

To start a grapple, you first need to grab and hold your target. Attempting a grapple is the equivalent of a melee attack; if you get multiple attacks per round, you may attempt the grapple multiple times. A monk may use their unarmed attack rate while grappling.

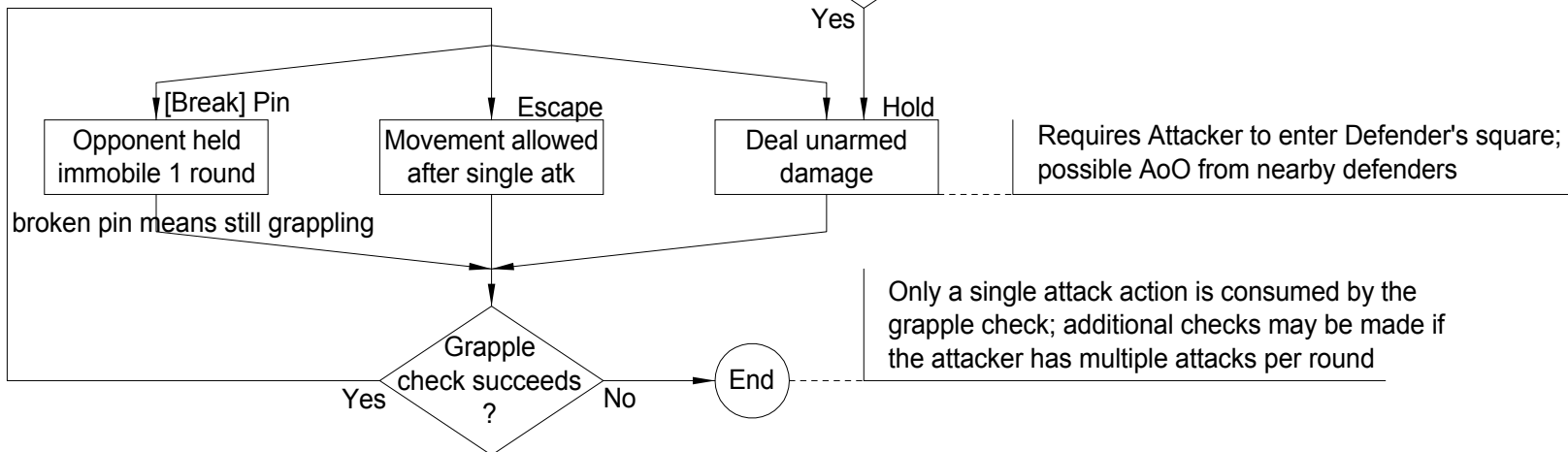
Being pinned means opponents other than grappler gain a +4 attack bonus, but you're not helpless, for one round.

You may attack with a light weapon while grappling. You can't attack with two weapons while grappling.

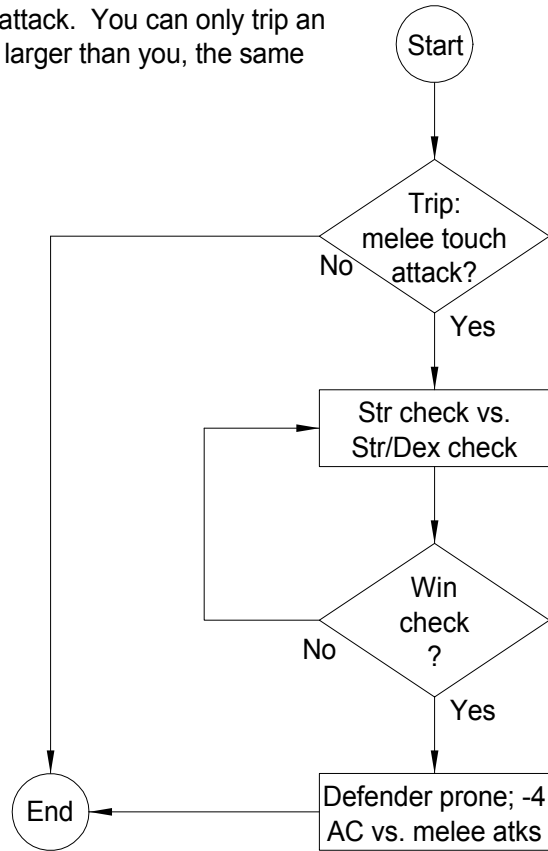
Spells may be cast while grappling, even while pinned, provided the casting time is 1 action or less, it has no somatic components, and you have in-hand any material components or focuses required. A Concentration check at DC 20 is required or the spell is lost.

You don't threaten any areas while grappling and you lose your Dex bonus to AC against all opponents except those you're grappling.

Opposed grapple check as touch Atk: BAB + StrMod + SpecSize;
Penalty of -4 for normal damage using subdual weapon,
and -4 for subdual damage using normal weapon.



You make a trip attack as a melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.



Defender uses the better of either Str or Dex.
A combatant gets a +4 bonus for each size category that they are larger than their opponent.
(A mounted defender may use their Ride skill.)