

D&D 5e - The long rest

An attempt to re-design features that recharge on a short rest

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PART 1

CHAPTER 1: FEATS

THIS CHAPTER LISTS FEATS that previously were usable per short rest or on a short rests and gives a proposed change for each of them.

FADE AWAY

XGE. Gnome racial feat. p.74.

1/ini.

FEY TELEPORTATION

XGE. High-Elf racial feat. p.74.

PB/LR.

HEALER

PHB. p.167.

You can heal a number of creatures this way equal to your PB/LR. They heal 1d6 + 4 + your PB + their max. number of hit dice.

INSPIRING LEADER

PHB. p. 167.

PB/LR.

MARTIAL ADEPT

PHB. p.168.

PB superiority dice per LR.

ORCISH FURY

XGTE. Half-Orc racial feat. p.75.

1/ini.

SECOND CHANCE

XGE. Halfling racial feat. p.75.

1/ini.

CHAPTER 2: CLASSES



HIS CHAPTER LISTS CLASS-FEATURES that previously were usable per short rest or on a short rests and gives a proposed change for each of them.

CB/LR

A new term is introduced, the class bonus (CB). It's the same as PB, starting at 2, scaling up to 6, but takes into account only your levels in the class a feature references.

Example: a level 5 Fighter would have a CB of 3, just like PB. A level 10 character with 5 levels in Fighter, 4 Levels in Wizard and one level in another class would have a CB of 3 in Fighter, but a CB of 2 in the remaining classes, whereas PB on level 10 would be 4. This is if I believe making a feature PB/LR would be problematic for multiclassing (especially for warlock subclasses sometimes done for consistency).

ARTIFICER

TCE. p.9. The artificer doesn't have any per SR features. Some of them say they can be done over the course of a short rest, which stays the same. Some state they take a specified time, which also stays true.

BARBARIAN

BASE-CLASS

PHB. p.47.

RELENTLESS RAGE

LV 11. The DC resets when Initiative is rolled.

PATH OF THE ANCESTRAL GUARDIAN

XGE. p.9.

CONSULT THE SPIRITS

LV 10. PB/LR.

PATH OF THE BEAST

TCE. p.24.

BESTIAL SOUL

LV 6. This isn't per short rest, but on a short rest.

BARD

BASE-CLASS

PHB. p.51

SONG OF REST

LV 2. A creature must take damage from an enemy or environmental hazard or gain exhaustion before you can gain this benefit again.

FONF OF INSPIRATION

LV 5. Increases the number of inspiration uses to Charisma-Mod*2.

COLLEGE OF GLAMOUR

XGE. p.14.

ENTHRALLING PERFORMANCE

LV 3. 1/LR or expend a bardic inspiration.

UNBREAKABLE MAJESTY

LV 14. 1/LR or expend a bardic inspiration.

COLLEGE OF WHISPERS

XGE. p.16.

WORDS OF TERROR

LV 3. 1/LR or expend a bardic inspiration.

MANTLE OF WHISPERS

LV 6. 1/LR or expend a bardic inspiration.

CLERIC

BASE-CLASS

PHB. p.56

CHANNEL DIVINITY

LV 2. Can be used Wisdom-Mod/LR, but after being used the cleric needs to spend 1 minute in prayer before being able to use it again. Starting at level 6, can be cast twice before prayer. Starting at level 18 can be used Wisdom-Mod*2/LR and thrice before prayer.

KNOWLEDGE DOMAIN

PHB. p.59.

VISIONS OF THE PAST

LV 17. PB/LR.

DRUID

BASE-CLASS

PHB. p.64

WILD SHAPE

LV 2. Can be used Wisdom-Mod/LR.

CIRCLE OF THE LAND

PHB. p.68.

NATURAL RECOVERY

LV 2. Is “on SR”, not “per SR” and stays the same.

CIRCLE OF THE SHEPHERD

XGE. p.23.

SPIRIT TOTEM

LV 2. 1/LR or expend a wild shape to use.

FIGHTER

BASE-CLASS

PHB. p.72.

SECOND WIND

LV 1. CB/LR.

