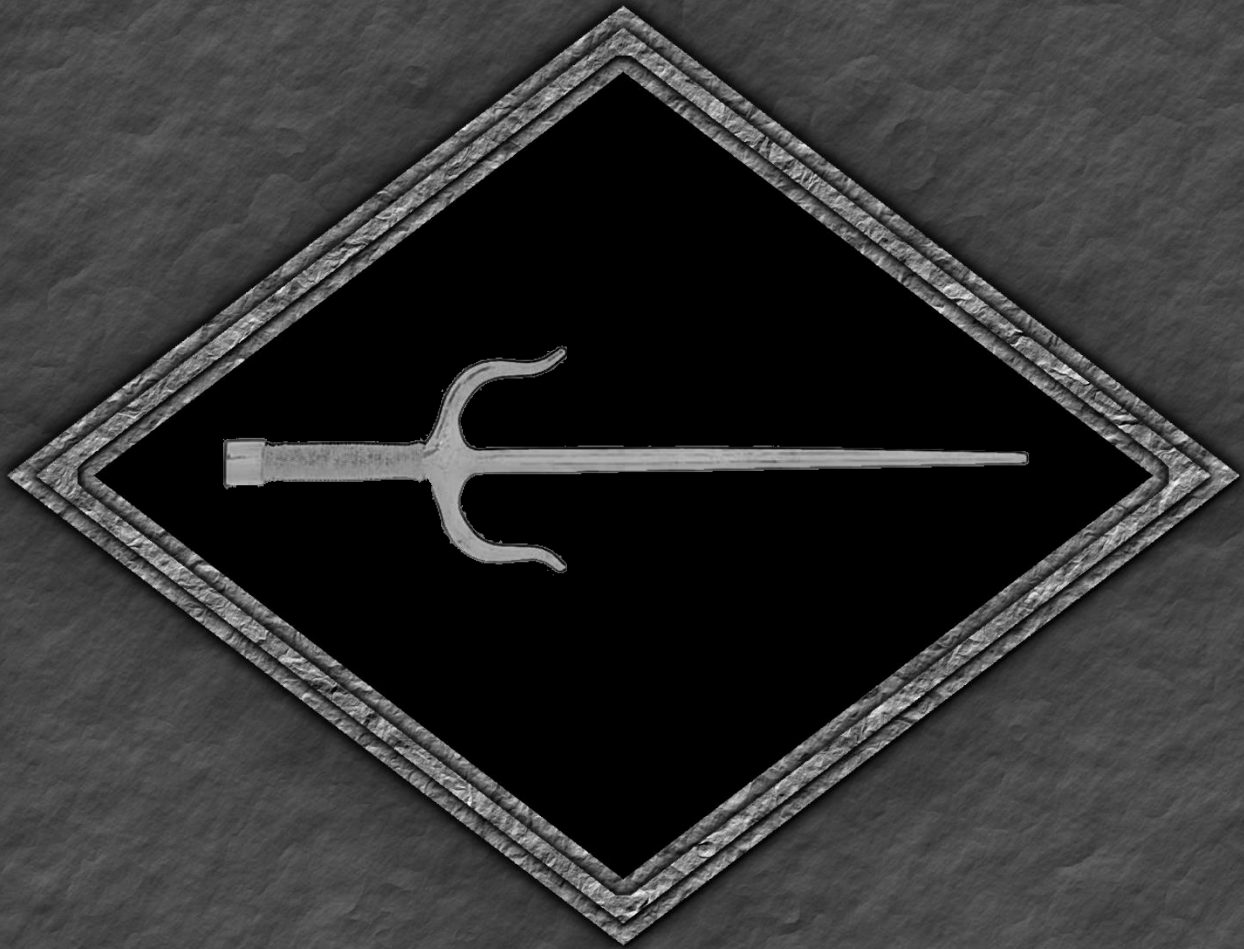


GRAPPLER'S HANDBOOK IMPLEMENTS

SAI



This supplement goes with the rules and mechanics found in the Grappler's Handbook. The techniques found here are intended to expand the existing list of options used in grappling, and are designed for the "Trained" level as described in the Grappler's Handbook.

IMPLEMENTS - SAI

The sai is a three-pronged metal weapon that is generally held so the length of the weapon is against the forearm keeping it somewhat hidden from an opponent making it harder to judge the weapon's actual reach in combat. The sai can be used for blocking while parrying attacks and easy use as an implement for grappling techniques. Sai are typically used in pairs but can be used singly or in a set of three with one carried in the belt to easily replace one that is thrown.

Sai can deal piercing or bludgeoning damage depending whether the weapon extended out is used for stabbing or swinging strikes. If the sai is used for grappling it adds +1 to all grapple checks and techniques that allow implements to be used. For example, if two sai are wielded then you gain +2 bonus to grapple checks and techniques.

Name	Cost	Damage	Weight	Properties
Sai	2gp	1d4 piercing or bludgeoning	1 lb.	Light, finesse, thrown (range 20/60)

Standing

DRAGON CLAW RAKE

Use: Action, Reaction (w/ Grappler feat)

Requirements: Dual-wielding Sai

Type: Takedown/Attack

While dual-wielding sai, you use the pointed tips of the outer prongs to stab into the flesh of the target's arm, then rake them down to the wrist, disarming the target. You then simultaneously hook the wrist and elbow to create leverage and throw the opponent to the ground, either holding the arm extended in a joint lock or shoving the target up to 1d10 ft away leaving them prone and dealing 2d4 piercing damage from the rake.

DODGE & CHOKE

Use: Reaction/Dodge

Requirements: Wield one or more Implements

Type: Choke

After taking the dodge action, or as a reaction when an opponent misses on a melee attack against you, as a bonus action you can quickly make one melee attack with your implement as you position yourself behind the attacker, using your weapon to perform a choke. On your next turn, you can attempt a choke out, or use another action such as described in the Player's Handbook.



Prone

SAI PIN

Use: Action

Requirements: Wielding one or more Sai

Type: Restrain

Using one sai to throw at the target's limb, you can pin an appendage to the ground making their movement speed zero until they use an action on their next turn to remove the sai. As a bonus action, you can make a melee attack or attempt a tackle into a ground position. The DC for removing the sai pin is 10 + the thrower's Strength modifier.

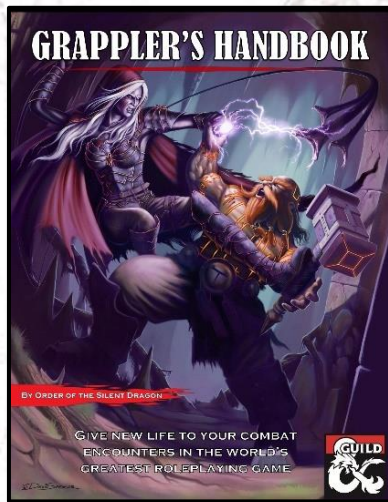




For the full list of grappling mechanics and techniques, download the Grappler's Handbook on DMSguild.com

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