* To grapple a target, you must use the Attack action.
  + Grappling is considered a special melee attack.
* A grapple check is an ABILITY check, NOT an attack roll.
  + Make an Athletics check against target’s choice of Athletics or Acrobatics.
  + If you fail the grapple check, nothing happens.
  + If you succeed, the target is instantly subjected to the grappled condition.
    - The grappler is NOT subject to the grappled condition.
* If you have multiple attacks with the Attack action, initiating the grapple replaces one of them.
* Your grapple target must be within your reach and no more than one size larger than you.
* You need at least one free hand to initiate a grapple.
* You CAN use and benefit from a weapon or shield in your other hand if you are grappling.
  + You will need to drop it if you want to grapple a second creature.
* In a grapple:
  + A grappled creature’s speed becomes 0, and it can’t benefit from any bonus to its speed.
  + The condition ends if the grappler is incapacitated.
  + The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by Thunderwave.
  + They can make an athletics or acrobatic check to attempt an escape.
  + If a grappled creature does not try to escape, you automatically maintain the grapple.
  + The grappler can move at half-speed or simply not move.
  + The grappler can move the target.
  + The grappler can attack with a one-handed weapon or unarmed strike.
  + The grappler can cast a spell.
  + The grappler can shove the target.
    - This is an athletics check vs the target’s choice of athletics or acrobatics.
    - If shoved prone, the target is still grappled.
      * Target has disadvantage on attack rolls and all attack rolls against the attacker have advantage within 5 feet. Attack rolls further than five feet have disadvantage.
      * Standing up from prone costs movement.
      * Being grappled means having 0 movement.
    - Target can be shoved five feet away.
      * Includes off ledges and/or into hazards.
  + The grappler can grapple a second target if they have another free hand.
  + The grappler can release the target.