



FIFTH EDITION OPTIONS:

RECOVERY DICE



**SPEND YOUR HIT DICE
LIKE A HERO!**

**5th Edition
Compatible**

RECOVERY DICE OPTIONS

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INTRODUCTION

Introduced in Fifth Edition, Recovery Dice—otherwise known as Hit Dice—allow a character to recover hit points without the need for healing potions or *cure wounds* spells. This serves to extend the adventuring day by delaying the party's need to return to civilization, which in turn allows characters to continue exploring dungeons, looting crypts, and slaying monsters. As described in the core rules, Recovery Dice represent a fire-and-forget healing system requiring minimal bookkeeping. As a result, most players tend to forget about Recovery Dice in the middle of a fight.

Recovery Dice Options takes the concept and runs with it. Rather than relegating Recovery Dice to the role of emergency healing, this sourcebook provides a range of optional ways for characters to use this mechanic. These options extend this game mechanic far beyond the realm of healing. Does your barbarian desperately need another rage? Could your wizard benefit from regaining a spent spell slot? Desperately need to shake off a condition afflicting your character so you can prevent a TPK? This sourcebook provides these possibilities and many, many more.

OPTIONS, OPTIONS..

As indicated, the concepts and options included herein are just that—optional. We recommend you read through the possibilities and then discuss with your GM and fellow players which of these options to try in your campaign. Some of the suggested ways to use

Recovery Dice can alter the tone of your campaign, making it grittier or more dangerous, for example. Other options can make characters more potent, providing them with new tools for surviving combat and destroying their enemies. As a result, you won't want to use every single possible idea included in this book; indeed, some of the options contradict one another.

The best way to start is by introducing a few options. Let your players try them out, see how they perform in the game and how they affect encounters. As your gaming group becomes more comfortable with the concept, toss in a few more options, stir, and repeat.

USING RECOVERY DICE

Each level, a character gains an additional Hit Die to add their hit point total. Each class has its own Hit Die; for example, fighters use d10s, while rogues use d8s. These Hit Dice also form a pool from which the character can expend one, some, or all of the dice to regain hit points after a short rest. The character regains half of this dice pool (minimum of 1) following a long rest. Unless specified, using recovery dice is a reaction.

To help differentiate the game mechanics, this sourcebook hereafter refers to Hit Dice as Recovery Dice when they pertain to expending dice from the pool.

Below you will find many optional ways to use Recovery Dice beyond their use for healing. Some options are open to any character class or race

without restriction. Some options are, however, divided into categories based on race and class. Thus, a dwarven fighter has the choice of using his Recovery Dice in different ways compared to an elven wizard.

Beyond your character's race and class, the following options rarely have other prerequisites. You typically don't need to possess a feat or other feature in order to use an option available to you. **The only caveat: your GM must approve any options you wish to use.** Players should discuss with their GM which options are available and which aren't, especially since some of these options enhance a character's power and effectiveness given the right circumstances.

In addition, below you will find a number of other possible ways to use Recovery Dice in your games. These suggestions, rather than modifying an individual character's power, change the tone and lethality of the campaign. If your GM chooses one of these optional systems, it can make combat more dangerous or more unpredictable. Also, recognize that some of these options end up diluting the value of inspiration, and in some instances, might take the place of inspiration since it is more under an individual player's control.

When a character expends a Recovery Die to activate one of these options, they does not regain hit points with that die unless the option chosen states otherwise. If a character has no dice remaining in their pool, they cannot use these options. In some

cases, expending a Recovery Die involves rolling that die and adding the result to some game effect. In other cases, there's no need to roll the die—your character simply receives a straightforward benefit in exchange for the die.

TRACKING RECOVERY DICE

There are a number of methods you can use to track your party's Recovery Dice during game play. We find that the best method is to use red poker chips or glass counters. Once expended, they are turned into the Game Master. This creates a visual component for the game that allows for simple recordkeeping and reduces inadvertent abuse.

THE NARRATIVE

In execution, using Recovery Dice for healing represents an abstract concept. Players are free to describe the process however they wish. Expending these dice to heal damage could be described as bandaging wounds, catching your breath, taking a swig from a whiskey flask, drawing on inner reserves, or just about any other possibility.

The same holds true for the options described below. That being said, when your character expends Recovery Dice, consider describing or role-playing what the process looks like. Perhaps your half-orc barbarian, having burned through all his rages for the day, needs to dredge up the last of his reserves for one last rage. What does he do to invoke that surge? Does he bellow out a war cry, beat his chest, or pray to his ancestors for strength?

Ultimately, how you describe the scene doesn't matter so long as it makes the game more enjoyable for you and everyone at the table. If you come up with a particularly inventive or dramatic description, you may open up future adventure hooks or story ideas to play upon.

When expending Recovery Dice, you might also consider playing off your character's personality trait, ideal, bond, or flaw—perhaps earning inspiration in the process!

Here are a few suggestions and ideas to offer in-game explanations of what occurs when a character spends Recovery Dice. Some of these ideas won't work as smoothly with some of the options, so let common sense and story sense guide you. Regardless of how you describe the scene, remember that you are drawing on a finite resource, and in so doing taking away from that reserve of energy that you might need later.

- You offer a prayer to your deity, drawing upon your faith to keep you going.
- A deep-throated battle cry invigorates you even as it terrifies your enemies.
- You take a long, deep swig from your whiskey flask.
- You summon the last spark of energy from your dwindling reserves, allowing you to push on.
- A bard's song or rousing speech inspires you to action.
- Sheer iron will is all you've got left, but it'll have to be enough.

- You tap into the local flow of arcane energy.
- That trick your old mentor taught you might spell the difference between life and death.
- Raw, primal emotion pushes you beyond the limits of human endurance.
- The spirit of your ancestors possesses you for a brief moment.

GENERAL RECOVERY DICE OPTIONS

The following ways of using Recovery Dice are open to all characters, regardless of race or class, as long as the GM approves of their use in the campaign.

Agile Dodge

When you suffer a critical hit, you can expend a Recovery Die. Subtract the amount rolled on the die from the damage.

Absolute Concentration

You can, as a bonus action, expend a Recovery Die to gain advantage on a concentration check.

Athletic Surge

When you expend a Recovery Die while climbing, crawling, or swimming, you can move an additional 10 feet. If you both move and take the Dash action while climbing, crawling, or swimming, you can move an extra 15 feet for the round.

Blessings of the North

You can expend a Recovery Die as a bonus action to gain resistance to cold damage until the end of your next turn.

Brute

When you spend a Recovery Die as a bonus action, your Strength score increases by half your Recovery Die roll (rounded down) for Strength checks and saving throws until the start of your next turn.

Deep Breath

If you spend a Recovery Die as a reaction while holding your breath or suffocating, treat your Constitution score as 4 points higher than it actually is (thus increasing your Constitution modifier by +2).

