Grappling

Sometmes you want to get up close and personal with someone before breaking all of their teeth with your forehead. Sometimes you need to hold down the Cactus Lord while your allies escape. In either case, you'll need some of these rules.

In *Legend*, Grappling is modeled as a series of combat maneuvers and conditions. It will be included in the *Legend* document eventually, but we are releasing the rules separately for the time being so that you can get some mileage out of them earlier than you would have otherwise.

Grappling Combat Maneuvers

Grapple

As a standard action, make a single melee attack for normal damage. If you hit, you may either move your opponent adjacent to you or move adjacent to your opponent and your opponent becomes [Grappled] by you until you are no longer adjacent to that opponent. This movement does not provoke attacks of opportunity. A successful Reflex save (DC 10 + ½ your level + the higher of your STR or DEX modifiers) negates the [Grappled] condition.

Pin

As a standard action, make a single melee attack for normal damage against an adjacent [Grappled] opponent that is not [Pinned]. A hit causes you to become [Grappled] by the target, and your target to become [Pinned] by you until the end of your next turn or until you are no longer adjacent to that opponent. A successful Fortitude save (DC 10 + ½ your level + the higher of your STR or DEX modifiers) negates the [Pinned] condition.

Choke

As a move action, you may deal damage equal to your level to a creature [Pinned] by you and cause that creature to remain [Pinned] by you until the end of your next turn or until you are no longer adjacent to that creature. You may use this combat maneuver only once per [Round].

Grappling Conditions

Grappled

A [Grappled] creature is restrained by one or more adjacent opponents, which are said to be "grappling" it. It can only ever move under its own power with [Teleport] effects, and the only action it can make freely are attack actions or combat maneuvers against creatures that are grappling it. A [Grappled] creature may remove the [Grappled] condition with a successful Reflex save made as a move or standard action, or use an extraordinary, spell-like, or supernatural ability or a spell with a successful Will save. It still uses the action required for that ability on a failed save. The DC of these saves is the highest among the grappling opponents of the following: 10 + ½ opponent's level + the higher of the opponent's STR or DEX modifiers + 1 for each additional grappling opponent.

Pinned

A [Pinned] creature is immobilized by an opponent, taking a -5 penalty to AC. It can only take one kind of action: as a move or standard action, it can remove the [Pinned] condition and become [Grappled] by the opponent by which it was [Pinned] instead with a successful Fortitude save (DC 10 + ½ opponent's level + the higher of the opponent's STR or DEX modifiers). It may make this action even though it is [Grappled]. [Pinned] is a [Binding] effect.

Sometimes a party member will need help escaping a grapple. For those situations, a well-timed Bull Rush can push the opponent away and break the grapple.