORMAL:

Weapon not listed, 2 component spell

SLOW:

Heavy, loading, oversized weapon, 3 component spell

Incapacitated (earliest you can act, lose all ties)

Declare Action. Roll a die that matches your chosen Action (PHB 192). Actions must state what spell or item(s) are being used as part of that action (e.g. using my light crossbow, casting *fireball*) but not how you will carry out the Action. The DM counts up from 1 until all have taken a turn with ties broken by highest Intelligence or Dexterity score. On your turn you may freely swap your Action for Dash, Disengage, or Dodge.

Modifiers. Features that modify initiative rolls improve or worsen the die by 1 step, maximum d4 or d20.

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

DETAILED RULES

Monsters. Monsters roll Hit Die for initiative instead of using the player table. If rolling for a group of differently sized monsters, use the worst die. Lair Actions occur on Initiative 1 (lose ties, MM11).

Declare Action: Declaring commits the player to interacting with a particular object or casting a particular spell. For example, if retrieving an object, one must state from where (my backpack, the sack on the table). If casting a spell, the specific spell must be named and the level it is cast at (*magic missile* in a 3rd level slot). Dual-wielding uses the worse of the two weapons, even if the player later opts not to use one of the weapons.

In the event a player changes weapons (e.g. disarmed, fighter Extra attack after throwing a dagger), the player immediately rolls that extra weapon's initiative die. This becomes their new initiative to use that weapon. *This avoids system abuse of declaring a dagger attack to get a quicker d4 roll then abandoning the weapon to draw a slower one.*

Bonus actions are not declared. Substitute actions such as Shove or Ready operate normally.

Subject to DM discretion, non-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 lean towards rulings that allows a player to act.*

Spell dice do not change if a feature would remove a component, such as *subtle spell.*

The DM counts up from 1 until all have a turn. ***Tip:*** *count in groups (e.g. 1-3, 4-6, 7 or higher).*

Ties: Highest Dexterity or Intelligence <u>score</u> breaks a tie. Otherwise, roll a d20.

Modifiers: features, such as the Alert feat, operate like Advantage/Disadvantage in that they do not stack but can cancel out. Advantage and Disadvantage operate normally.

Player Turn: A player decides where to move and how to carry out actions. Resources such as spell slots, ammunition, and item charges are only consumed if the Action is actually carried out.

Durations: "Your turn" effects are generally tracked from the initiative number on which they occurred when intended by design to last 1 round. *For example, the advantage feature for a guiding bolt spell cast on Initiative 3 would last until the "end of Initiative 3 next round."* One exception is Dodge, which ends on your next turn no matter the duration because you are taking a new Action.

Errata: monk stunning strike now reads "target is incapacitated for 1 round and loses the ability to act on its next turn."

Incapacitated: You still declare an Action in the hypothetical that if freed from the status, you will take the Action. The roll is the *earliest* a player can act. If you roll a 3 but are not restored until Initiative 6, you act on Initiative 6 and go last (you lose all ties). In the unlikely event two incapacitated creatures are freed on the same initiative, roll a d20 to break the tie. ***Tip:*** *if a player knows his team lacks ability to end the incapacity, there is little need to roll this initiative die.*

Reach (optional rule): To give more realistic effect to the advantage of reach weaponry, if you have at least Reach 10' and/or a *Polearm Master* feat weapon, and your opponent does not when entering your threat zone, you can make an Attack of Opportunity against them.