In addition, you can spend a second Recovery Die to gain advantage on saving throws or Constitution checks while drowning.

Desperate Dodge

You can expend two Recovery dice as a reaction to turn a critical hit into a normal hit.

Diehard

Expend a Recovery Die to gain advantage on a death saving throw. Alternatively, you can spend two Recovery Dice to automatically succeed at a death save.

Feet Don't Fail Me

Spend a Recovery Die to perform a Dash action as a bonus action.

Focused Effort

When making a skill check, you can spend a Recovery Die to gain advantage on the roll.

The GM may limit this option to skills where exceptional effort and focus might make a difference. The best skills for this option include tool use skills, Athletics, and any Intelligence skill. Focused Effort makes less sense with Charisma-based skills and many of the Wisdom-based ones.

Fool's Luck

If you have the Lucky feat, you can expend one Recovery Die as a reaction to regain one luck point.

Hardy

During a short rest, expend a Recovery Die to remove up to two levels of exhaustion. If you don't take a short rest, you can instead spend a Recovery Die as an action to remove one level of exhaustion. You can only do this once between short rests.

Hasty Ritual

By spending a Recovery Die, you can cast a spell as a ritual in 1 minute, instead of 10.

Hot-Blooded

Spend a Recovery Die as a bonus action to gain resistance to fire damage until the end of your next turn.



Incredible Leap

When making a jump of any sort, you can expend a Recovery Die to raise your Strength by half the result of the die roll. This Strength boost only applies to making an Athletics check for jumping, and for determining how far or high you can jump. The boost lasts until the start of your next turn.

Iron Determination

As a bonus action, spend a Recovery Die to ignore any one condition you suffer until the start of your next turn.

Practiced Practitioner

When it comes to level-based spell effects for cantrips, you can increase your effective caster level by +4 by

expending a Recovery Die. This boost lasts until the start of your next turn. For example, a 1st-level spellcaster using *poison spray* would inflict damage (2d12) as if they were a 5th-level spellcaster.

Recharge

Following a short rest, you can expend two Recovery Dice as an action to regain one use of a feature that normally requires a long rest to recharge.

Note, this option can have a dramatic effect on overall character power and encounter balance.

Reckless Strike

Before you make an attack roll, you can spend a Recovery Die to gain advantage. If you do so, the opponent you attack also gains advantage on its melee attacks against you until the end of its next turn.

Resurgence

Spend a Recovery Die as an action to temporarily ignore a condition. The amount you roll on the die is how many rounds you can ignore the condition's effects. This applies only to the following conditions: charmed, frightened, paralyzed, or exhaustion. During this time, you do not continue to roll saving throws to end the effect. Once the benefit ends, the condition resumes.

As an option, the GM may rule that this option doesn't cost an action.

Rub Some Dirt on It

As a bonus action, expend one or more Recovery Dice to gain the result as immediate temporary hit points. Do not add your Constitution modifier to this total. These hit points are lost following a short rest.

Still Standing

When you take enough damage to drop you to 0 hit points, you can spend a Recovery Die as a reaction. This allows you to remain standing with one hit point. For each round you wish to continue standing, you must spend another Recovery Die as a reaction. If you choose not to do so, you fall unconscious with 0 hit points at the end of that round. If you receive healing of any sort during this time,

you no longer need to spend Recovery Dice to stay upright and conscious.

As an option, if you take damage again, your GM may or may not allow you to spend Recovery Dice to remain at 1 hit points.

Survivor

You can spend a Recovery Die to avoid suffering the effects of thirst or starvation. You do not regain Recovery Dice spent in this fashion until after you've received food and water and have taken a long rest.

Swift Healing

You can regain hit points by spending Recovery Dice as a bonus action, rather than following a short rest. You regain hit points equal to half the amount rolled (rounded down).

Consider limiting this option to barbarians, fighters, and possibly paladins and rangers.

Sympathetic Healing

You can expend one or more Recovery Dice during a short rest to help heal another creature. You do not regain hit points, but rather the recipient regains hit points equal to half your roll. Do not add your Constitution modifier to this healing.

Take a Breather

Expend a Recovery Die to regain the use of a feature that normally requires a short rest to recharge.

Twist of Fate

As a reaction, expend one Recovery Die to reroll a saving throw. You may use

this option after you roll the save, but before you know the results. You must accept the reroll.

Unflinching Awareness

You know something terrible is about to happen, and you are ready for it. As a reaction, expend one Recovery Die to gain advantage on your next initiative roll. This benefit (and the spent Recovery Die) are lost if you do not roll for initiative in the next ten minutes.

RACIAL RECOVERY

DICE OPTIONS

The options below are divided among the various character races. These options can help differentiate between characters of different races, further highlighting their varied natures, strengths, and weaknesses.

DWARF

IRON FORTITUDE

Your body can soak up poison with impunity.

When an attack or effect will cause you to suffer poison damage, as a reaction you can spend and roll a Recovery Die. You gain temporary hit points against poison damage equal to the result of your die roll. These temporary hit points only apply against poison damage, but otherwise operate like normal temporary points.

SHEER WILLPOWER

It doesn't matter how much poison is pumping through your blood—it isn't going to stop you from chopping someone's head off.

If you become poisoned, as a reaction you can spend a Recovery Die. You can ignore the poisoned condition for a number of rounds equal to the die roll. During this time, you continue attempting saving throws to end the effect, but during this time, you don't suffer penalties for being poisoned.

ELF

SILENT RUNNER

You stalk your foe with preternatural stealth.

If you spend a Recovery Die, you can add the result of the die roll to your next Dexterity (Stealth) check to determine success.

UNCANNY AIM

Your senses extend beyond the natural and into the supernatural, allowing you to see things normally hidden.

If an enemy creature is within range of your weapon or ranged spell attack but obscured or behind anything less than total cover (i.e., you have line of effect, but not line of sight, to the target), you can spend a Recovery Die to make the attack without disadvantage. You must still attack the creature's true location—if you attack the wrong location, you automatically miss. The target still gains the benefit of cover.

HALFLING

BLESSING OF LADY LUCK

Luck flows through your veins, allowing you to succeed by the seat of your pants.

At any time during the adventuring day, expend and roll a Recovery Die as an action and record the result. For the next 24 hours, this value represents your luck pool. Each time you make an ability check, attack roll, or saving throw, you can add +1 to your roll. Doing so depletes your luck pool by 1 point. Once the luck pool is empty, you cannot use this option until after you've completed a long rest. Any unused points in the pool are lost once you take a long rest.

DANGER SENSE

You possess a keen sixth sense that keeps you alive.

If you are surprised, you can spend a Recovery Die to not be surprised.

FOOL'S FORTUNE

You hate to push your luck, but sometimes you have to beg the Lady for more than your fair share.

