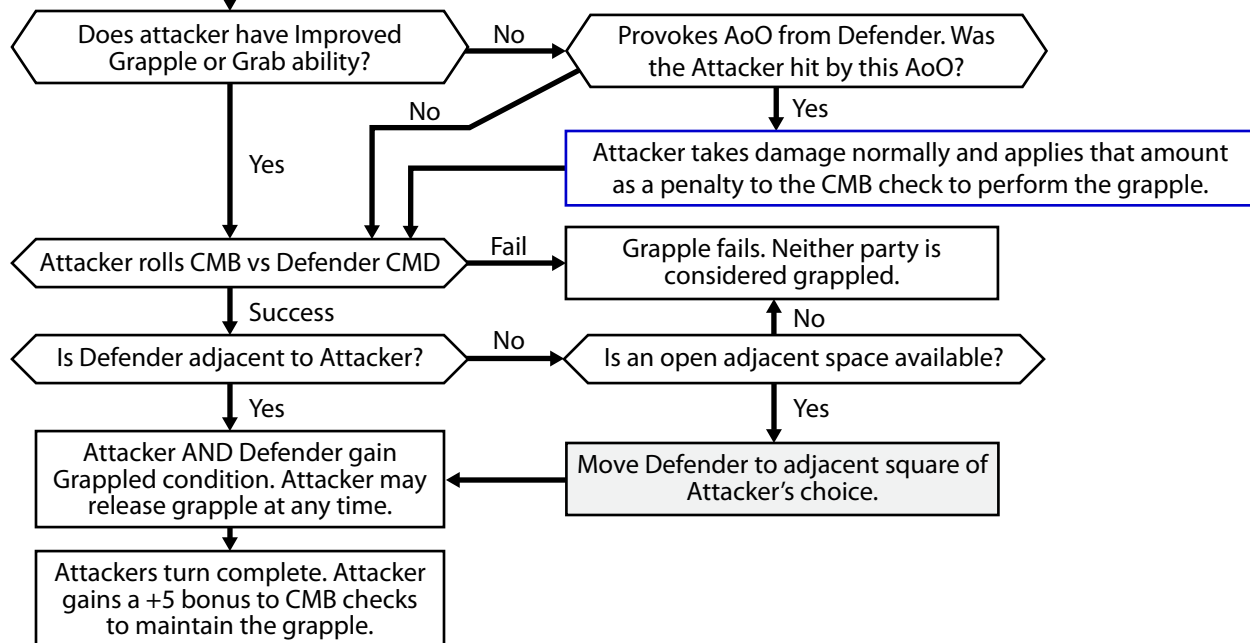
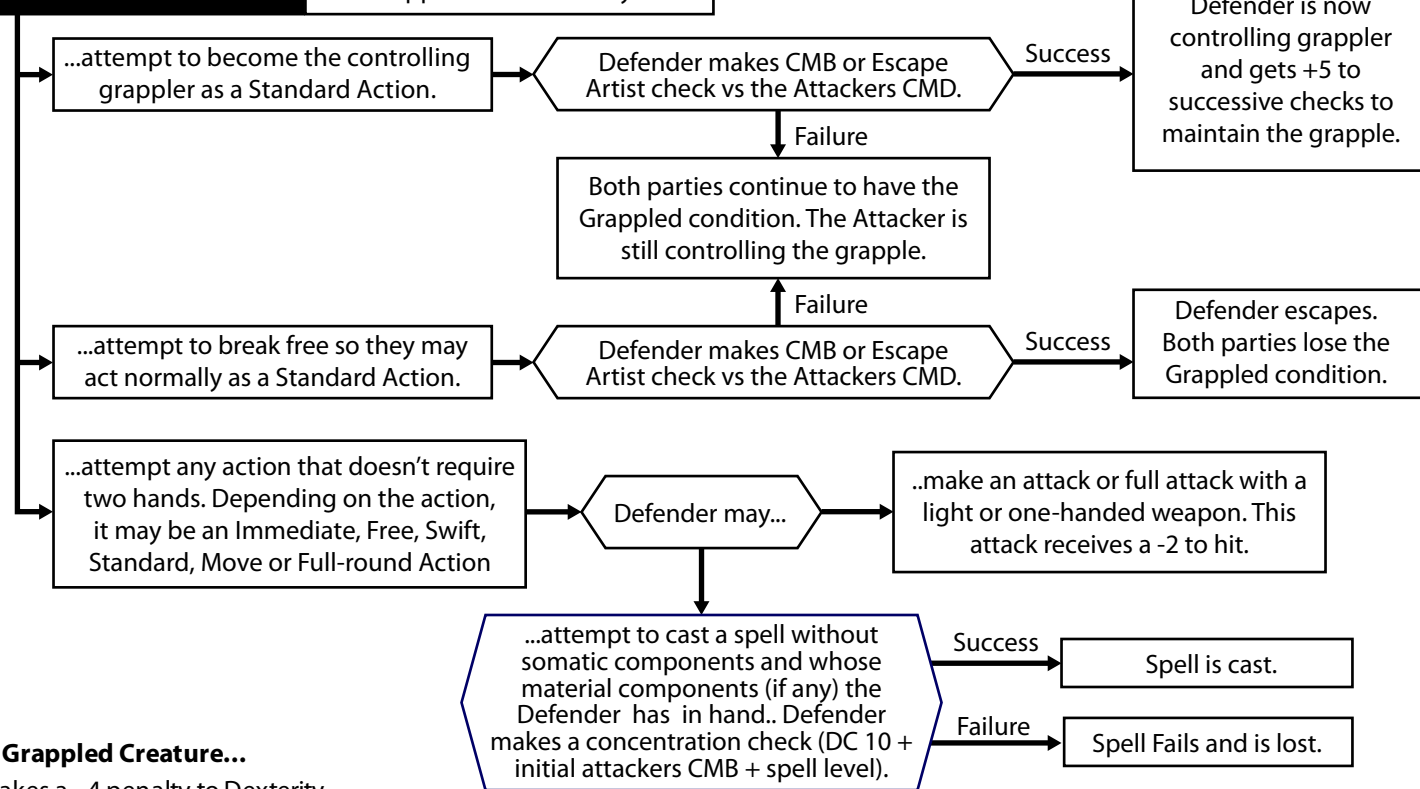


