

Flexible Power Options (p. 54)

When using the new 4th Edition power system, combat can sometimes come to a halt for a variety of reasons. One issue is the fixed number of powers of each type you can use, and another problem rises when everybody in the group has expended their encounter and daily powers and has to end the combat using at-will powers only. In addition, the limited selection of available powers can put a strain on a character's ability to act during an encounter.

This section describes three optional systems that can be used in combination or as stand-alone extensions to the official 4th Edition power rules. These added options are the **mana pool** letting you freely select which powers to use, the **power recharge** letting you restore encounter and daily powers, and finally the **increased power selection** giving you more powers to choose from at each available power level.

The Mana Pool Option

This optional system seeks to revitalize combat through the concept of a mana pool. When using this system, every power has a mana cost depending on its type, so that when you use powers you also expend **mana points (mp)** from your mana pool. The table below shows the mana point cost for attack and utility powers (encounter and daily).

Power Type	Encounter Mana Cost	Daily Mana Cost
1st-2nd Attack Power	2 mp	4 mp
3rd-4th Attack Power	3 mp	5 mp
1st-4th Utility Power	1 mp	2 mp
5th-6th Utility Power	2 mp	3 mp

*Note that all race powers, class powers, feat powers and other special powers that are not attack or utility powers are entirely left out of the mana pool system. The **epic destiny utility power** is also left out of this system, because it should only be available as originally intended.*

The 1st attack power is the lowest level power you have of each type (encounter and daily), the 2nd attack power is the next-lowest level power you have, and so on. The same system applies for utility powers, although its type can vary on each power level.

The total size of your mana pool depends on your level, and it is calculated so that you can use all of your encounter and daily powers, plus most of your utility powers.

Level	Mana	Level	Mana
1	6 mp	12	26 mp
2	7 mp	13	27 mp
3	9 mp	14	27 mp
4	11 mp	15	28 mp
5	13 mp	16	28 mp
6	14 mp	17	29 mp
7	17 mp	18	29 mp
8	19 mp	19	30 mp
9	21 mp	20	32 mp
10	23 mp	21	34 mp
11	25 mp	22-30	36 mp

Your total mana pool is the maximum size your mana pool can be at any given time, just like maximum hit points. Your mana pool will be full until you start using your encounter and daily powers, typically during an encounter.

Spending and recharging mana points

Now you can spend your mana points to use any of your available powers by paying its mana cost when you're allowed to do so during an encounter or otherwise. There is only one restriction when using powers with the mana pool as emphasized below.

When using the mana pool, you cannot use the same power in 2 consecutive rounds.

In other words, at least one rounds must pass between you use the same power. Example: A fighter uses Dizzying Blow on his first turn. On his second turn, he can't use this power, since he used it in the previous turn. He must use another power, and only on his third turn can he use Dizzying Blow again if he chose to. Powers that are not used by spending points from the mana pool does not count towards this limitation.

*Also note that a **reliable power** does not expend any mana, nor does it count towards the above limitation, if the power itself is not expended.*

When you use a daily power, following the existing system for powers, you should have less mana available for the next encounter. This means that using a daily attack power of a certain level reduces your maximum mana points by its mana cost. Thus, using a 1st level daily attack power will reduce your maximum mana points by 4.

Even without the power recharge option described below, your mana pool still recharges after a rest. After an extended rest, your mana pool is restored to its maximum including all dailies. After a short rest, your mana pool recharges to your current maximum, reduced by the number of daily attack powers you have cast.

In addition, there are several special powers that will behave differently than originally written if the mana pool system is used. These special powers are listed in the appendix to this section.

The Power Recharge Option

This optional system seeks to eliminate the problem of power exhaustion by providing a way to recharge your encounter and daily powers. The system works well on its own but is specifically designed as a recharge option to the mana pool system described above.

Powers can basically be recharged in 2 ways besides short and extended rests: By using at-will powers or by spending a **power surge**. Every time you use a 1st-level at-will attack power (**not** an at-will utility power or any other type of at-will power) as a standard action on your own turn, you regain 1 mana point. You can also spend a power surge to regain 2 mana points. This can be done once per encounter as a standard action (just like your second wind). The following table sums up on mana recharges.

Standard Action	Power Recharge
1st-level At-Will Attack Power	1 mp
Power Surge	2 mp

If you don't play with the mana pool system for using powers, that system still provides the guidelines for recharging. You can then recharge a power when you have gained enough mana points to cast it using the mana pool system (2 or 3 mp for an encounter and 4 or 5 mp for a daily power). If you for some reason want to "scale" the system, making power recharge slower or faster, you can change the mana cost values of the different powers to suit your needs.

