

Unusual combat actions

DnD 5e Quickref

1 Item interactions (PHB p.190)

You can interact with one item or feature of the environment for free, during your movement or action. A second interaction requires an action.

Examples:

- draw / sheathe weapon
- open door / pull lever / extinguish small flame
- take an item from a container / pick up an item
- stuff something into your mouth / drink something
- hand someone something / accept something from someone

2 Dropping prone (PHB p.190 + 292)

- You can drop prone for free
- Standing back up requires half your movement
- You cannot stand up when your movement is 0
- While prone, you can only crawl, costing 2ft for every ft of movement and you have disadvantage on attack rolls
- An attack against you has advantage when the attacker is within 5ft otherwise the attack has disadvantage

3 Search (PHB p.193)

You stop paying attention to the combat and instead focus on finding something, depending on the nature of your search, you DM may have you roll a Perception(WIS) or Investigation(INT) check.

4 Special melee attacks (PHB p.195)

Grapple and shove:

- Replace one attack against a target within reach
- The target must be no more than 1 size larger than you
- Make an Athletics(STR) check against the opponents Athletics(STR) or Acrobatics(DEX) check instead of an attack roll

Grapple:

- You must have one free hand
- On a success the target is grappled
- While grappled the target can try to escape, forcing another grapple check
- You can move and take the grappled target with you, doing so halves your speed, unless the creature is 2 or more sizes smaller than you
- You can release the target whenever you want, without an action

Shove:

- On a success the target is knocked prone or pushed away 5 ft