

Recharge Times (Racial Spell-Like Abilities & Effects)

Level	<u>0</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>	<u>6th</u>
1st	1d3	1d3	1d4	1d4	1d4+1	1d4+1	1d6+1
2nd	1d3	1d3	1d4	1d4	1d4+1	1d4+1	1d6+1
3rd	1	1d3	1d3	1d4	1d4	1d4+1	1d4+1
4th	1	1d3	1d3	1d4	1d4	1d4+1	1d4+1
5th	1	1d3	1d3	1d4	1d4	1d4+1	1d4+1
6th	1	1	1d3	1d3	1d4	1d4	1d4+1
7th	1	1	1d3	1d3	1d4	1d4	1d4+1
8th	1	1	1d3	1d3	1d4	1d4	1d4+1
9th	a	1	1	1d3	1d3	1d4	1d4
10th	a	1	1	1d3	1d3	1d4	1d4
11th	a	1	1	1d3	1d3	1d4	1d4
12th	a	a	1	1	1d3	1d3	1d4
13th	a	a	1	1	1d3	1d3	1d4
14th	a	a	1	1	1d3	1d3	1d4
15th	a	a	a	1	1	1d3	1d3
16th	a	a	a	1	1	1d3	1d3
17th	a	a	a	1	1	1d3	1d3
18th	a	a	a	a	1	1	1d3
19th	a	a	a	a	1	1	1d3
20th	a	a	a	a	1	1	1d3

Numerical values are in hours.
a = at will.

Ability	Level Equivalent	Feature Type*	Recharge Time**
_____	_____	_____	_____
_____	_____	_____	_____

[illegible]

* Feature Type is expressed as follows: class feature (c) or racial (r).

** Recharge time is expressed in hours; recharge times of a = at will.

Example Drow Fighter, 4th level

Ability	Level Equivalent	Feature Type*	Recharge Time**
dancing lights	0	racial	at will
darkness	2nd	racial	1 hour
faerie fire	1st	racial	1 hour