

ALISMENTATION





Legal

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D. PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20. DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.



Critical Augmentation Feats is copyright Richard Lewis trading as Svalin Games 2009.

www.svalingames.com



Critical Augmentation Feats

A critical hit can be a devastating display of force that lets you take victory with a single well placed strike. However, sometimes, a critical hit can be underwhelming, doing nothing but dealing less than double damage. Feats such as Surprise Knockdown, Lightning Arc, and Triumphant Attack go some way to solving this problem, by granting additional effects

when you score a critical hit. The critical augmentation feats presented here use those feats as precedent to give a wide variety for ways to make your critical hits more impressive.

Some feats grant an improved effect when they are used with a high crit weapon. The effect that a feat grants when wielding a high crit weapon is explained in a high crit entry underneath the normal benefit in the feat's description.

Heroic Tier Feats

Name	Prereguisite	Benefit
Aiming Critical	Dex 13	Critical hit with ranged attack grants +2 bonus to ranged
Anning Critical		attack rolls
Assuring Critical	Wis 13	Critical hit grants +2 bonus to Will and damage
Critical Expertise		1d6 extra critical damage with chosen weapon or implement
Critical Resolve	Str 13 or Con 13, Dex 13 or Int 13, Wis 13 or Cha 13	Critical hit cures all conditions a save can end.
Critical Retreat	Dex 13 or Int 13	Critical hit allows you to shift 3 squares
Critical Sacrifice		Critical hit that reduces target to 0 hit points lets you heal
Critical Surge	Critical Expertise	Critical hit lets you score critical hits on 18-20 against target
Defensive Critical	Dex 13, Shield Proficiency (Heavy or Light)	Critical hit grants +2 bonus to AC and Reflex
Dwarven Steadfastness	Dwarf	Once per encounter, critical hit regains use of second wind
Hamstring Critical		Critical hit with melee weapon slows the target (save ends)
Hounding Critical		Critical hit gives marked target worse penalty for making an attack that doesn't target you
Human Determination	Human	Once per encounter, critical hit grants free basic attack
Imposing Critical		Critical hit gives target penalty to saving throws
Inspiring Critical	Cha 15	Critical hit heals ally
Invigorating Critical	Con 15	Critical hit grants you temporary hit points
Power Critical	Str 15, Power Attack	Critical hit with power attack increases bonus damage
Precision Critical	Sneak attack , hunter's quarry or warlock's curse	Critical hit with extra damage from class feature lets you apply extra damage again in the same round
Racial Resurgence	Racial encounter power that does not have an effect that lasts until the end of the encounter, or dilettante racial trait	Once per encounter, critical hit regains the use of racial power or dilettante power
Shifter Fury	Shifter	Once per encounter, critical hit grants bonus damage
Unyielding Critical	Con 13, Armor Proficiency (Chainmail, Scale or Plate)	Critical hit grants +2 bonus to Fortitude and lets you resist 2 squares of forced movement.

The feats in this section are available to a character of any level who meets the other prerequisites.

Aiming Critical

Prerequisites: Dex 13

Benefit: When you score a critical hit with a ranged attack, you gain a +2 bonus to ranged attack rolls against the target until the end of your next turn.

(Chainmail, Scale or Plate) squares of forced movement.

Assuring Critical

Prerequisites: Wis 13

Benefit: When you score a critical hit while there are no enemies adjacent to you, you gain a +2 bonus to Will and a +2 bonus to damage rolls until the end of your next turn.

Level 11: +4 bonus to damage rolls.

Level 21: +6 bonus to damage rolls.

Critical Expertise

Benefit: Choose a weapon group or an implement type, such as axes or wands. When you score a critical hit with that weapon or implement, you deal 1d6 extra critical damage.

Level 11: 2d6 extra critical damage

Level 21: 3d6 extra critical damage

High crit: 1d10 extra critical damage

High crit level 11: 2d10 extra critical damage

High crit level 21: 3d10 extra critical damage

Special: You can take this feat more than once. Each time you select this feat, choose a different weapon group or implement type.

