

# Alternative Initiative

## A Basic Fantasy RPG Supplement

### Release 1

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

## INTRODUCTION

This supplement provides information for using an alternative Initiative system under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## ALTERNATIVE INITIATIVE

### Acting Chance

This supplement provides a new way of dealing with initiative that creates a non-circular flow between PCs, NPCs and monsters.

### The Basic Procedure

At the start of each round a single d6 is rolled per individual, or per monster or NPC group if the GM wishes.

Once all rolls are made those whose result is a 6 can act. Everybody act simultaneously unless the GM wishes to break ties, if he wants then everybody will act based on 6 + relevant Ability modifier, from higher to lower.

Once every character has acted a new round starts with new rolls made and the above process repeated.

### Relevant Abilities

When modifying the initiative value by an Ability modifier is recommended to use the Modifier from the ability that modifies the resolution roll, like Strength for melee attacks or opening doors. For some special abilities is recommended to use the Ability that is required by the class, like Intelligence for Magic User Spells or Wisdom for Cleric Spells and Undead Turning.

### Reaching the Action Number

A GM may want to let those that has not acted to add the new roll to its previous value, and once the number 6 (from now on called the Action Number) is reached

those character can act.

### Waiting

As characters can act based on their modified Action Number the GM can let anybody to maintain it and increasing it from round to round until decided to act, probably winning initiative over an opponent or success.

### Other Action Numbers

A GM can represent the speed of actions by using other Action Numbers:

Speed	Action Number
Fast	6
Medium	9
Slow	12

### Action Numbers and Abilities

The Action Numbers can be altered by a relevant Ability modifier to form a new Action Number as shown below.

Action Number	Ability Modifier						
	+3	+2	+1	0	-1	-2	-3
6	3	4	5	6	7	8	9
9	6	9	8	9	10	11	12
12	9	10	11	12	13	14	15

### d8 & d4

Instead of always rolling a d6 the GM may allow to increase or decrease the die altering the overall speed of a character.

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### INTRODUCTION

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