Attacker initiates grapple as a Standard Action.



Grappled Defender may...



## A Grappled Creature...

- takes a –4 penalty to Dexterity.
- cannot make attacks of opportunity.
- cannot move (although they may still take Move Actions).
- takes a –2 penalty on all attack rolls and combat maneuver checks, except those made to grapple or escape a grapple.
- takes no action that requires two hands to perform.
- cannot use Stealth to hide from the creature grappling it, even if a special ability, such as hide in plain sight, would normally allow it to do so.
- that becomes invisible, through a spell or other ability, gains a +2 circumstance bonus on its CMD to avoid being grappled, but receives no other benefit.

## Multiple Creatures

- Attacker receives a +2 bonus to grapple for each creature that assists him (Aid Another).
- Defender receives a +2 bonus to break free from a grapple for each creature that assists him (Aid Another).

**ROUND 3: Attacker's Turn**

Attacker controlling, both parties grappled.

...release the grapple as a Free Action.

Both parties lose the Grappled condition.

Failure

...maintain grapple and perform some other action upon Defender as a Standard Action. Attacker rolls their CMB +5 vs. Defender's CMD.

Success

Attacker may...

...move self and Defender up to ½ Attacker's movement. At the end of Attacker's movement, Attacker can place Defender in any square adjacent to Attacker. If location is hazardous, Defender receives a free attempt to break grapple with a +4 bonus.

...inflict damage to the Defender. Attacker inflicts damage from unarmed strike, natural attack, an attack made with armor spikes, or a light / one-handed weapon. Damage can be either lethal or nonlethal.

...give Defender the Pinned condition. The Attacker continues to have the grappled condition, but loses their Dexterity bonus to AC.

...restrain Defender and maintain the grapple.

...Tie the Defender up.

Is Defender Pinned, restrained, or unconscious?

Yes

The Attacker uses rope to tie the Defender up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + your Combat Maneuver Bonus (instead of your CMD). If the DC to escape is higher than 20 + the target's CMB, the target cannot escape from the bonds, even with a natural 20 on the check.

No

Attacker makes a CMB check -10 vs. the Defender's CMD.

Success

Failure

Attacker continues control of the grapple, but fails to tie the Defender up.

Standard Action Ends

**A Pinned Creature...**

- cannot move.
- is denied its Dexterity bonus, but is not flat-footed.
- takes an additional -4 penalty to its Armor Class.
- can always attempt to free itself, usually through a combat maneuver check or Escape Artist Check.
- can take verbal and mental actions.
- cannot cast any spells that require a somatic or material component.
- who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grappler's CMB + spell level) or lose the spell.

Pinned is a more severe version of grappled, and their effects do not stack.

**A Tied Up Creature...**

- has the Helpless condition (included below.)
- is treated as having a Dexterity of 0 (-5 modifier).

Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target).

Ranged attacks get no special bonus against helpless targets.

Rogues can sneak attack helpless targets.