

Initiative Chart

1	First – at the beginning of each round, declare your action AND any bonus actions you want to take.	16
2	Second – roll initiative and modify by three numbers: your regular initiative modifier, your creature size modifier, and the speed factor modifier for the SLOWEST action - not both. Place your die on the resulting number to help you remember.	17
3	If you want to take the Ready action, you apply the modifier of the action you want to take. Your action is not “readied” until your turn comes up.	18
4	Creature Size Modifiers	19
	Creature Size	Initiative Modifier
	Gargantuan	-8
	Huge	-5
5	Large	-2
	Medium	+0
	Small	+2
6	Tiny	+5
7	Speed Factor Modifiers	22
	Action	Initiative Modifier
	Cast a Spell	Subtract the spell’s level
	Very Slow Action	-5
8	Attack – Melee, Heavy	-5
	Attack – Ranged, Loading	-5
	Slow Action	-2
	Attack – Melee, Two-Handed	-2
9	Disengage	-2
	Medium Action	+0
	Attack – Any Other	+0
10	Help	+0
	Hide	+0
	Search	+0
	Use an Object	+0
11	Fast Action	+2
	Attack – Melee, Light/Finesse/Unarmed	+2
	Dash	+2
12	Very Fast Action	+5
	Dodge	+5
13	If it gets to your turn and you don’t want to take your declared action, you have two options: either take no action or take the Dodge action.	28
14	If you were casting a leveled spell, you have an additional option: you may choose to cast a Cantrip on your turn instead.	29
15		30