#### **Pathfinder Grapple Flowchart ROUND 1: Attackers Turn** Attacker initiates Grapple as Standard Action. Does attacker have Improved Grapple, Grab ability, or similar means of avoiding AoOs? **₩** No Provokes AoO from Defender, if in range. Was the Attacker hit by this AoO? Yes Attacker takes AoO damage, applies damage as penalty to Grapple CMB check. Attacker rolls Combat Maneuver Bonus vs Defender's Combat Maneuver Defense **▼** Failure Success Is the Defender adjacent to Attacker? Grapple fails. **√** No Neither party No Is an open square adjacent to Attacker available? is considered Grappled. **Standard** Yes Action ends. Move Defender to adjacent open square of Attackers choice. Grapple succeeds. Both parties gain Grappled condition. Attacker gains a +5 to CMB check next round to maintain the grapple. Standard Action Ends. **ROUND 2: Defenders Turn** Grappled Defender may... ...attempt to break free, or become the controlling ...attempt any action grappler, as a standard action. Defender makes a that does not require CMB or Escape Artist check vs. Attackers CMD. two hands. Defender may attack or full Success Break Free Success Take Control **V** Failure attack with a light or Defender Defender is now the **Both parties** one-handed weapon escapes. Both controlling grappler, continue to have at a -2 to hit, or cast a Grappled condition. parties lose gains +5 to CMB spell without somatic the Grappled check next round to The Attacker still components and with material components condition. maintain grapple. controls Grapple. (if any) the Defender has in hand by making Success Spell succeeds / attacks hit a concentration check **Defenders** (DC 10 + Attacker Failure action ends. Spell fails, is lost / attacks miss CMB + spell level). Is Defender now the controlling grappler? Yes Repeat Round 2, reversing roles **₩** No **ROUND 3: Attackers Turn** Attacker controlling, both parties grappled. Attacker may... ...maintain Grapple, and ...release the ...tie Defender up perform some other action on grapple as a Free Action. Defender as Standard Action. Is Defender restrained, Pinned, or unconcious? **Both parties** Attacker rolls CMB Failure lose Grappled Attacker rolls CMB Success +5 vs Defender's CMD condition. -10 vs. Defender's CMD Success **V** Failure Attacker may choose **Standard** Attacker fails to tie up Defender, to do nothing but Maintain Action ends. but keeps control of Grapple. maintain grapple, or... ...move self and Defender up to ½ Attacker's ...Attacker uses rope or similar binding movement. At end of move, Attacker places to tie the Defender up. This works like Defender in any open adjacent square. If a Pin effect, but the DC to escape square is hazardous, Defender gets free the bonds is 20 + Attacker's Combat attempt to break Grapple with +4 bonus. Maneuver bonus (instead of just the ...inflict lethal or non-lethal unarmed

strike, natural attack, armor spike, or light /

one-handed weapon damage to Defender.

...give Defender the Pinned condition.

# **General Grapple Notes**

- After Round 3, Rounds 2 and 3 repeat alternately until combat ends.
- Humanoid creatures without at least two free hands take a -4 penalty to Grapple CMB checks, including checks made to maintain a grapple or pin their opponent.
- The controlling grappler may release the grapple at any time during their turn as a free action, ending the Grappled condition for both parties.
- Normally you can only perform a CMD check to Maintain a Grapple on subsequent rounds after you have grappled an opponent, due to the check taking a Standard Action. Whether you can perform a Maintain check on the same round you initiate a Grapple, if you have an ability to make such checks as a Move, Swift, or Free Action (such as from the Greater Grapple or Rapid Grappler feats), is unclear.

# A Grappled Creature...

- takes a -4 penalty to Dexterity.
- cannot take Attacks of opportunity.
- cannot move (although they may still take normal Move-Equivalent Actions).
- takes a -2 penalty on all attack and combat maneuver checks, except those made to grapple or escape a grapple.
- cannot take any action that requires two hands to perform.
- cannot use Stealth to hide from creature grappling it, even if an ability, such as Hide in Plain Sight, would normally allow it to do so.
- that becomes invisible gains a +2 circumstance bonus on it's CMD to avoid being grappled, but receives no other benefits.

## **Multiple Creatures**

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

## A Pinned Creature...

- · cannot move and is denied its Dexterity bonus, but is not flat-footed.
- · can always attempt to free itself, usually with a Combat Maneuver 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 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 Grapple, and their effects do not stack.

## A Tied Up Creature...

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

### **Helpless Creatures**

- Melee attacks against a Helpless target gain a +4 bonus (as if attacking a prone target).
- Ranged attacks get no special bonus against helpless targets.

Attacker continues to have Grappled condition but loses Dex bonus to AC. on the check. • Sneak Attack can be used on helpless targets. Ver 1.0 Dec 2016. Latest version of this Flowchart at <a href="http://pfsprep.com">http://pfsprep.com</a>. Original Grapple Flowchart at <a href="http://www.d20pfsrd.com/gamemastering/combat/#TOC-Grapple">http://pfsprep.com</a>. Original Grapple Flowchart at <a href="http://www.d20pfsrd.com/gamemastering/combat/#TOC-Grapple">http://pfsprep.com</a>. Original Grapple Flowchart at <a href="http://www.d20pfsrd.com/gamemastering/combat/#TOC-Grapple">http://pfsprep.com</a>. Original Grapple Flowchart at <a href="http://www.d20pfsrd.com/gamemastering/combat/#TOC-Grapple">http://www.d20pfsrd.com/gamemastering/combat/#TOC-Grapple</a>.

Attacker's CMD). If the DC to escape

is higher than 20 + Defender's CMB,

the Defender cannot escape from

the bonds, even with a natural 20