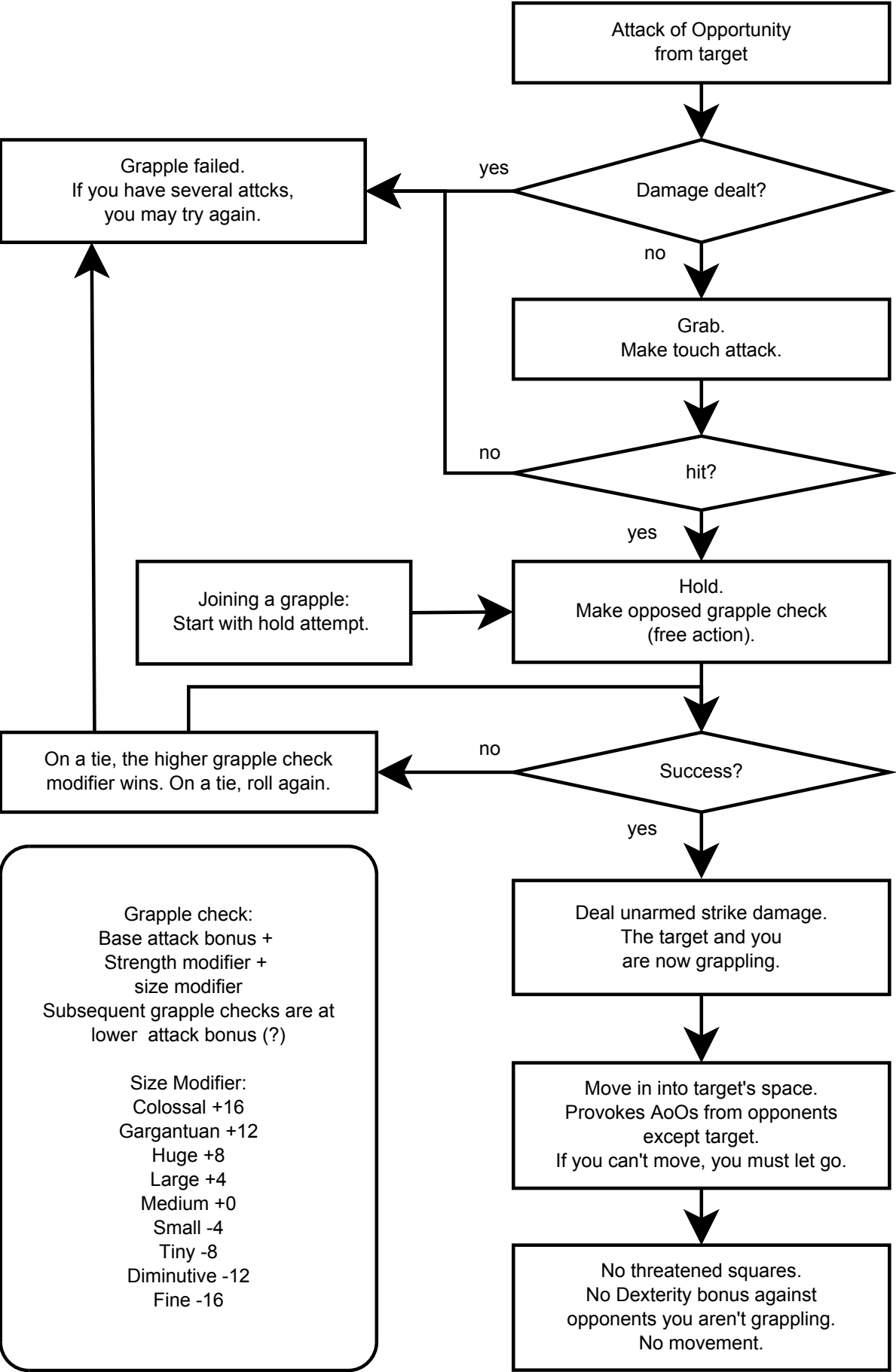


Starting a grapple



Options in a grapple

full-round action:

Retrieve spell component
or easily reachable item (optional)

standard action:

Move grapple
+4 if opponent pinned



Escape from grapple
with Escape Artist check

Activate magic item
(except spell-completion)

Cast a spell
casting time no more
than 1 standard action
no somatic components
material components in hand
no "precise and careful action"
Concentration DC 20 + spell level



Use spell-like ability
Use supernatural ability?
Use extraordinary ability?



move action:


draw light weapon




free action:


Release opponent
ends the grapple
free action



 requires grapple check

 possible if pinning

 only possible if pinning

 possible if pinned

attack "action":

Attack opponent with primary attack
-4 penalty on attack
- unarmed strike
- natural weapon
- one light weapon

damage opponent
deals unarmed, nonlethal damage
-4 on check for lethal damage
monks may deal more damage



Use opponent's light weapon
with successful grapple check
and attack roll (at -4)



Escape from grapple
Beat all opposing grapple checks
then move into unoccupied space



Pin your opponent (for 1 round)
optionally prevent from speaking
takes -4 on AC against others



Break another's pin
Break another's hold (optional)



Disarm
+4 bonus for opponent



Trip opponent (optional)
no initial touch attack
you and opponent fall prone



Toss your foe (optional)
make Strength check
5 feet for every 5 points above 5



Escape from pin
As escaping from grapple
but still grappling afterwards