You can spend a Recovery Die as a bonus action to gain momentary good fortune. When you do so, you can force an enemy you can see to reroll a saving throw, ability check, attack roll, or damage roll. You can only use this option once per enemy action. The target creature must use the second roll. You use this ability after the creature makes its roll, but before the GM announces the results of that roll.

HUMAN

FIERCE DETERMINATION

When your comrades need you the most, you'll do whatever it takes to save their sorry asses.

When you fail a saving throw to resist or avoid being charmed, frightened, paralyzed, exhausted, or poisoned, you can spend a Recovery Die to gain an immediate reroll of the failed save.

HUMAN RESOLVE

You possess a well of great resolve thanks to your deep burning desire to succeed.

When you fail a die roll by 5 or less, you can spend a Recovery Die as a reaction to add half its result (rounded down) to your roll result.

QUICK WITTED

You think fast on your feet, finding unorthodox solutions when everyone else has given up.

You can spend a Recovery Die as a reaction to change the ability involved for your next saving throw or ability check to an ability that better favors success. For example, if the GM calls for you to make a Dexterity saving throw against an incoming bolt of lightning, you instead choose to base the saving throw on your Constitution.

When you choose this option, you must provide an in-game explanation for why you have a chance of pulling this off. Describe how using your Strength instead of your Wisdom (for example) looks in the scene. If the GM accepts your story, you make the roll with your chosen ability. Once you've made this choice, you cannot change it back.

DRAGONBORN

DRACONIC PRESENCE

The full fury of your draconic ancestors emanates from you.

When you spend a Recovery Die as a bonus action, you temporarily gain a fraction of your draconic ancestry's Frightful Presence ability. As an action, you activate this fearful aura. Each creature of your choice within 30 feet and aware of you must succeed on a Wisdom saving throw (use the same DC as for your breath weapon). Any creature that fails this saving throw becomes frightened for a number of rounds equal to your Charisma modifier (minimum of 1). A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself with a success. Once the creature makes this save, it becomes



immune to your Draconic Presence for the next 24 hours.

UNLEASHED BREATH WEAPON

You draw from your body's strength and vitality to supercharge your breath weapon attack.

For each Recovery Die you spend, up to a maximum equal to your Constitution modifier (minimum of 1), you can add the result of the roll to the damage your breath weapon inflicts.

GNOME

BRILLIANT TINKERER

Your clockwork devices are like your children, each one special in its own way.

If you spend a Recovery Die as part of the construction of a clockwork device, the device has 5 hit points (instead of 1), and it continues operation for up to 48 hours without needing repair. If you spend a second Recovery Die as part of the construction, that device does not count against your limit of devices active at one time (i.e., you can have up to four devices active at one time).

GIFTED ILLUSIONIST

Your illusions seem almost real.

When you cast *minor illusion*, you can spend a Recovery Die to increase the spell's duration to a number of minutes equal to double your spellcasting ability modifier.

HALF ELF

CHARISMATIC

The raw magnetism of your human heritage combines with the unearthly nature of your elven heritage.

You can expend a Recovery Die to gain advantage on one type of Charisma-based skill check for the next 10 minutes. You must choose the skill (i.e., Deception, Intimidation, Performance, or Persuasion) before any dice are rolled.

FEY BLOODED

Your elven heritage protects you from charms and sleep magic.

If you fail a saving throw against being charmed or put into a magical sleep, you can spend a Recovery Die as a reaction. Roll the die and add the result to your saving throw.

HALF ORC

DESTRUCTIVE SAVAGERY

The sight of your enemy's blood only drives you to strike harder.

If you score a critical hit, you can spend a Recovery Die to reroll one, some, or all your damage dice, including the extra die provided by your Savage Attacks trait.

UNSTOPPABLE

The rage building within you refuses to let you die—at least not until after you've tasted the blood of your enemy.

If you make use of your Relentless Endurance trait, you can spend a Recovery Die as a reaction and add the die roll to your current hit points. If

you do so, you are not considered to have actually used the Relentless Endurance trait.

TIEFLING

INFERNAL GIFT

In times of desperate need, you accept and embrace your infernal legacy.

You can spend a Recovery Die as a bonus action to enhance one of the spells provided by your Infernal Legacy trait. If you do so, all target creatures suffer disadvantage on saving throws to resist the effects of these spells.

Starting at 5th level when you cast *darkness*, the spell's radius increases to 25 feet when you spend a Recovery Die as a bonus action.



PALPABLE EVIL

You radiate an intense aura of evil, drawn from deep within your tainted soul.

By spending a Recovery Die as a bonus action, you can imbue your physical presence with a touch of the infernal. Your eyes glow blood-red, wisps of brimstone waft off your hands, tendrils of shadow snake around your arms and shoulders, and so forth. In doing so, you gain advantage on Intimidate checks for the next minute. In addition, you gain advantage when attempting Charisma (Persuasion) checks while dealing with evil-aligned creatures, but you suffer disadvantage when dealing with good-aligned creatures. While this transformation remains in effect, you (falsely) register as a fiend to a paladin's Divine Sense feature. You can end this effect as a bonus action.

CLASS BASED RECOVERY DICE

The following Recovery Dice options are broken down by character class. In some cases, one or more options could work well with more than one class, especially with regards to certain types of spellcasters. Your GM has final say as to whether a character of one class can gain access to the Recovery Dice options provided for another class.

A number of these options also include suggested ways for the GM to limit, expand, or otherwise modify the benefits a character gains by expending Recovery Dice. Some of

these suggestions can work together, while others are exclusive of one another.

BARD

IMPROMPTU TALENT

You've never tried this before, but you saw someone do it once before. How hard can it be?

When you make an ability check using your Jack of All Trades feature, expend a Recovery Die and add the result to your skill check. This benefit lasts until you complete an ability check.

IMPROVISATIONAL MAGIC

You push your skill in arcane magic to the breaking point in pursuit of new and mysterious magic.

You can gain temporary access to a bard spell that is not on your list of known spells. To do so, expend a Recovery Die to add a spell to your list of known spells. At the same time, choose a known bard spell of equal level that you lose access to as long as this option remains in effect. Until you complete a long rest, the temporary spell replaces one of your known spells.

SURGE OF INSPIRATION

Your comrades need your inspirational words more than ever.

Spend a Recovery Die to regain one of your expended Bardic Inspiration dice.

Options:

- You can regain a number of expended Bardic Inspiration dice equal to how many

Recovery Dice you spend, to a maximum equal to your proficiency bonus.

- You can expend a Recovery Die to grant yourself a Bardic Inspiration die whenever you grant another ally an Inspiration die.

URGENT COUNTERCHARM

With lives hanging in the balance, you need to rally your comrades before they fall sway to the enemy.

When you spend a Recovery Die, you can perform the Countercharm feature as a bonus action, instead of an action.

