



The concept of a “critical hit” has been part of roleplaying games from the very start—an attack that is extraordinarily well placed or timed perfectly and, as a result, is exceptionally damaging. It started as a phrase used after the results of an attack were determined, but quickly made its way into variant systems and house rules until nearly every campaign had its own version. And in many of these systems, both what was necessary to inflict a “crit” and the results of that attack varied depending on the situation. And if you played under more than one GM, the chances were good that each one would have a different definition and set of achievable results for critical hits in his or her game.

With the arrival of the OGL and original d20 System games, critical hits became a codified part of the core rules. The details have changed slightly with rules updates, and again as with the development of the *Pathfinder Roleplaying Game*, but at this point there is an agreed upon definition of what constituted a critical hit. But, at the same time, a good deal of the mystique has been removed from the notion. Players now not only know exactly what is needed to achieve a crit, they also know just what the results will be—some extra damage. Certainly that has a tangible impact on the game, but it doesn’t fire the imagination or capture the visceral impact that many of the old house rules did.

The Genius Guide to Feats of Critical Combat works with the existing rules regarding critical hits, providing ways for players to put some of the “critical” back into their critical hits. Shatter shields, inflict disfiguring scars, achieve advantage over others on the field of battle—all these and more are possible effects for your character’s crits, depending on the feats you choose. Bring the shock and awe back to the battlefield, and remember the power of seeing a natural “20” on the die. Because while your characters can become masters of critical combat, so can their opponents!

STRIKES

A number of feats in this book are named in the format “X Strike,” and they seem very similar to feats from the core rules with a name format of “X Critical.” For example, Bleeding Strike seems very similar to Bleeding Critical. That raised questions of how these feats are different and why two similar feats are useful to a game.

All the “X Critical” feats from the core rules have Critical Focus as a prerequisite, meaning they are available only to characters of 9th or higher level. That’s reasonable, because those “X Critical” feats add significant effects to critical hits, and these effects unbalance lower-level games. But it also means low-level characters can’t gain bonus critical effects. This both limits the kinds of character builds players have to work with at low levels, and it prevents campaigns that end before they hit 9th level from ever having critical effects enter play. Since many players prefer a “sweet spot” of 4th- to 6th-level characters, this limitation seems unfortunate. The “X Strike” feats bridge this gap, allowing less effective critical effects to enter the game at lower levels without unbalancing play.

On a related note, the “X Strike” feats do not count as critical feats, and they have no limitations in terms of how many you can apply to the same critical hit. When combined, “X Strike” feats potentially become useful at any level of play. Low-level characters gain benefits in scale with their abilities by taking one or two “X Strike” feats. At higher levels a character could have multiple “X Strike” feats apply to every hit, or even a few “X Strike” feats that add

with one “X Critical” feat on each critical hit. This maintains balance, because by the time a character can take half-a-dozen “X Strike” feats, the campaign is high enough level for foes to survive such attacks.

OTHER FEAT ODDITIES

Unlike the critical feats in the core rules, several critical feats in this product do not have Critical Focus as a prerequisite. These feats are often most useful to classes other than a typical front-line fighter, and such classes are unlikely to ever take the Critical Focus feat (and wouldn’t gain much benefit for doing so compared to other options). These feats have several other prerequisites, which tie in to the character concepts they are intended to augment. However these do still qualify as critical feats, and a player is restricted to how many of these feats he can apply to a single critical hit made by his character.

Another set of critical feats within the product doesn’t require Critical Focus because each one does something in place of additional damage. Again, these feats have less impact on lower level games because they change the effect of a critical hit rather than simply add to it, and there’s no reason to restrict them to 9th-level characters.

We also include feats that relate to critical hits, but that don’t directly affect critical hit damage. These feats are not critical feats for the same reason Improved Critical is not considered a critical feat: They affect how your character interacts with critical hits, but don’t add an effect to your critical damage.

NEW FEATS IN YOUR CAMPAIGN

Introducing new feats is easy. Once a GM has decided to allow additional feats into his campaign, he can give players a list of the new feats from which they can select at future levels. If a large number of new feats are introduced, the GM might want to allow players an opportunity to rewrite their characters to incorporate feats they would have wanted earlier, but did not know existed. However, sometimes limiting availability can make new feats significantly more interesting to players.

A GM can use new feats to distinguish various organizations within a campaign, making membership in those groups an additional prerequisite or stating that characters must learn the feats only from specific instructors. Perhaps only the gnome gladiator Darias the Slasher can teach a character the Bleeding Strike and Butcher’s Blow feats, or taking the Blazing Critical feat requires a special ritual at the Altar of Six Flames. If a GM enjoys building campaign-specific prestige classes, new feats might not be available generally at all, instead becoming powers for specific prestige classes. Players aren’t likely to complain if Takeaway and Board Breaker are powers of the Enlightened Fist prestige class, since the players had no expectation of taking those feats anyway.

