

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 or sheathe your weapon
- Open a door, pull a lever or extinguish a small flame
- Take an item from a container or pick it up
- Stuff something into your mouth or drink something
- Hand someone something or accept something from someone

2 Dropping prone (PHB p.190 + 292)

- You can drop prone without any costs
- Standing back up requires half your movement
- You cannot stand up when your movement is 0
- While prone, you can only crawl, costing 2 ft for every foot of movement and you have disadvantage on attack rolls
- An attack against you has advantage when the attacker is within 5 ft 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, your 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 hand free
- 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