BARBARIAN

DESPERATE RAGE

You push past your fatigue and call forth a surge of fury.

You can spend one Recovery Die to regain the use of one of your rages for the day.

Options:

- You gain a cumulative level of exhaustion each time you use Desperate Rage before taking a long rest.

SAVAGE CRITICAL

You unleash all your might in one powerful blow.

If you hit another creature with a critical hit, you may spend a Recovery Die to add an additional weapon die of damage.

Options:

- Spend a Recovery Die to reroll one of the damage dice of a critical hit. You must accept the reroll.
- If you use a Recovery Die to boost a critical hit, you gain a level of exhaustion.

CLERIC

ANSWERED PRAYER

You call upon your deity to renew his divine blessings upon you.

Spend a Recovery Die to regain a use of an expended Channel Divinity.

CALL FOR INTERVENTION

In your moment of need, you lift up your voice in urgent prayer.

When using your Divine Intervention feature, you can spend a Recovery Die. Add the result of that die roll to your cleric level. The result is the percent chance you have of gaining your deity's assistance, as described in the core rules.

Options:

- You can spend multiple Recovery Dice, adding the result of each die roll to your effective cleric level. The GM may wish to limit this to no more than double your actual cleric level, or a maximum number of dice equal to your Wisdom modifier (minimum of 1).

EMPOWERED CHANNEL

For a brief moment, your magic flares with a spark of your life force.

When casting a spell from your domain list, you can spend a Recovery Die to increase that spell's saving throw DC by 1.

UNDEAD BANE

You draw from your inner reserves of energy to help drive off the undead.

When using the Destroy Undead feature of your Channel Divinity, as a bonus action you can spend Recovery Dice to increase your effective cleric level. For each Recovery Die you spend, add one to your effective cleric level to determine what CR of undead you can affect. You are limited to spending a number of dice equal to your proficiency bonus.

For example, as a 5th-level cleric, you can destroy undead of CR ½ or lower. If you spend three Recovery Dice (which requires a Wisdom of 16 or higher), however, you are treated as an 8th-level cleric, and thus able to destroy undead of CR 1 or lower. This boost lasts until the end of your turn.

OPTIONS FOR DIVINE DOMAINS

You may wish to create additional Recovery Dice options for each divine domain. These may key off of a specific feature within a domain, or involve the use of that domain's Channel Divinity special feature.

The examples below are provided for the Knowledge domain and the Life domain.

GIFTED HEALER

Your deity's divine grace flows through you and to those most in need of help.

When using the Preserve Life feature of the Life domain's Channel Divinity option, you can spend one or more Recovery Dice, up to a number equal to your Wisdom modifier (minimum of 1). Roll these dice and add the results to the pool of hit points you can distribute to creatures within 30 feet.

INSPIRED KNOWLEDGE

The knowledge and wisdom of your god floods through your mind at the moment of greatest need.

When using your Knowledge of the Ages feature, you can expend a Recovery Die and add the result to your skill or tool check.

DRUID

DARKVISION

Using a trick your master showed you, your beast form gains the ability to see in the dark.

When you use your Wild Shape feature and take on the form of an animal lacking in darkvision, you can gain darkvision as part of the transformation by spending a Recovery Die. This benefit lasts until you revert to your normal form or change shape into another beast.

ENDURING FORM

You remain in your beast form, ignoring the strain it places on your body.

If you spend a Recovery Die, you can remain in a beast shape for an additional hour.

Options:

- You can remain in beast form one additional hour for each Recovery Die you spend, to a maximum equal to your proficiency bonus.

NATURE'S WRATH

You transfer a fraction of your life force to empower your magic's harmful effects.

By spending a Recovery Die, any cantrip you cast for the next 10 minutes adds your Constitution modifier (minimum of 1) to any damage inflicted.



QUICK CHANGE

You ignore the nerve-wracking pain to transform to normal shape in the blink of an eye.

After spending a Recovery Die, you can revert to your normal form as a free action on your turn.

VERSATILE SPELLCASTING

When need is greatest, you can change the magic to which you have access.

You can change your list of prepared spells when you finish a short rest if you spend a Recovery Die.

FIGHTER

ADDITIONAL SECOND WIND

Your reserves are gone but the battle stands at a critical point. You push past all physical limits, drawing on sheer willpower to keep fighting.

You can use your Second Wind feature again by spending a Recovery Die.

Options:

- In exchange for a Recovery Die, when you use your Second Wind feature, add your Constitution modifier (minimum of 1) to the number of hit points you regain.

CRITICAL STRIKE MASTER

You take advantage of your foe's moment of vulnerability, slipping a devastating blow past his flawed defenses.

When you spend a Recovery Die, your critical hit range temporarily

increases. If you normally critical only on a 20, you instead critical on a 19 or 20; if you critical on a 19 or 20, you instead critical on an 18-20. You can choose whether to use this option after you make your attack roll. You can only use this option once per round.

SOUL BONDED WEAPON

Although it will cost you later, you can briefly infuse your bonded weapon with some of your spiritual essence.

As a fighter with the Eldritch Knight archetype, you can expend a Recovery Die to infuse a spark of magic into one of your bonded weapons. Doing so requires a bonus action. When you spend the die, the weapon is treated as magical for purposes of bypassing a creature's damage resistances. At the end of your next turn, the weapon loses this benefit.

Options:

- As a bonus action, spend another Recovery Die to grant your weapon one of the following damage properties: acid, cold, fire, lightning, necrotic, or poison. When you strike a creature, you inflict damage of the chosen type. This lasts until the end of your next turn.

VETERAN BATTLE MASTER

You've fought and survived enough battles to pick up a few tricks and tactics that most novices never have the chance to master.

If you have no Superiority Dice remaining when you roll initiative, you

can exchange one Recovery Die for one Superiority Die.

Options:

- You can swap multiple Recovery Dice in exchange for Superiority Dice on a one-for-one basis, to a maximum equal to your proficiency bonus.

MONK

REGENERATE KI

You draw from the wellspring of your inner force to recharge your ki.

Regain a ki point by spending a Recovery Die.

Options:

- You can regain a ki point for each Recovery Die you spend, up to a number equal to your proficiency bonus.

SUPERIOR MISSILE DEFLECTION

Your reflexes accelerate in the face of incoming missile attacks.

When you use the Deflect Missiles feature, if you spend a Recovery Die you can reduce the amount of damage you take by $3d4 +$ your Dexterity modifier $+$ your monk level.

SUPREME DEFENSE

The movements of your foe slow even as your perception speeds up.

When you spend two Recovery Dice as a reaction, one enemy you can see suffers disadvantage on its attacks against you. This lasts until the beginning of the creature's next turn.

PALADIN

GUARDIAN ANGEL

Someone up there likes you...