*Note that the **epic destiny utility power** is not part of the mana pool system, nor can it be recharged in any way. You can only regain the casting of this power through a short rest if it's an encounter power and an extended rest if it's a daily power.*

If you use a 1st-level at-will attack power as an opportunity action, a free action or any action other than a standard action, **you do not regain any mana**. Also, only at-will powers that do not expend other powers can be used to regain mana. Because of this, a wizard's cantrips and a barbarian's rage strike do not give you any mana points, since they are class features and not attack at-will powers (and the rage strike furthermore expends another power in its place).

Note that if any power states that you can only recover it by taking an extended rest (such as the Battle Favor power), this is still the case even when using this system.

The Increased Power Selection Option

This optional system will give characters a broader selection of available powers. The increased power selection does not change the amount of powers you can cast each day at all (see the mana pool and the power recharge options).

This option lets you increase the number of lower level powers you can choose from as you advance in levels. The system comes into effect by one simple rule:

Every time you gain a new attack or utility power, you select an additional power of a lower level, and of the same type, that you know.

This means that when you gain an encounter, daily or utility power, you also choose an encounter, daily or utility power respectively. Example: At level 3 your character gains his second encounter power, and on top of that he picks another level 1 encounter power that he can use.

You don't have to pick an additional power of the next-highest level; that is entirely up to the player to decide. Example: At level 7 your character gains his third encounter power. Now he can choose to pick another level 3 encounter power, or he can pick yet another level 1 encounter power, bringing his total of level 1 encounter powers to 3.

Now you can choose which of your lower level powers to use during each encounter and during the day. If you play with the mana pool system, you choose which power to use each time you spend mana for the power at a given level.

Increased Power Selection and Spellbooks

The **spellbook** class ability of the wizard class is not changed drastically with this system. The wizard chooses the normal bonus spells as detailed in the Players Handbook, and in addition to that he picks extra powers using this system like everyone else. Each day he then selects a number of spells per level equal to the number of spells he has chosen as per the above rules.

Example: At level 1 a wizard has one daily power (the one that everyone gets) and another one from his spellbook class feature. At level 5 the wizard receives two new daily powers of level 5 – one from his normal advancement and one from his spellbook class feature. The multiple power system gives the wizard a new level 1 power at level 5, which means that the wizard now has 3 level 1 daily powers, and can prepare two of them after an extended rest.

The **expanded spellbook** feat gives the wizard yet another daily power that he knows, but it does not increase the number of powers that he can prepare each day.

All the power option systems outlined above gives you great flexibility in choosing and using your powers in 4th Edition Dungeons & Dragons. To use these system, you have to keep track of only 1 extra thing per option – your current mana pool, your mana recharge points, and your additional power for each level.

Appendix: Special Powers with the Mana Pool

Archetype's Edge – *Martial Archetype feature*. When scoring a critical hit, you gain 3 mp.

Battle Favor – *Warpriest U12*. If you choose the power recovery option, this power gives you 5 mp (equivalent of a daily attack power).

Blasphemous Recovery – *Godhunter feature*. You regain your second wind and 3 mp.

Bolt of Genius – *Warlord U12*. This power costs 2 mp to cast, but gives an ally 3 mp (equivalent of an encounter attack power).

Closing Spell – *Battle Mage D20*. This power only deals its extra damage the first time you use it, and if you have used all of your other daily powers at least once on the same day.

Divine Miracle – *Demigod feature*. At the end of your turn, if you have 2 mp or less in your mana pool, you gain 3 mp.

Epic Resurgence – *Epic feat*. The first time you score a critical hit, you gain 3 mp.

Epic Trick – *Deadly Trickster* U26. If you choose the power recovery option, this power restores your mana pool to half its maximum including all daily powers.

Legendary Exploits – *Legendary General* U26. Each target gains 4 mp (equivalent of a lower level daily attack power).

Never at a Loss – *Dark Wanderer* U26. You gain 3 mp (equivalent of a daily utility power).

Shape Magic – *Archmage* U26. You gain 5 mp (equivalent of a daily attack power).

Spell Recall – *Archmage* feature. This feature increases your maximum mana pool size by 5 mp.

Soul Burn – *Blood Mage* U12. As with Bolt of Genius, this costs 2 mp to cast and gives you 3 mp. This means the effective gain is 1 mp for a healing surge as a minor action.

Trickster's Control – *Deadly Trickster* feature. If you roll 18 or higher, the power does not expend any mana points.

[Class] Recovery– *Fighter, Ranger, Rogue, Warlord* D9. The target of any regained encounter power gains 3 mp (equivalent of an encounter attack power). This effect only works if the target has less than half of his maximum mana points left.

[Class] Resurgence– *Fighter, Ranger, Rogue, Warlord* D25. As with the previous powers, the target of any regained encounter power gains 3 mp. This effect only works if the target has less than half of his maximum mana points left.
