

EXTRAORDINARY ACTIONS

Everything in this document is optional. Each group, guided by the DM, decides which of these variant options, if any, to incorporate into a campaign. You can use some, all, or none of them.

The intent of these additional actions, is to make use of the exhaustion and Hit Die mechanics which are currently under utilized. Additionally, these actions provide new opportunities for extraordinary moments of heroism when the situation is most dire.

DIG DEEPER

As a bonus action, you can spend a number of Hit Dice less than or equal to your proficiency bonus. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You regain hit points equal to the total (minimum of 0). At the end of your turn, you suffer one level of exhaustion.

A level 1 wizard uses Dig Deeper after taking a near fatal blow the previous turn. Using their bonus action and their maximum of 1 Hit Die, they regain 5 hit points. At the end of their turn, they suffer one level of exhaustion.

HYPER FOCUS

As a bonus action, you can spend a number of Hit Dice less than or equal to your proficiency bonus. For each Hit Die spent in this way, you add 1 to your next ability check or attack roll. At the end of your turn, you suffer one level of exhaustion.

A level 18 fighter uses Hyper Focus to help land a crucial attack. Using their bonus action and their maximum of 6 Hit Die, they add 6 to their next attack roll. At the end of their turn, they suffer one level of exhaustion.

STRATEGIC WITHDRAWAL

You can make a Strategic Withdrawal when a hostile creature that you can see deals damage to you. To make a Strategic Withdrawal, you use your reaction to spend a number of Hit Dice less than or equal to your proficiency bonus.

For each Hit Die spent in this way, you may move 5ft without provoking an opportunity attack. At the end of this movement, you suffer one level of exhaustion.

A level 10 rogue is damaged by an enemy melee attack. The rogue makes a Strategic Withdrawal. Using their reaction and their maximum of 4 Hit Die, they move 20ft without provoking an opportunity attack, after which the rogue suffers 1 level of exhaustion.

LAST STAND

You can make a Last Stand when you fail a saving throw. To make a Last Stand, you use your reaction to spend a number of Hit Dice less than or equal to your proficiency bonus. For each Hit Die spent in this way, you add 1 to the failed saving throw, possibly changing the outcome. After resolving the saving throw, you suffer one level of exhaustion.

A level 5 barbarian fails a saving throw with a result of 13. The barbarian makes a Last Stand. Using their reaction and their maximum of 3 Hit Die, they change their result to a 16. The DM then announces the outcome of the modified saving throw, after which the barbarian suffers 1 level of exhaustion.

HEROIC ACTION SURGE

On your turn, you can take one additional action on top of your regular action and a possible bonus action. At the end of your turn, you suffer levels of exhaustion equal to your proficiency bonus divided by 2. Once you use this feature, you must finish a long rest before you can use it again.

A level 13 sorcerer uses a Heroic Action Surge to cast Fireball twice in one turn. In doing so, they suffer 2 levels of exhaustion.