Another great way to introduce new feats is to make them rewards for characters who befriend a powerful force or group. If

a long plotline had the characters fighting alongside the Gatecrashers mercenary company on the front lines of the Hellfont War, when they gain their next level, the GM can inform the PCs that each has picked up a new ability from constantly training with and observing those famous mercenaries, and offer a choice of Fearsome Blow, Focused Attack, or Maneuver Critical. The GM might also opt to waive the feats' normal prerequisites, since they were gained as rewards for completing a major plot and training with world-renowned warriors. This allows a GM to reward characters with abilities that can't be stolen by some thief in a crowded bazaar, and the reward won't overpower characters to a point of game imbalance. It's also a nice way to get some treasure value to a party (a single bonus feat is worth between 2,500 and 10,000 gp—averaging 5,000 gp each—depending on its prerequisites and how useful it is to a specific character) without describing yet another pile of fur-lined capes, erotic succubus statues, or a *+1 defending starknife* no character wants.

ACCURATE CRITICAL (COMBAT, CRITICAL)

Your critical hits set you up to make even more accurate attacks.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: When you score a critical hit with a melee attack, you gain a +1 circumstance bonus on all your melee attack rolls until the end of your next turn. If your base attack

bonus is +16 or higher, the circumstance bonus increases to +2.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

BLAZING CRITICAL (COMBAT, CRITICAL)

Your critical hits with fire attacks set foes on fire.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: When you score a critical hit with an attack that deals fire damage, the target catches on fire, taking 1d6 points of fire damage each round until extinguished (see *Catching on Fire* in the *Pathfinder Roleplaying Game Core Rulebook* for more information). While the target is on fire, and for 1d6 rounds afterward, the target illuminates the area around it like a torch.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

BLEEDING STRIKE (COMBAT)

Your critical hits cause foes to bleed lightly.

Benefit: When you score a critical hit, your target also suffers a bleed effect.

The hit point loss caused by the bleed each round is equal to the critical multiplier of the attack you used. Thus a Bleeding Strike attack with a longsword deals a bleed 2.

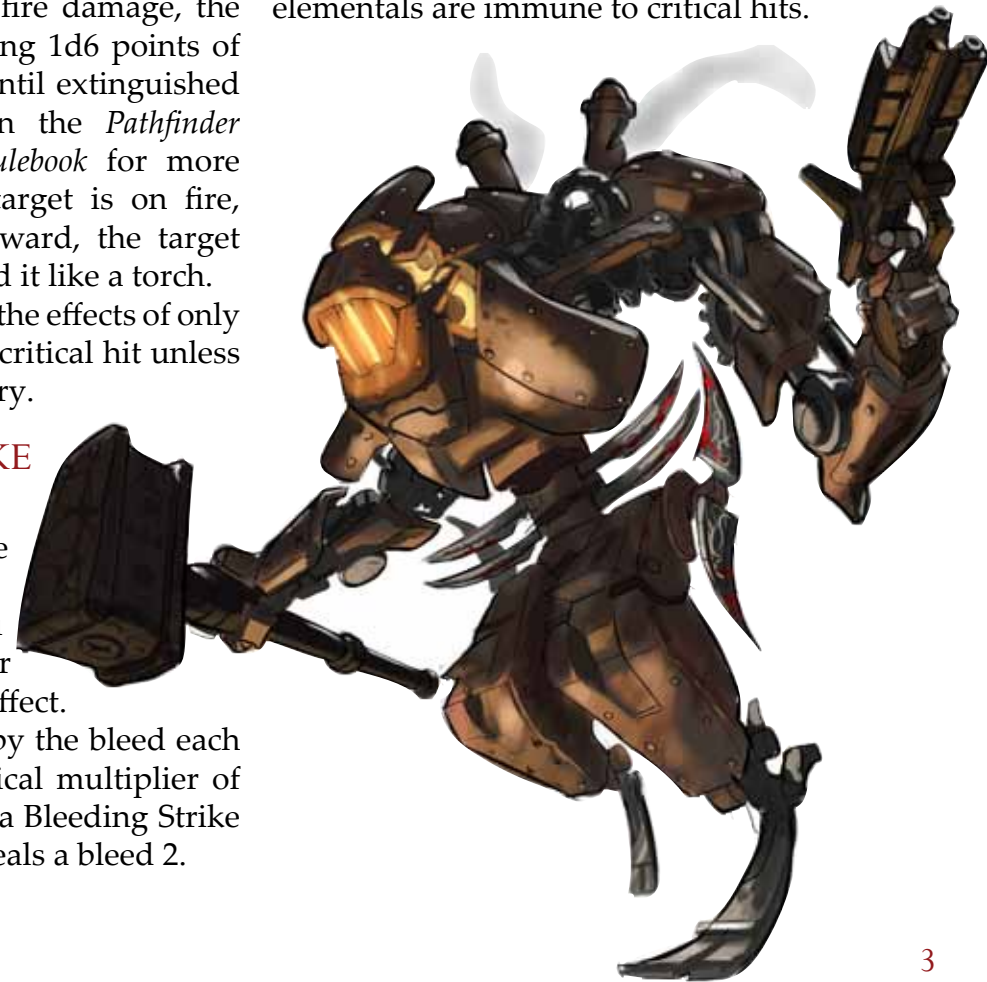
BOARD BREAKER

You have trained to break boards, smash stone, and shatter metal.

