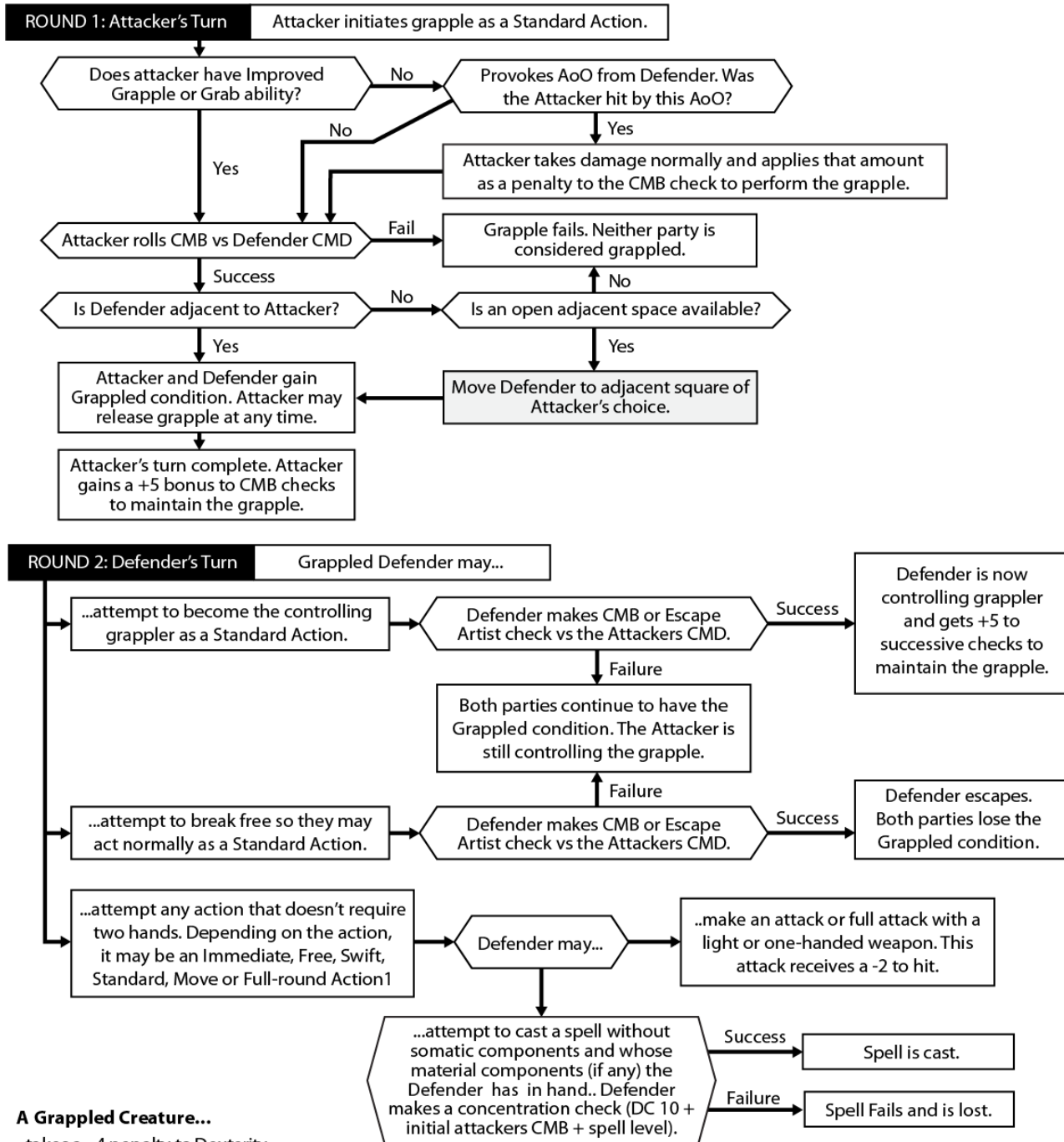


Grapple Flowchart



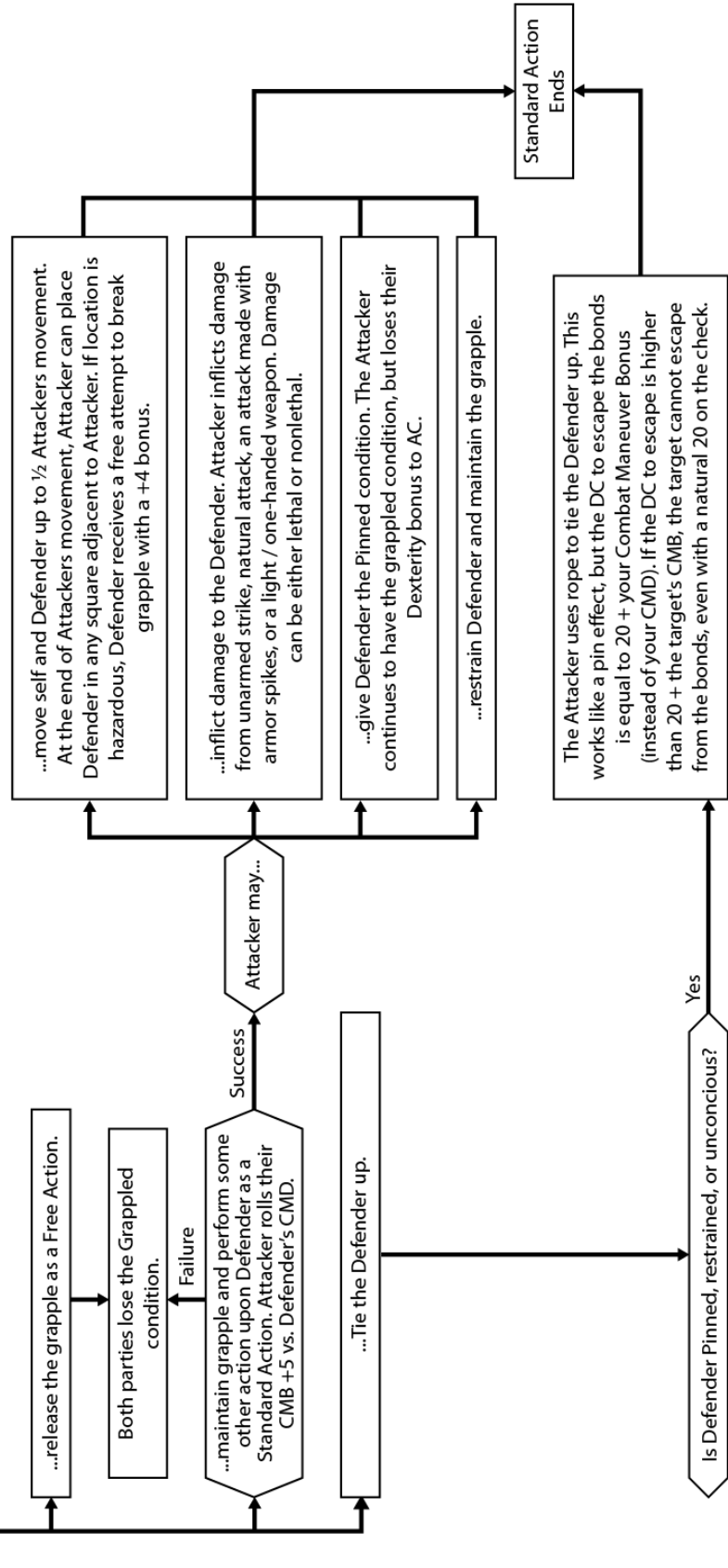
A Grappled Creature...

- 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.



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 + grappled's CMD + 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 a attack helpless targets.