Critical Resolve

Prerequisites: Str 13 or Con 13, Dex 13 or Int 13, Wis 13 or Cha 13

Benefit: When you score a critical hit, you automatically save against every condition affecting you that a save can end.

Critical Retreat

Prerequisite: Dex 13 or Int 13

Benefit: When you score a critical hit while wearing no armor or light armor, you can shift 3 squares as a free action.

Critical Sacrifice

Benefit: When you score a critical hit which reduces a creature to 0 hit points, you regain hit points as though you had spent a healing surge.

Critical Surge

Prerequisite: Critical Expertise

Benefit: When you score a critical hit with a weapon or implement with which you have Critical Expertise, you can score a critical hit against the target of your attack on a roll of a natural 18-20 with the weapon or implement you used for your attack until the end of your next turn.

Defensive Critical

Prerequisites: Dex 13, Shield Proficiency (Heavy or Light)

Benefit: When you score a critical hit while using a shield, you gain a +2 bonus to AC and Reflex until the end of your next turn.

Dwarven Steadfastness

Prerequisite: Dwarf

Benefit: Once during an encounter when you score a critical hit, and your second wind has been expended, you regain the use of it.

Hamstring Critical

Benefit: When you score a critical hit with a melee attack against a humanoid creature, the target of your attack is slowed (save ends).

Hounding Critical

Benefit: When you score a critical hit against a creature that is marked by you, or when you mark a creature that you scored a critical hit against since the end of your last turn, the target of your attack takes an additional -2 penalty to attack rolls with attacks that do not include you as a target until it is no longer marked by you.

Human Determination

Prerequisite: Human

Benefit: Once during an encounter when you score a critical hit, you can make a melee basic attack or ranged basic attack as a free action.

Imposing Critical

Benefit: When you score a critical hit with an attack that causes a condition that a save can end, the target of your attack takes a -3 penalty to its saving throws against that condition.

Inspiring Critical

Prerequisite: Cha 15

Benefit: When you score a critical hit, one ally within 5 squares of you regains 1d6 hit points.

Level 11: 2d6 hit points

Level 21: 3d6 hit points

High crit: 1d10 hit points

High crit level 11: 2d10 hit points

High crit level 21: 3d10 hit points

Invigorating Critical

Prerequisite: Con 15

Benefit: When you score a critical hit, you gain 1d6 temporary hit points.

Level 11: 2d6 temporary hit points

Level 21: 3d6 temporary hit points

High crit: 1d10 temporary hit points

High crit level 11: 2d10 temporary hit points

High crit level 21: 3d10 temporary hit points

Power Critical

Prerequisites: Str 15, Power Attack

Benefit: When you score a critical hit with an attack that you made using power attack, the bonus damage you gain is multiplied by 3.

High crit: Multiplied by 4.

Precision Critical

Prerequisite: Sneak attack class feature, hunter's quarry class feature or warlock's curse class feature.

Benefit: When you score a critical hit with an attack to which you are adding the extra damage from your class feature, you can apply that extra damage again this round as though you hadn't applied it to your attack.

Racial Resurgence

Prerequisite: Racial encounter power that does not have an effect that lasts until the end of the encounter, or dilettante racial trait.

Benefit: Once during an encounter when you score a critical hit, and your racial power or dilettante power has been expended, you regain the use of it.

Shifter Fury

Prerequisite: Shifter

Benefit: Once during an encounter when you score a critical hit, you deal extra critical damage equal to your Wisdom modifier and gain a bonus to damage rolls equal to your Wisdom modifier until the end of your next turn.

Unyielding Critical

Prerequisites: Con 13, Armor Proficiency (Chainmail, Scale or Plate)

Benefit: When you score a critical hit while wearing heavy armor, you gain a +2 bonus to Fortitude, and when you are pulled, pushed or slid, you can reduce the distance you are moved by 2 squares, until the end of your next turn.

