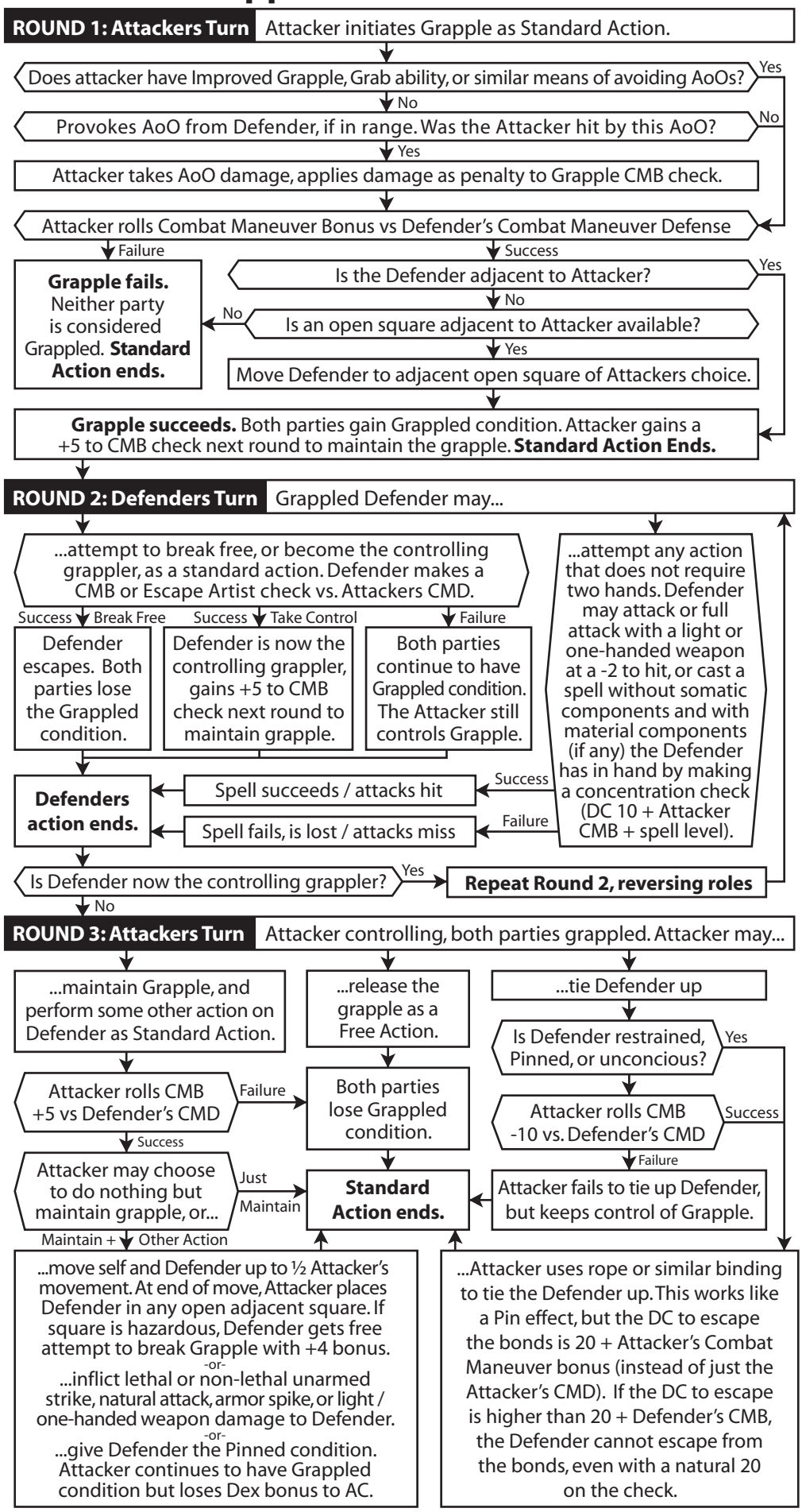
Pathfinder Grapple Flowchart



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.
- Sneak Attack can be used on helpless targets.

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