ACTION SURGE

LV 2. 1/ini.

Alternative. For some tables this may be game breaking if you do multiple combats per short rest. It might be worth considering 1/ini, up to CB/LR times.

ADDITIONAL CLASS FEATURES

TCE. p.41.

FIGHTING STYLE: SUPERIOR TECHNIQUE

LV 1. PB superiority dice per LR.

Alternative. PB dice per ini.

ARCANE ARCHER

XGE. p.28.

ARCANE SHOT

LV 3. 2/ini.

EVER-READY SHOT

LV 15. Increases the number of arcane shot uses by 1.

BATTLMASTER

PHB. p.73.

COMBAT SUPERIORITY

LV 3. 4 superiority dice that recharge when ini is rolled, to a maximum of 4. Increases to 5 at LV 7 and 6 at LV 15.

RELENTLESS

LV 15. Removed.

ECHO KNIGHT

EGW. p.183.

SHADOW MARTYR

LV 10. 1/ini.

PSI WARRIOR

TCE. p.42.

PSIONIC POWER

LV 3. Psionic Energy dice are already per LR. The amount is increased by 1. The bonus action to regain one die that can be done PB/LR.

Telekinetic movement: Must expend psi die.

TELEKINETIC ADEPT

LV 7. Psi-powered leap: must expend Psi die.

RUNE KNIGHT

TCE. p.44.

RUNE CARVER

LV 3. Each rune can be invoked 1/ini. Increases to 2/ini at LV 15.

MONK

BASE-CLASS

PHB.

MARTIAL ARTS

LV 1. The bonus action attack can also be made when taking any action provided by the monk class or one of its subclasses. This includes spellcasting if available.

Ki

LV 2. Ki is removed entirely. Calculating the DC for features that need it stays the same.

FLURRY OF BLOWS

LV 2. After you take the attack action, using unarmed strikes or a monk weapon, while not wearing medium or heavy armor, you can make two unarmed strikes as a bonus action.

PATIENT DEFENSE

LV 2. While you don't wear medium or heavy armor and are not wielding a shield, you can use your bonus action to get a bonus of +2 to your AC and Dex saving throws, until your next turn.

STEP OF THE WIND

LV 2. You can take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn, while not wearing medium or heavy armor.

DEFLECT MISSILES

LV 3. The ki-cost is removed.

QUICKENED HEALING

LV 4. As an action, expend a hit die, roll that or a martial arts die, your choice, and regain the number rolled + PB in HP.

STUNNING STRIKE

LV 5. Wis/ini.

STILLNESS OF MIND

LV 7. (PB/2)/LR. Can be used while frightened or charmed, even if the effect would prevent you from taking actions or force you to take a specific action.

DIAMOND SOUL

LV 14. (PB/2)/LR.

EMPTY BODY

LV 18. (PB/2)/LR.

PERFECT SELF

LV 20. Dex and Wis score and max each increase by 4.

WAY OF THE ASCENDANT DRAGON

FTD.

BREATH OF THE DRAGON

LV 3,11,17. Damage increases by 1 martial arts die at levels 11 and 17 and the area is increased at lv 17 without additional cost. Can be used PB/LR with no way for extra uses afterwards.

WINGS UNFURLED

LV 6. Now called Inner Dragon: Wings unfurled. Can be used PB/LR and shares uses with Aspect of the wyrm after lv 11.

ASPECT OF THE WYRM

LV 11. Now called Inner Dragon: Aspect of the wyrm. Can be used PB/LR and shares uses with Wings unfurled.

WAY OF THE ASTRAL SELF

TCE.

ASTRAL SELF

LV 3,6,11,17. As a bonus action, PB/LR times, manifest any part of the astral self that is unlocked at the current level.

WAY OF THE DRUNKEN MASTER

XGE.

TIPSY SWAY

LV 6. PB/LR.

DRUNKARD'S OWN LUCK

LV 11. PB/LR.

WAY OF THE FOUR ELEMENTS

PHB.

