

# Grapppler

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Level	BAB	Fort	Ref	Will	Special
1	1	2	2	0	Improved Grapple Soak It Up Power
2	2	3	3	0	Counter Grapple
3	3	3	3	1	Bigger They Are
4	4	4	4	1	Power
5	5	4	4	1	Larger Than Life (+4)
6	6/1	5	5	2	Rough Hands
7	7/2	5	5	2	Lightning Rush 1/Day
8	8/3	6	6	2	Quick Pin
9	9/4	6	6	3	Power
10	10/5	7	7	3	Larger Than Life (+8)
11	11/6/1	7	7	3	
12	12/7/2	8	8	4	Tag Along
13	13/8/3	8	8	4	Lightning Rush 2/Day
14	14/9/4	9	9	4	Power
15	15/10/5	9	9	5	Larger Than Life (+12)
16	16/11/6/1	10	10	5	
17	17/12/7/2	10	10	5	Power
18	18/13/8/3	11	11	6	Lightning Rush 3/Day
19	19/14/9/4	11	11	6	
20	20/15/10/5	12	12	6	Larger Than Life (+16) Power

Hit Dice: D12

Skills: Balance, Climb, Concentration, Escape Artist, Jump, Listen, Profession, Spot, Tumble

Skills Per Level: 4 + Intelligence Modifier

Weapon and Armor Prof: Unarmed Strikes, and Gauntlets.

Soak It Up: You gain an amount of DR equal to your Charisma modifier. This is DR/- and stacks with other forms of DR.

Counter Grapple: When you are missed with a melee attack made by an opponent within your reach, you can initiate a grapple as a swift action.

Bigger They Are: You can choose whether or not your opponents gain a size modifier to grapple checks against you.

Larger Than Life: Gain indicated bonus to grapple checks.

Rough Hands: If something is immune to grapple checks, it instead gains a +10 bonus to them against you.

Quick Pin: If you succeed on your first grapple check in a round, as a free action, you can attempt a check to pin the opponent.

Lightning Rush: You can use the spell Dimension Door the indicated number of times per day with a caster level equal to your HD. This is a spell like ability.

Powers: Choose a power from the following list.

- Tag Along: If you have a foe grappled, and they attempt some form of teleportation you can choose to go with them. When the two of you appear, you are still engaged in the grapple.
- Sleeper Hold: If you begin your turn pinning an opponent, instead of dealing unarmed damage with your grapple check this round, you can choose to force your opponent to make a fort save DC  $10 + \frac{1}{2} \text{ HD} + \text{Cha mod}$  or pass out.
- Dimensional Anchor: You can treat your body as the center of a zone equivalent to a dimensional anchor spell. This zone has a 60ft radius. This is a supernatural ability that can be activated or deactivated as a standard action.
- Death Grip: You can continue making grapple checks when unconscious or even dead. You no longer deal any damage on a successful check, nor can you use any powers aside from the sleeper hold, dimensional anchor and tag along. You cannot initiate a new grapple, but if you have an opponent grappled already, you can continue to make new checks as normal until they escape.
- Leg Lock: If you are grappling an opponent at the beginning of your turn, instead of dealing damage with your grapple check this round, you can instead choose to disable one of your opponent's legs. The target makes a fort save DC  $10 + \frac{1}{2} \text{ HD} + \text{Cha mod}$  or has its speed reduced by half. This applies to all movement modes. This lasts until magical healing equal to or greater than a lesser restoration spell is applied.
- Arm Bar: If you are grappling an opponent at the beginning of your turn, instead of dealing damage with your grapple check this round, you can instead choose to disable one of your opponent's arms. The target makes a fort save DC  $10 + \frac{1}{2} \text{ HD} + \text{Cha mod}$  or it loses the ability to use this arm. Reduce the number of attacks it can make each round by 1, it takes a -5 to grapple checks, and it cannot use two handed weapons or a shield. Spells with a somatic component suffer a 20% failure rate. (A creature with a single one handed weapon suffers no loss of attacks it can make) This lasts until magical healing equal to or greater than a lesser restoration spell is applied.
- Throw: You gain the improved bull rush feat. Whenever you make a successful bull rush attack, and your opponents movement is halted due to terrain, this attack deals damage equal to  $4d6 + 2X$  your str mod. This power can be taken multiple times. Each additional use of this power adds  $4D6$  damage, and increases the str modifier multiplier by 1. (Take this a second time for  $8d6$  damage X3 multiplier.)
- Trans-dimensional Reach: Your unarmed strikes, and grapple checks can target incorporeal and ethereal foes.
- Slam: Whenever you would deal unarmed damage with a grapple check, you deal increased damage based on your level as indicated below. The damage below is for a medium sized PC. Increase damage based on increased weapon size as normal. If your character already has increased unarmed damage from another source, take the greater value, and increase it a single step.
  - Level    Damage
  - 1-4     2d6
  - 5-10    2d8

- 11-15 2d10
- 16+ 2d12