As a reaction, you can expend a Recovery Die to counter an enemy's advantage against you. This option only allows you to counter advantage—you cannot impose disadvantage.

Options:

- Other classes may gain access to this usage, such as the cleric and the druid (representing divine guidance), or possibly the bard and the rogue (representing luck).

SPIRITED SMITE

You sacrifice your own life force to empower the divine wrath flowing through you.

When you use your Divine Smite feature, you can spend a Recovery Die to add an additional d6 of radiant damage to the total.

Options:

- You can expend more than one Recovery Die as part of a smite attack.
- You gain a level of exhaustion for each die you add to the smite attack.
- The maximum number of dice you can add equals your proficiency bonus.
- Alternatively, the maximum number of added dice equals your Constitution modifier.



HEALING HANDS

You tap into your own life energies to help heal your comrades.

When you use your Lay on Hands feature, you can expend up to one Recovery Dice for every 5 points of healing you give. Add the result of the die roll to your healing, but do not add your Constitution modifier to the total.

RANGER

ENDURING HATRED

When you come face to face with your greatest, most hated enemy, you give your attacks everything you've got.

If you successfully hit a favored enemy creature with a weapon attack, you can expend a Recovery Die and add the result to your damage. If you roll a critical hit against a favored enemy, you can expend a Recovery Die to reroll any of your damage dice, but you must accept the reroll.

LETHAL HUNTER

When it comes to slaying your hated enemies, you push your mind and body to their limits.

If you took the Hunter archetype, you can spend a Recovery Die as a bonus action to gain access to one of the features you don't currently have. Thus, at 3rd-level you can spend a Recovery Die to gain access to one of the features under Hunter's Prey; at 7th-level, access to a feature under Defensive Tactics; 11th-level for Multiattack; and 15th-level for Superior Hunter's Defense. You gain access to this feature until the end of your next turn.

RAPID SHOT

You know that in battle, those who act first usually also get to act last.

When combat is imminent but before initiative is rolled, you can spend a Recovery Die to make an immediate ranged or melee weapon attack against a creature in range you can see. You receive advantage on this attack.

SHARED BOND

You care more about your beast companion than you do about most people.

As a bonus action, you can donate one or more of your Recovery Dice to your beast companion. The companion must be within sight. The companion can use one, some, or all of these donated dice immediately, but doing so costs your action for the turn.

SKILLED NEMESIS

You've spent years studying, observing, and learning to understand your enemies. You know more about them than they know about themselves.

When you need to make an Intelligence or Wisdom check related to your favored enemy, you can spend a Recovery Die and add the result to your check. You must spend the Recovery Die before you make the check.

SURVIVALIST

The wilderness is your true home, a part of your very soul. You know it, and more importantly, you understand it.

When you need to make an Intelligence or Wisdom check related to your favored terrain, you can spend a Recovery Die and add the result to your check. You must spend the Recovery Die before you make the check.

ROGUE

AMAZING DODGE

You twist, bend, and roll out of the path of an incoming attack

When you use your Uncanny Dodge feature, you can spend a Recovery Die to further reduce the damage you suffer. Subtract the result of the roll before halving the damage.

Options:

- You can expend more than one Recovery Die to reduce the damage as part of your Uncanny Dodge, to a

maximum equal to your proficiency bonus.

BACKSTABBER

You know precisely where to strike your enemy to inflict the most damage, and put everything you have into it.

You can spend a Recovery Die to do an additional die of sneak attack damage.

Options:

- You can spend more than one Recovery Die to increase your Sneak Attack damage, up to a number of dice equal to your proficiency bonus.

QUICK REFLEXES

Your quick thinking and sharp reflexes let you act first.

At the start of a battle, you can spend a Recovery Die and add the result to your initiative check.

Options:

- If you spend a second Recovery Die, you gain advantage on your initiative roll.
- Other classes might gain access to this usage, such as bards, monks, and rangers.

SORCERER

BLOOD MAGIC

You draw on your life force reserve to fuel your magic. You'll pay the price later, but for now you need all the power you can grasp.

You can expend one Recovery Die to regain 1 sorcery point as a bonus action. You cannot have more sorcery points than normally allowed for your level.

Options:

- You can spend up to two Recovery Dice to regain 2 sorcery points as an action. It isn't recommended that the DM allow this option to regain a larger number of sorcery points.

BOOSTED SPELL

You draw upon your spark of life to boost the raw power of your magic.

When you wish to cast a spell at a higher level, you can spend two Recovery Dice in place of a one level higher slot. For example, if you wish to cast *fireball* at 4th-level of effect, you use a 3rd-level spell slot and expend two Recovery Dice, rather than using a 4th-level slot. You can combine this option with a higher-level slot. For example, if you wanted to cast *bane* as a 3rd level spell, you can do so with a 2nd-level spells lot and by expending two Recovery Dice.

IMPROVISATIONAL MAGIC

You push your skill in arcane magic to the breaking point in pursuit of new and mysterious magic.

You can gain temporary access to a sorcerer spell that is not on your list of known spells. To do so, expend one Recovery Die to temporarily add that spell to your list of spells known. This spell can be no more than one level

lower than the maximum level spell slot you can cast. At the same time, choose one of your known spells of equal level that you lose access to as long as this option remains in effect. Until you complete a long rest, the temporary spell replaces one of your known spells.

LUCK WIELDER

You manipulate the whims and tides of luck around you.

When using your Bend Luck feature, you can spend one Recovery Die and 1 sorcery point, rather than spending 2 sorcery points.

MANIPULATE WILD SURGE

You bend the chaotic flows of wild magic ever so slightly.

If you trigger a wild surge but before you roll on the Wild Magic Surge table, you can spend a Recovery Die. This allows you to take either the result indicated by the percentile roll. Alternatively, you can take the result either above that one or below it. In the case of a roll of 01-02, you can choose the result of 99-00 (i.e., regain all expended sorcery points) or 03-04; if you roll 99-00, you can either choose 01-02 or 97-98.

OVERCHARGED SPELL

You throw everything you've got into a spell, raining death and destruction on your foes.

When using the Empowered Spell metamagic feature, you gain one additional die of damage for the spell.

Options:

- You can expend multiple Recovery Dice, gaining an additional die of damage for each Recovery Die you spend, to a maximum equal to your Charisma modifier (minimum 1).
- While using the Empowered Spell metamagic feature, spend a Recovery Die to increase the number of damage dice you can reroll by 1 (i.e., as if your Charisma modifier were 1 point higher than it actually is).



WARLOCK

ARCANE SECRETS

You call upon your pact boon to give you a flash of insight into the secrets of magic. The knowledge fades quickly.

Spend a Recovery Die as a bonus action to gain access to a cantrip from the warlock spell list that you do not know. You lose access to this bonus cantrip at the end of your next turn.

