

Delay

In order to keep things a bit more flexible, all characters now have an extra option while in Initiative Order; Delay. *Delay replaces Ready.* When you Delay, you hold off doing anything to see what other folks do. While you are delaying, you can come back into the initiative order in the following fashion:

- AFTER any other participant has taken their turn.
- At any point in the initiative order where no one takes a turn.

In the case where two participants are acting on adjacent or the same initiative, another participant can always “fit in” between them by going after the first takes their turn.

You need to be clear and prompt in stating when you are going to “cut in” to the Initiative Order. Once a participant has started describing what they are doing on their turn, its too late. Players and the DM should not be assholes about this, but if you are Delaying it is not the time to go get a drink; pay attention and be clear in your communication.

The moment you “cut in” to take your turn, set your initiative to an appropriate value to put you in the right place in the turn order.

If your Initiative is ever 1 or less, you cannot Delay.

You can never extend a beneficial effect to you by delaying, and you must extend negative effects. This will have to be worked out on a case by case basis, but as examples:

- If you put an effect on an enemy that says they have disadvantage to attack you until the start of your next turn, that effect will end the moment you decide to Delay.
- If you are poisoned, but you get a save at the end of your turn, then if you Delay you will not be able to make the save gain until you actually take a turn.
- If you are poisoned and the effect says you take the damage at the start of your turn, you will take the damage when you decide to Delay.

Race to the bottom

Whenever it is clear to the DM that there is a race to the bottom taking place, where two participants are jockeying for the chance to go in a particular order, the DM will start calling the initiative points out in sequence, with each participant getting a chance to declare whether they will cut in. If there is an argument, the player with the LOWER Dex must decide first. This keeps going until either somebody “cuts in” or the count gets to one, at which point the player with the higher dex decides what order they act and they both set their Initiative to 1. Thankfully, those two participants will not be able to Delay again this combat.

Passive Perception and Investigation Clarification

You are ALWAYS using your passive perception and investigation. This is just the DC that anything that wants to be concealed from you needs to beat to not be concealed from you.

If you take active steps to do more than this (spending more time, spending more effort), you can roll Perception or Investigation, but the steps have to be obvious and clearly more than “usual effort”. On this roll, you can take the higher of the roll result or your Passive value.

On the other hand, if you are doing things with less than usual effort, you will use your passive value at Disadvantage (-5).

While doing stuff in the dungeons, you can assume that...

- 1) The GM is paying attention to your Passive Perception and Investigation values,
- 2) The GM will always tell you what your character sees and finds out truthfully based on those values when you expend usual effort.

For example, if you say "GM, I search this room" you can assume that the GM has looked up your Passive Perception and Investigation scores and will tell you everything you learn about that room. Its then up to you if you want to go beyond the usual effort implied by "I search this room" and poke around into any specific nooks and crannies or take any extra steps.

As to the distinction between Perception and Investigation, the basic distinction is this:

- Perception gives you information that your senses can provide you. Higher perception = keener senses. You can see better, hear better, smell better than others.
- Investigation lets you figure stuff out. It lets you conceive of where hiding places might be to check, where a trap's trigger might be located, etc.

Functionally, for normal tasks in the dungeon (e.g. avoiding traps and searching rooms) these two things work in tandem, and the GM will take BOTH into account for such activities. When you say "I search the room", the assumption is that you are applying both your senses and your intellect to that process. In practice this means for a lot of routine activities, your higher of Passive Perception or Investigation will probably apply.

However, for specific tasks, the GM will choose which you need to roll based on what it is you are doing.

- If you use sensory language ("I get real quiet and listen very closely for a while..." "I go over the wall carefully, looking for any sign of cracks or crevices...") then its probably going to be Perception
- If you use figuring shit out language ("I measure the desk to see if there is any space for a hidden compartment..." "I look over the trap mechanism to figure out how it might be sprung...") then it's probably going to be Investigation.