DISCIPLE OF THE ELEMENTS

LV 3. Receives spell slots as a half caster (see ranger spell slots). Has 3 cantrips, increasing to 4 at lv 6 and 5 at lv 11 from the following list. Has the same number of spells known that the ranger does per level from the following list.

- shape water
- ray of frost
- mold earth
- sapping sting
- control flames
- fire bolt
- gust
- shocking grasp
- shape the flowing river
- ice knife
- thunderwave
- entangle
- burning hands
- zephyr strike
- water whip
- hold person
- scorching ray
- blur
- unbroken air
- water breathing
- water walk
- erupting earth
- fangs of the fire snake
- fly
- watery sphere
- stoneskin
- wall of fire
- fire shield
- freedom of movement
- greater invisibility
- cone of cold
- wall of stone
- destructive wave
- immolation
- steel wind strike

SHAPE THE FLOWING RIVER

1st-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: -

Duration: Concentration, up to 1 minute

For the duration, as an action and when you first cast this spell, you can choose an area of ice or water no larger than 30 feet on a side within

range. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area.

At Higher Levels. The duration increases by 1 minute per spell level above 1st.

WATER WHIP

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: -

Duration: instantaneous

A creature that you can see within range of you must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

At Higher Levels. the damage increases by 1d10 for each slot level above 2nd.

FANGS OF THE FIRE SNAKE

3rd-level evocation

Casting Time: 1 action

Range: self

Components: -

Duration: Concentration, up to 1 minute

Your reach with your unarmed strikes increases by 10 feet for the duration. A hit with such an attack deals fire damage instead of bludgeoning damage, and it deals an extra 1d10 fire damage.

At Higher Levels. the duration increases to 10 minutes at 5th-level.

UNBROKEN AIR

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: -

Duration: instantaneous

The target must make a STR-Saving throw. On a failed save, the creature takes 3d10 bludgeoning damage and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

At Higher Levels. the damage increases by 1d10 for each slot level above 2.

WAY OF THE KENSEI

XGE.

ONE WITH THE BLADE

LV 6. Deft strike can be used PB/LR.

SHARPEN THE BLADE

LV 11. One kensei weapon becomes a magical +1 weapon. Increases to +2 at lv 14 and +3 at lv 17. Can be changed over a long rest.

WAY OF THE LONG DEATH

SCAG.

MASTERY OF DEATH

LV 11. PB/LR.

TOUCH OF THE LONG DEATH

LV 17. PB/LR when I hit a creature with an unarmed strike, I can force it to make a con save or take 20d10 necrotic damage (save halves)..

WAY OF MERCY

TCE.

HAND OF HEALING

LV 3, 11. PB/LR. Starting at lv 11 both strikes of a flurry of blows can be replaced by expending a single use.

HAND OF HARM

LV 3, 11. PB/LR. Starting at lv 11, both strikes of a flurry of blows can deal the extra damage for a single use (still only one can poison).

HAND OF ULTIMATE MERCY

LV 3, 11. 1/LR.

WAY OF THE OPEN HAND

PHB.

QUIVERING PALM

LV 17. PB/LR.

WAY OF SHADOW

PHB.

SHADOW ARTS

LV 3. Any spell gained by the feature can be cast PB/LR (not each, they share uses).

WAY OF THE SUN SOUL

XGE.

RADIANT SUN BOLT

LV 3. The spell attack gained can replace any unarmed strike (but but still counts as a ranged attack).

SEARING ARC STRIKE

LV 6. Can cast burning hands as a bonus action, after taking the attack action PB times per long rest at a level equal to PB.

SEARING SUNBURST

LV 11. Can replace one attack of the attack action. Range 150 feet, 20 feet radius, con save or 2d6 damage. Increases to 3d6 at lv 14 and 4d6 at lv 17.

PALADIN

BASE-CLASS

PHB. p.82.

CHANNEL DIVINITY

LV 3. 1/ini.

RANGER

ADDITIONAL CLASSS FEATURES

TCE. p.56.

DEFT EXPLORER IMPROVEMENT

LV 10. When you finish a short rest and expend at least one HD, your exhaustion is reduced by one. You must take tamage from an enemy or environmental hazard or gain exhaustion before you can gain this benefit again.