BORROWED INVOCATION

Your patron hears your request and gives you a momentary surge of arcane power.

You can gain access to an invocation you do not know when you spend a Recovery Die as a bonus action. You must still meet the invocation's prerequisites in order to use it. You know this new invocation until you end a long rest.

ELDRITCH CHARISMA

The dark mysteries of your patron infuse your aura with supernatural charisma.

By spending one Recovery Die as a bonus action, your Charisma modifier increases by 1 for the purposes of your spell attack modifier and spell save DC until the end of your turn.

INSIGHT OF THE ANCIENTS

With the proper measure of fear and trembling, you call upon your patron for answers.

You ask your patron for information about a pressing problem. By spending a Recovery Die, you can cast one of the following spells if you

have a spell slot of the appropriate with which to do so: *augury*, *clairvoyance*, *speak with dead*, *divination*, or *commune*. The casting of this spell expends the spell slot and requires 10 minutes to complete.

WIZARD

Several of the following options provide considerable flexibility to the wizard. This can run the risk of encroaching on and diluting the sorcerer class's features. If your party includes both a wizard and a sorcerer, keep a close watch on how these Recovery Dice options affect game play between them.

ADVANCED ARCANE PREPARATION

You've learned a number of mnemonic tricks and techniques to improve your spell memorization.

While preparing your spells for the day, spend a Recovery Die to treat your Intelligence modifier as if it were 1 point higher, thus allowing you to prepare one extra spell for the day. This improvement has no effect on spellcasting otherwise.

EXPERIMENTAL MAGIC

Against everything your master taught, you attempt a spell outside of your repertoire.

As a bonus action, you can expend a Recovery Die to cast a spell that is not on your list of known spells. The spell must still be on your class's list, e.g., you cannot use this option to cast a bard or cleric spell.

Options:

- When using Experimental Magic, you are limited to casting a spell one level lower than your maximum (if you can only cast 1st-level spells, you are limited to cantrips).
- Casting an experimental spell first requires a successful Intelligence (Arcana) check with the DC equal to 10 + the level of the spell being attempted + 1. If you fail this check, you burn the spell slot but fail to cast the spell.

FORCED CASTING

You reach past the limits of your knowledge and skill and attempt to cast magic beyond your grasp, despite the risks.

You can attempt to cast a spell of one level higher than you are allowed to cast. In order to do so, you must first succeed at an Intelligence (Arcana) check, with the DC equal to 10 + the level of the slot you wish to cast + 1. If you fail this check, you expend a Recovery Die without benefit. If you succeed, you can cast the higher-level spell.

For example, if a 3rd-level wizard can attempt to force cast up to a 3rd-level spell. The DC for this Arcana check is 14. If the wizard succeeds, they can cast a 3rd-level spell.

Options:

- If you fail the Arcana check, you gain two levels of exhaustion.

- If your Arcana check succeeds and you cast the spell, you gain one level of exhaustion.
- You can only use this option once between long rests.
- You must choose the spell you wish to cast before you expend the Recovery Die. Thus, you can't "save" the slot to use in future without having the specific spell planned. The GM may limit which spell you can select, and he may also limit how many different spells you can have access to.
- You suffer 1d6 of necrotic damage for multiplied by the level of the slot you force cast. Resistance and other factors cannot reduce this damage.
- The cost in Recovery Dice is equal to the level of the spell slot you attempt to cast; force casting a 6th level spell costs six Recovery Dice.

INFUSED MAGIC

You infuse your spell with a surge of arcane power, casting it at a higher-level slot.

When you spend a Recovery Die, you can cast a spell you have prepared at one level higher effect without costing a higher-level spell slot. For instance, if you cast *sleep* at 2nd-level of effect, it still only costs a 1st-level slot. You cannot infuse a spell to a higher-level slot than you can cast.

Options:

- You can only apply Infused Magic to a number of spells, selected ahead of time, equal to your Intelligence modifier (minimum of 1). You can change this list after a long rest. For example, a wizard with Intelligence 14 can select two spells he can empower, doing so when he prepares his spells for the day.
 - Other spellcasting classes gain access to Infused Magic (although there is no benefit to the warlock, since he casts all his spells at a set level of effect).
 - At the GM's option, Empowered Magic is a feat you must take in order to gain its benefits.
- they can't recover a 3rd-level slot.
 - You gain one level of exhaustion for each level of a spell slot you recover. Since six levels of exhaustion equals death, this option limits you to regaining 5th-level spells.
 - You can only regain a spell slot to cast a spell you've already cast in the past 24 hours.
 - Recovering a spell slot in this fashion first requires a short rest.
 - You can only use this option once between long rests.

INNER MANA

You draw upon your reserves to power your magic.

As an action, spend one Recovery Die to regain one spell slot level. You can regain a higher-level spell slot if you expend a die for each level of the slot.

Options:

- The maximum level spell slot you can recover in this way is one less than your maximum, with a minimum of a 1st-level slot. For example, a 5th-level wizard can expend one Recovery Die to regain a 1st-level slot, or they can expend two dice to regain a 2nd-level slot, but



SPELL SWAP

When you need it the most, you can recall the proper incantation for a spell you don't have prepared.

In exchange for expending a Recovery Die, you can swap one of your currently prepared spells for one of your known spells you don't have prepared. This swap remains in effect until you once again prepare spells for the day, or spend another Recovery Die to make another swap.

COMBAT OPTIONS FOR RECOVERY DICE

The following Recovery Dice options don't necessarily benefit characters, but rather serve to dial up or down the lethality and grittiness of combat in a campaign. These options don't change what Recovery Dice can do, but they do change how those dice might be spent or used up. Each of these alternatives includes a lethality rating of one to five daggers (†), where one dagger signifies a small, but noticeable, effect on combats, all the way up to four daggers, which means that particular option is guaranteed to result in character deaths over time.

BRUTAL CRITICAL

Lethality: †

When a creature suffers a critical hit, it also loses one of its Recovery Dice. If the creature has no dice remaining, then it suffers an additional weapon die of damage.

This option ramps up the potency of critical hits. In addition, since this option adds to the GM's bookkeeping,

he may only want to track Recovery Dice loss for solo monsters or major NPC villains. Because most monsters don't necessarily use Recovery Dice, this option affects characters more than it hurts the monsters, and as such represents an increase in the game's lethality.

This option may have the side effect of making players reluctant to expend Recovery Dice for other things, balancing some of their great effects.

EMPATHIC HEALING

Lethality: †††

When a character casts *cure wounds* or other healing magic, he must expend a Recovery Die. If he has no dice remaining in his pool, he cannot perform the healing, even if he has the spell slots available. Likewise, a paladin can't use his Lay on Hands feature unless he has the Recovery Dice available to spend.

This option fits best with a grim, gritty setting where healing magic is rare and precious. That being said, this option imposes a limit on certain classes, and forces healers to choose between having Recovery Dice for their own use and the ability to heal their comrades.

