

DYNAMIC INITIATIVE

Dash, Disengage, Dodge

1

Movement

+2

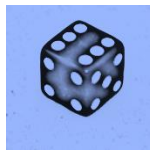
Spell, 1 component (V, S, or M)

Unarmed Strike attack, medium or smaller

Weapon attack, LIGHT



Any action not listed (+1d6 if change weapons)



Spell, 2 components (V,S)(V,M)(S,M)

Unarmed Strike attack, large or bigger

Weapon attack, any not listed



Spell, 3 components (V,S,M)

Weapon attack, HEAVY, LOADING, OVERSIZED



Incapacitated (earliest you can act if incapacity ends, lose all ties)



Declare Action. Choose the **type** of Action you will take (PHB 192) each round, specifically naming the spell, feature, or item(s) that might be in use, and roll the die for that action. Add +2 if you want the option to Move. 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, then a d20 roll. On your turn you may freely substitute your declared Action for Dash, Dodge, or Disengage.

Modifiers. Features that improve or penalize initiative alter the die a step up or down. The worst a die can be is d20 and the best d3. Like advantage, features do not stack. Advantage operates normally.

Duration. “Your turn” effects are tracked from the initiative number on which they occurred. Reactions renew at the start of each round.