

# DYNAMIC INITIATIVE

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**Weapon** (light)

**Unarmed strike**

**Spell** (1 component)

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**ANY ACTION NOT LISTED**

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**Weapon** (any not listed)

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**Weapon** (heavy, loading, oversized)

**Spell** (more than 1 component)

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**Incapacitated** (act on initiative 20, lose ties).

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**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 with ties broken by highest Dexterity score. On your turn you may freely swap 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 d4 or maximum d12. Advantage and disadvantage work normally.

**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.