There are several ways to modify this option.

- For healing spells, it costs one Recovery Die per spell level; thus, *heal* would cost the cleric six dice. For the paladin's Lay on Hands feature, the cost is one Recovery Die per 5 points of healing granted. This option

increases the campaign's lethality by another degree, and imposes a major limit on how much healing any character can perform.

- If the healer has run out of Recovery Dice for the day, he can opt to expend his own hit points to power his healing. If he casts a 3rd-level *cure wounds* spell, he would first have to take 3d8 points of damage to power the healing.

MOMENTARY RESPITE

Lethality: ††

When you expend Recovery Dice, you gain the result of the die roll plus your Constitution modifier in temporary hit points, rather than normal hit points.

MONSTER RECOVERY DICE

Lethality: †† to †††

For the most part, it doesn't matter if monsters have Recovery Dice or not since they appear in one encounter, after which they are usually dead and thus healing isn't an issue. With this option, however, monsters have ready access to Recovery Dice just like characters do, i.e., equal to their Hit Dice and usable in a variety of ways.

From the standpoint of monsters regaining hit points, this option has negligible effect in most campaigns. For starters, few monsters ever survive the encounter in which they appear. Second, even if a monster survives, they seldom pursue the adventurers in hopes of a rematch, and if they do, most GMs don't bother with the

bookkeeping necessary to track a monster's hit points.

If, on the other hand, the GM gives monsters access to some of the options provided in this sourcebook, then things become more dangerous for the characters (and interesting for the GM!). Imagine if a monster can expend one of its Recovery Dice to shake off a condition or go first on initiative—such a benefit could provide decisive in a battle.

Should the GM use this option, he should generally limit it to “boss” monsters and villain NPCs important to the campaign; minions, henchmen, and mooks shouldn't have Recovery Dice. In addition, the GM should usually limit a monster to how many of its dice it can expend in a given encounter. As mentioned, most monsters don't survive a single encounter, so there is no reason for the GM to play conservative with spending dice, going for broke. One possible option is treat Recovery Dice much like lair actions or legendary actions—limited to one, two, or perhaps three times in an encounter. Another alternative would be to require the monster succeed at some sort of ability check (most often Constitution, Dexterity, Intelligence, or Wisdom) to be able to spend a Recovery Die.

With this option in play, the GM may allow animal companions and familiar to benefit from different ways to spend Recovery Dice.

SLOW HEALING

Lethality: ††

You cannot expend Recovery Dice for healing after a short rest; you must complete a long rest in order to spend these dice.

WOUND THRESHOLDS

Lethality: ††††

One of Fifth Edition's optional rules requires that a character can only expend a Recovery Die if they use an application of a healer's kit as part of the process. Thus, no healer's kit, no healing from Recovery Dice. Along similar lines, this option prohibits *all* healing unless a character spends Recovery Dice.

For example, if a character receives a *cure wounds* spell, he must expend a Recovery Die in order to receive the healing. If the character is out of dice for the day, then the cure provides no benefit whatsoever. The same goes for healing potions; if a character lacks any Recovery Dice in his pool, then the potion might as well be plain water.

There are several additional options you can include as part of this concept, some of which soften the overall lethality.

- If a character has no Recovery Dice left and receives some form of healing (e.g., *cure wounds*), he receives the healing as temporary hit points, not normal ones.
- Higher-level or more powerful healing, such as *heal*, does not

require expenditure or presence of Recovery Dice.

- Divine healing doesn't cost or require Recovery Dice if the cleric and his patient worship the same deity.
- Certain kinds of healing don't require Recovery Dice, such as the paladin's Lay on Hands feature.
- If a character lacks Recovery Dice in his pool and receives healing, he gains half the effect, rather than no benefit.
- As one possible alternative, a creature can benefit from magical healing so long as it still has at least one Recovery Die remaining. A creature with no remaining Recovery Dice cannot, however, benefit from any healing until it regains at least one die.

ADDITIONAL OPTIONS

The following are a few more options for using Recovery Dice in a campaign. These options work best to tailor the rules to fit a setting with a tone or theme different from the Fifth Edition baseline.

BIG DAMN HEROES

Under the core rules, at 1st level you have one Recovery Die. With this option, you also start with a number of Recovery Dice equal to your Constitution modifier. Thus, a 1st-level character with a Constitution of 16 (+3) has 4 Recovery Dice; at 5th level, he would have 8 Recovery Dice.

This option, especially when combined with some of the ways of using Recovery Dice described in this book, increases character power and effectiveness right from the start. It elevates characters more towards superheroes in a sense, emphasizing high fantasy and over the top adventure.

There are several other ways you can further modify this option that add even more a sense of pulp adventure and heroics.

- Characters regain all their Recovery Dice after a long rest.
- Characters regain half their Recovery Dice after a short rest.
- Instead of selecting the +2 ability increase or a feat, a character could receive three additional Recovery Dice.

HEROIC FATIGUE

To help balance out the spending of Recovery Dice and the benefits thereof, you can add the accumulation of exhaustion levels for some (or all) the options provided in this book. This represents a character not only using up some of his personal vitality, luck, and energy (stealing from the future to pay for a benefit now), it also represents the character pushing his body, mind, and spirit past normal limits. With most of these options, you can simply impose one exhaustion level after the character has accomplished what he wanted to do by spending the Recovery Die. For some of the more potent options, you can exact multiple exhaustion levels.

Keep in mind the two downsides of this approach. First, it may mean that players are less willing to use the Recovery Dice options in the first place—they may consider the cost too high. Second, this increases the amount of bookkeeping that GMs and players must do in the middle of the action. This can bog down the game and take away from the spontaneity of combat.

LOW MAGIC

If you favor a low magic campaign setting, this option requires spellcasters to expend Recovery Dice to cast higher-level spells. Before establishing the exchange rate of dice to spell levels, decide the cutoff level between low magic and high. For example, one setting may consider spells higher than 3rd level as extremely rare, dangerous, or difficult to cast. Another setting might be limited primarily to “hedge magic”; any spell over 1st level comes at a cost. Thus, spells at or below the cutoff level do not incur a cost (beyond expending the spell slot). Spells above the cutoff, however, require expenditure of Recovery Dice to power them.

After you set the spell level cutoff, you next determine the price to cast magic over this level. The easiest, most straightforward method is a cost of one Recovery Die per spell level over the cutoff. With magic generally limited at 3rd level, for example, casting a 5th-level spell would cost two Recovery Dice. If you want magic truly rare and precious, the cost might come in multiples of dice per spell level over

the cutoff, say two Recovery Dice per spell level over the cutoff. The higher the cost, the fewer spells that characters can and will cast—and the fewer players will want to play spellcasters.