Paragon Tier Feats

Name	Prerequisite	Benefit
Arcane Impairment	Arcane Class	Critical hit with arcane power gives target -2 penalty to attack
Bewildering Critical		Critical hit causes target to grant combat advantage
Bleeding Critical	Martial Class	Critical hit deals ongoing 5 damage
Critical Recovery	Primal Class	Critical hit with primal power lets you spend healing surge
Empowering Critical		Critical hit grants cumulative +1 bonus to damage rolls
Enervating Critical	Critical Expertise	Critical hit with implement weakens target (save ends)
Exposing Critical		Critical hit gives target -2 penalty to defenses
Explosive Critical		Critical hit with burst attack slides target 3 squares
Sacred Judgment	Divine Class	Critical hit gives target vulnerability 3 to all damage
Sweeping Critical	Dex 15, Critical Expertise (Flail)	Critical hit with flail knocks target prone

The feats in this section are available to a character of 11^{th} level or higher who meets the other prerequisites.

Arcane Impairment

Prerequisite: Arcane class

Benefit: When you score a critical hit with an arcane attack, the target takes a -2 penalty to attack rolls until the end of its next turn.

Bewildering Critical

Benefit: When you score a critical hit, the target of your attack grants combat advantage to you until the end of your next turn.

High crit: The creature grants combat advantage to all creatures until the end of your next turn.

Bleeding Critical

Prerequisite: Martial class

Benefit: When you score a critical hit with a martial attack, the target of your attack takes ongoing 5 damage (save ends).

Level 21: Ongoing 10 damage (save ends)

High crit: Ongoing 7 damage (save ends)

High crit level 21: Ongoing 15 damage (save ends)

Critical Recovery

Prerequisite: Primal class

Benefit: When you score a critical hit with a primal attack, you can spend a healing surge.

Empowering Critical

Benefit: When you score a critical hit, you gain a cumulative +1 bonus to damage rolls until the end of the encounter.

Enervating Critical

Prerequisite: Critical Expertise

Benefit: When you score a critical hit with an implement with which you have Critical Expertise, the target of your attack is weakened (save ends).

Exposing Critical

Benefit: When you score a critical hit, the target of your attack takes a -2 penalty to defenses until the end of your next turn.

High crit: -3 penalty to defenses

Explosive Critical

Benefit: When you score a critical hit with a burst attack, you slide the target of your attack 3 squares.

Sacred Judgment

Prerequisite: Divine class

Benefit: When you score a critical hit with a divine attack, the target gains vulnerability 3 to all damage until the end of your next turn.

Level 21: Vulnerability 6 to all damage

High crit: Vulnerability 4 to all damage

High crit level 21: Vulnerability 8 to all damage

Sweeping Critical

Prerequisites: Dex 15, Critical Expertise (Flail)

Benefit: When you score a critical hit with a flail, you knock the target of your attack prone.

Epic Tier Feats

Name	Prerequisite	Benefit
Blinding Inferno		Critical hit with fire power blinds target
Commanding Critical	Int 19 or Cha 19	Critical hit gives ally free basic attack
Excruciating Critical	Critical Expertise	Critical hit with weapon dazes target
Unstoppable Force		Critical hit which reduces target to 0 hit points regains a healing surge

The feats in this section are available to a character of 21^{st} level or higher who meets the other prerequisites.

Blinding Inferno

Benefit: When you score a critical hit with a power that has the fire keyword, the target of your attack is blinded until the end of your next turn.

Commanding Critical

Prerequisite: Int 19 or Cha 19

Benefit: When you score a critical hit with a melee attack, one ally can make a melee basic attack or ranged basic attack against the target of your attack as a free action.

Excruciating Critical

Prerequisite: Critical Expertise

Benefit: When you score a critical hit with a weapon with which you have Critical Expertise, the target of your attack is dazed until the end of your next turn.

Unstoppable Force

Benefit: When you score a critical hit which reduces a creature to 0 hit points, you regain a healing surge.