

ORKERHULEN INITIATIVE VARIANT D&D 5E

Announce action and roll initiative each round. High score go first

If tied, the creature with highest base modifier goes first.

If still tied the one not moving. If both moving the one taking the most top action in the below list goes first.

Initiative roll: 1D20

Base modifier:

- + DEX modifier
- /+ Size modifier
- + Feat modifier (alert etc.)

Type Base modifier



- Variable action modifier

Depending on action taken (See below)

= Total modifier to roll

Action Modifier: (top actions fastest, bottom slowest)

Cast cantrip	No modifier
Activating item	No modifier
Ranged attack	-2 (+ magic weapon bonus)
Unarmed attack	-2 (+ magic bracers/gloves bonus)
Melee attack	- average damage die rounded down (+ magic weapon bonus)
Any other action	-4
Cast Spell	- Spell Level
Cast Spell with "M"	- Spell Level AND additional -4 (for other action to get/use component)
If also moving	-3
If also surprised	-10 (if negative result, initiative is 0)

Bonus actions can be done for free

activating item has no modifier

Fixed Size Modifier:

Tiny	+5
Small	+2
Medium	+0
Large	-2
Huge	-5
Gaugantuan	-8

Delay action:

You can no longer ready and action, but you can

delay an action by moving your initiative to another later point in the order

Changing your mind:

If during the round unexpected things happens and you decide to change

*your announced action, you **subtract additional -10 modifier** and move your initiative down.*

You will thus act later in the round due to late change of mind,

*but at least you get to act. This **also counts as your reaction** this round,*

since you react to a situation.