Initiative Idea

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I love that each combat round initiative changes, but I think taking it one step further. Each class has a different speed and aptitude for combat. So propose the following.

- Rouge Classes roll d10
- Fighter Classes roll d8
- Magic Classes roll d6

Modifiers could be added for races or even leveling. Better yet, maybe it’s based on the class hit dice… or even with a bonus from Wisdom.

Thoughts?