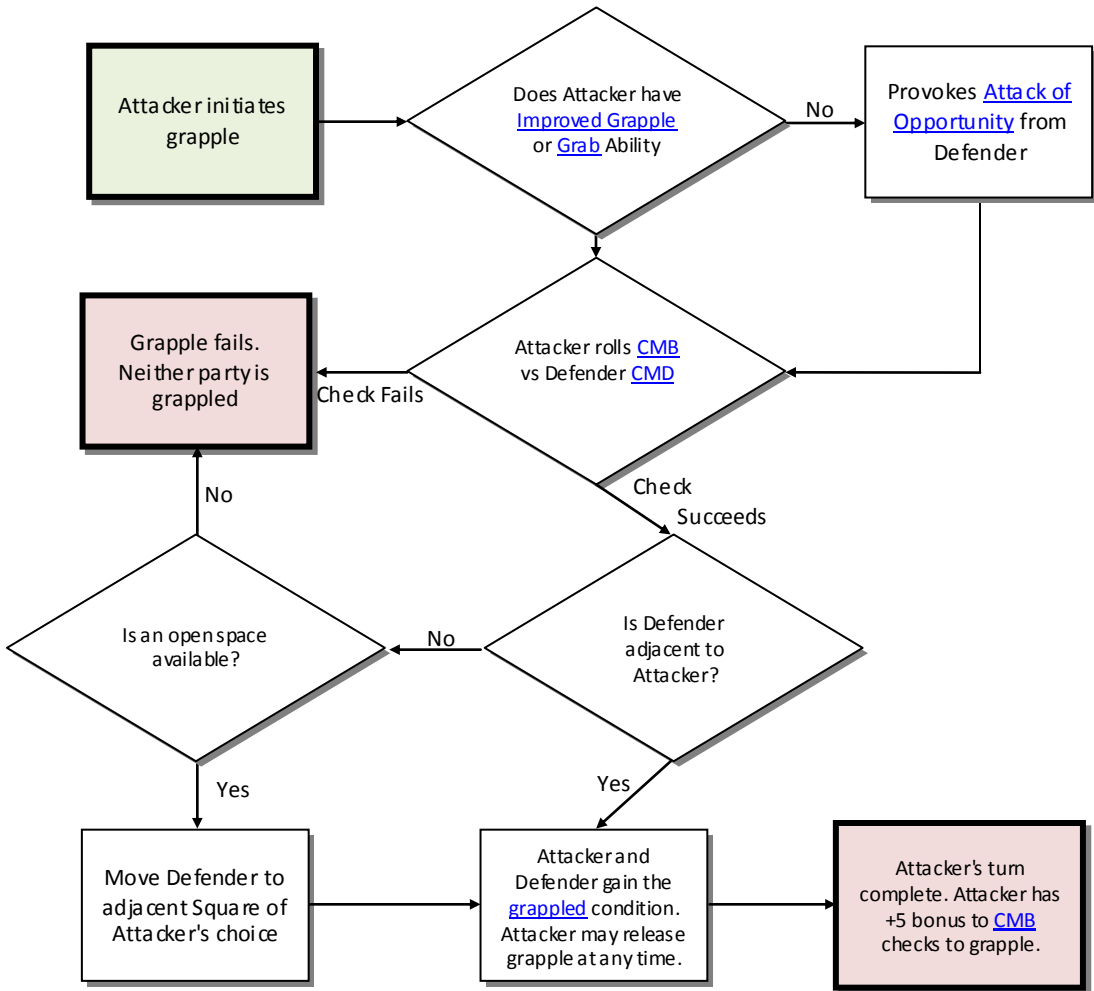


## Grapple Flowchart: Initiating a Grapple



This flow chart is [Open Game Content](#)