

## WIBBLY WOBBLY TIMEY WIMEY STUFF

With the shift from the present to the past, it seems that some of your resources have also been reset. You may choose two of the following benefits. You may choose the same benefit twice.

- Recover one or more spells whose total levels are equal to your character level. (*For example, a 9<sup>th</sup> level character could recover a 4<sup>th</sup> level spell, a 3<sup>rd</sup> level spell and a 2<sup>nd</sup> level spell because  $4+3+2=9$* )
- Regain one daily use of a class feature. If you would normally be able to use the feature five or more times in one day, instead regain two uses.
- Heal 1d2 points of damage to all ability scores.
- Heal 1d8 hit points. Add your character level to the number of hit points recovered.

## WIBBLY WOBBLY TIMEY WIMEY STUFF

With the shift from the present to the past, it seems that some of your resources have also been reset. You may choose two of the following benefits. You may choose the same benefit twice.

- Recover one or more spells whose total levels are equal to your character level. (*For example, a 9<sup>th</sup> level character could recover a 4<sup>th</sup> level spell, a 3<sup>rd</sup> level spell and a 2<sup>nd</sup> level spell because  $4+3+2=9$* )
- Regain one daily use of a class feature. If you would normally be able to use the feature five or more times in one day, instead regain two uses.
- Heal 1d2 points of damage to all ability scores.
- Heal 1d8 hit points. Add your character level to the number of hit points recovered.

## WIBBLY WOBBLY TIMEY WIMEY STUFF

With the shift from the present to the past, it seems that some of your resources have also been reset. You may choose two of the following benefits. You may choose the same benefit twice.

- Recover one or more spells whose total levels are equal to your character level. (*For example, a 9<sup>th</sup> level character could recover a 4<sup>th</sup> level spell, a 3<sup>rd</sup> level spell and a 2<sup>nd</sup> level spell because  $4+3+2=9$* )
- Regain one daily use of a class feature. If you would normally be able to use the feature five or more times in one day, instead regain two uses.
- Heal 1d2 points of damage to all ability scores.
- Heal 1d8 hit points. Add your character level to the number of hit points recovered.