Alternatively, you can establish a simple cost of one Recovery Die to cast any spell, regardless of level, beyond the cutoff. This option still keeps magic less commonplace, but imposes a less severe restriction on spellcasters.

You should also consider what spellcasting looks like, in the setting itself, when a spellcaster draws upon Recovery Dice to fuel his magic. Does the casting leave him tired and shaking? Does he need to offer up his own blood as part of the process?

As part of a low magic setting, you should also consider the role of magic items. Even in a campaign where magic is extremely rare, there are usually a few magic items out there, waiting to be discovered. If you want to emphasize the rarity of magic items, you can tie their use into Recovery Dice as well. After a character attunes with an item, he must spend a Recovery Die every time he activates that item. If he has spent all his dice for the day, he can't use the magic item. This restriction doesn't work as well with items that are "always on," such as weapons, armor, and shields, but it works quite well for potions, scrolls, and items that require activation, such as wands, staves, and so forth.

WOUNDED RECOVERY

One option that can improve character survivability and durability involves using Recovery Dice and the *wounded* condition (see *Fifth Edition Options*, published by TPK Games). In brief, you gain the wounded status when your hit points fall to 10% or lower of your hit point maximum. While wounded, you suffer disadvantage on attack rolls, ability checks, and saving throws.

With this option, when you become wounded, you can immediately use your reaction to expend a Recovery Die to regain hit points. If doing so brings your hit points above the 10% threshold, you are no longer wounded.

NEW THREATS

With this sourcebook, Recovery Dice become more valuable and versatile to characters, especially at lower levels. Given this fact, it makes sense for you to throw in some new hazards and dangers to threaten a character's Recovery Dice. Some of the possibilities are described below.

Diseases. Create a new disease, or modify one of the existing ones, to take away Recovery Dice, limit their use, or limit their effectiveness.

For example, consider one of the diseases presented in the core rules, *sewer plague*. In addition to its other effects, the sufferer only recovers half normal hit points from spending Recovery Dice.

A disease could slowly deplete a character's reserve of Recovery Dice as

the illness progresses, such as the loss of one die per day the disease continues. A disease could have other effects, such as reducing the die value of Recovery Dice by one step (e.g., d10 to d8, or d8 to d6) as long as the disease runs its course. You could even have a disease “consume” Recovery Dice and using them to make itself stronger—perhaps representing a parasitic infection.

Life Drain. Undead are particularly appropriate creatures for stealing or draining a character’s Recovery Dice. Vampires, wights, and wraiths are good candidates. You can either give these undead a special attack that specifically drains a character’s Recovery Dice, or you can combine this effect with other ones, such as necrotic damage or reducing the target’s hit point maximum.

For example, consider the wraith’s Life Drain ability. You can add a Recovery Die element to this attack, making it more dangerous. Thus, in addition to reducing the victim’s hit point maximum, this attack could also drain a Recovery Die (or more than one) until the victim completes a long rest.

The GM should tread carefully when adding this option to a monster’s attacks. At the least, you should provide your players with hints as to the loss of Recovery Dice (if you prefer

not to simply tell them outright). If too many monsters steal or drain Recovery Dice, then players may become reluctant to spend those dice for other purposes, including the options described in this book.

Poisons. Like diseases, any existing poison from the core rules could be modified or a new one created that includes loss of Recovery Dice, or reduction of their effectiveness, as part of its effect.

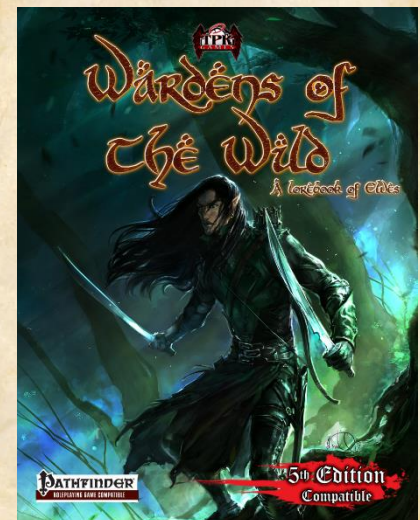
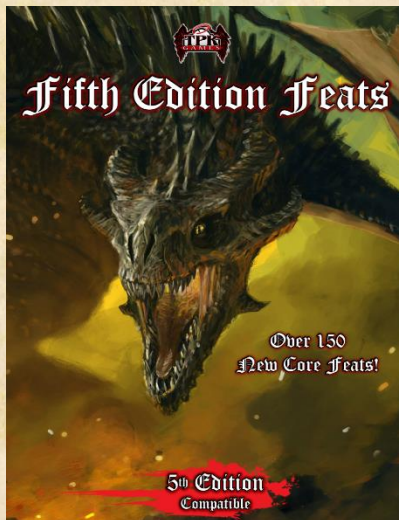
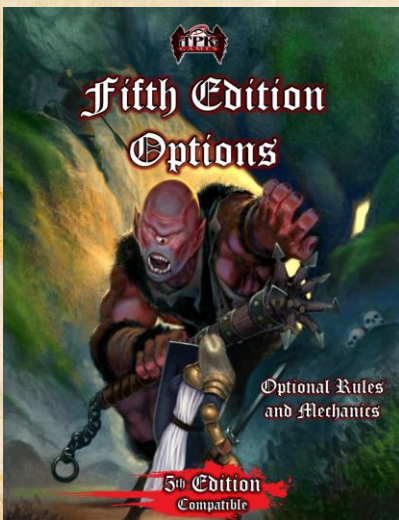
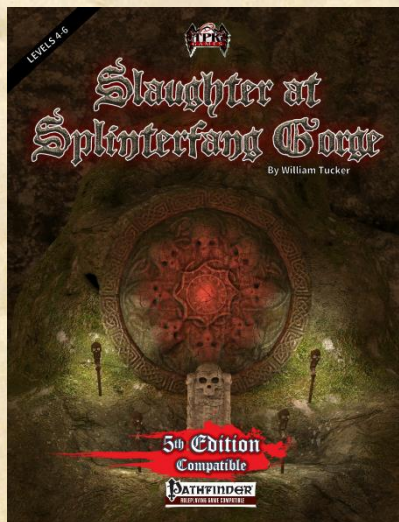
For example, you could modify *burnt othur fumes* such that a character cannot spend *any* Recovery Dice as long as they remained poisoned by it.

Spells. What if certain necromantic spells did more than steal hit points? What if *vampiric touch*, for example also drained a Recovery Die from the target and gave it to the caster? A spell such as *ray of enfeeblement* might take away a Recovery Die in addition to its reduction of Strength-based weapon damage.

Be cautious in permitting a spellcaster to add a Recovery Die element to any spell’s effects; doing so could unbalance an encounter in surprising ways, and resourceful players have a tendency to repeatedly use a tactic or trick once they discover how well it works.



**GEEKS
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