HORIZON WALKER

XGE. p.42.

DETECT PORTAL

LV 3. PB/LR.

ETHEREAL STEP

LV 7. PB/LR.

MAGIC-USER'S NEMESIS

LV 11. PB/LR.

ROGUE

BASE-CLASS

PHB. p.94.

STROKE OF LUCK

LV 20. PB/LR.

PHANTOM

TCE. p.62.

WHISPERS OF THE DEAD

LV 3. PB/LR.

SOULKNIFE

TCE. p.63.

WHISPERS OF THE DEAD

LV 3. PB/LR.

PSIONIC POWER

LV 3. Psionic Energy dice are already per LR. The amount is increased by 1. The bonus action to regain one die that can be done PB/LR.

PSYCHIC VEIL

LV 13. Cannot be used without expending a die any more.

SWASHBUCKLER

XGE. p.63.

MASTER DUELIST

LV 17. PB/LR.

SORCERER

BASE-CLASS

PHB. p.98.

SORCEROUS RESTORATION

LV 20. Once per long rest you can use 1 minute to connect to your inner magic and regain 8 sorcery points.

DIVINE SOUL

XGE. p.50.

FAVORED BY THE GODS

LV 1. CB/LR.

STORM SORCERER

XGE. p.51.

WIND SOUL

LV 18. PB/LR.

WARLOCK

BASE-CLASS

PHB.

PACT MAGIC

LV 1. You can bargain with your patron to regain an expended spell slot. You can do this PB times per long rest and it takes one minute each.

ELDRITCH MASTER

LV 20. The number of times you can bargain for spell slots increases to PB2.

INVOCATIONS

PHB.

CLOAK OF FLIES

LV 5. PB/LR.

GHOSTLY GAZE

LV 7. PB/LR.

TOMB OF LEVISTUS

LV 5. 1/ini.

ARCHFEY

PHB.

FEY PRESENCE

LV 1. CB/LR.

MISTY ESCAPE

LV 6. CB/LR.

DARK DELIRIUM

LV 14. CB/LR.

CELESTIAL

XGE.

CELESTIAL RESILIENCE

LV 10. CB/LR.

FIEND

PHB.

DARK ONE'S OWN LUCK

LV 6. CB/LR.

GENIE

TCE.

ELEMENTAL GIFT

LV 6. CB/LR.

SANCTUARY VESSEL

LV 10. Reduces the time of a short rest to 1/5th.

GREAT OLD ONE

PHB.

ENTROPIC WARD

LV 6. 1/ini.

HEXBLADE

XGE.

HEXBLADE'S CURSE

LV 1. 1/ini.

UNDEAD

VRGR.

FORM OF DREAD

LV 1. CB/LR.

UNDYING

SCAG.

INDESTRUCTIBLE LIFE

LV 1. CB/LR.

WIZARD

BASE-CLASS

PHB. p.112.

ARCANE RECOVERY

LV 1. Is "on SR", not "per SR" and stays the same.

SIGNATURE SPELLS

LV 20. You can cast any one of your signature spells this way PB/LR times.

Alternative. Since the suggested change adds some flexibility that wasn't previously there, consider "You can cast each of your signature spells a number of times equal to half your PB this way".

CHRONURGY

EGW. p.184.

ARCANE ABEYANCE

LV 10. 1/LR.

ALTERNATIVE

Consider increasing this by 1/LR at levels 15 and 18.

DIVINATION

PHB. p.116.

THE THIRD EYE

LV 10. No changes.

Alternative. Consider limiting to CB/LR because shorter short rests may give unintended flexibility.

ILLUSION

PHB. p.118.

ILLUSORY STEP

LV 10. 1/ini.

TRANSMUTATION

PHB. p.119.

SHAPECHANGER

LV 10. PB/LR.

WAR MAGIC

XGE. p.59.

POWER SURGE

LV 10. When initiative is rolled and you have no surges, you gain 1 surge.

Alternative. Consider additionally limiting this to CB/LR if you feel it's needed.