Prerequisite: Ki pool class ability.

Benefit: When you make a weapon attack (including unarmed and natural weapon attacks) against inanimate objects or creatures of the elemental subtype, you can score a critical hit and deal additional damage (based on your attack's critical damage multiplier) as long as you have at least one ki point left in your ki pool.

Normal: Inanimate objects and elementals are immune to critical hits.



Feat	Prerequisites	Benefit
Accurate Critical	Critical Focus, base attack bonus +9	Gain a bonus on melee attacks after a critical hit
Blazing Critical	Critical Focus, base attack bonus +9	Set foes on fire with critical fire attacks
Bleeding Strike	–	Cause foes to bleed on a critical hit
Board Breaker	Ki Pool class ability	Deal critical damage to inanimate objects
Butcher's Blow	–	Deal Strength damage on a critical hit
Caustic Critical	Critical Focus, base attack bonus +9	Cause more acid damage with critical acid attacks
Clutch	Dex 13, Improved Grapple, Improved Unarmed Strike	Start a grapple with an unarmed critical
Concussion	–	Deal Wisdom damage on a critical hit
Conduit	Arcane Strike, Combat Casting Still Spell, caster level 9, base attack bonus +9	Channel a spell into the target of a critical hit
Critical Casting	Magical Aptitude, Spell Focus, caster level 9	Don't expend your spell when you hit with a critical attack
Critical Spellcraft	Caster level 9	Gain benefits when you roll a natural 20 on a concentration check
Deface	–	Deal Charisma damage on a critical hit
Dispelling Blow	–	Make a dispel check when you critical with a magic attack
Fearsome Blow	Str 13, Intimidating Prowess; or Cha 13, Persuasive	Demoralize the target of a critical hit
Flashing Strike	–	Dazzle the target of a magic critical hit
Focused Attack	Base attack bonus +6	Sacrifice potential attacks for an improved threat range
Followup Bloq	Dex 15, Two-Weapon Fighting, base attack bonus +6	Make a free secondary attack when you critical with your primary
Freezing Critical	Critical Focus, base attack bonus +9	Freeze foes in place with critical cold attacks
Greater Spell Critical	Critical Focus, Spell Critical, Spell Focus, base attack bonus +9, caster level 15	Deal secondary spell effects when you score a spell critical
Hindering Critical	Critical Focus, base attack bonus +9	Your critical hits inflict skill and save DC penalties
Jolting Critical	Critical Focus, base attack bonus +9	Your critical hits inflict skill and attack penalties
Knock Down	Int 13, Combat Expertise, Improved Trip	Make a trip attack with a critical hit
Maneuver Critical	Critical Focus, base attack bonus +9	Gain critical effects with combat maneuvers
Numbing Strike	–	Deal additional nonlethal damage on a critical hit
Parrying Strike	–	Gain bonus to AC when you make a critical strike
Primal Critical	Critical Focus, base attack bonus +9	Your critical hits with energy attacks leave your target vulnerable
Set-Up	Int 13, Combat Expertise, Improved Feint	Make an immediate feint after you score a critical hit
Shattering Critical	Critical Focus, base attack bonus +9	Your critical hits reduce your foe's armor or natural armor
Shock	–	Deal Constitution damage on a critical hit
Skirt	Dex 13, Dodge, Mobility	Make a free 5-foot-step when you score a critical hit
Smash	Str 13, Power Attack, Improved Sunder, base attack bonus +1	Make a free sunder maneuver when you score a critical hit
Spell Critical	Critical Focus, base attack bonus +9, caster level 9	Deal secondary spell effects when you score a spell critical
Stupefy	–	Deal Intelligence damage on a critical hit
Takeaway	Int 13, Combat Expertise, Improved Disarm, Improved Unarmed Strike	Make a free disarm maneuver when you score a critical unarmed strike attack
Targeted Strike	–	Draw an additional critical hit card on a critical hit
Tendon Cut	–	Deal Dexterity damage on a critical hit

BUTCHER'S BLOW (COMBAT, CRITICAL)

Your attacks often flay muscle from your foe's bones.

Benefit: When you score a critical hit with an attack, you can forgo dealing extra damage to instead deal 1d4 Strength damage. Weapons with a critical multiplier greater than x2 deal +1 ability damage for every additional multiple (thus a Butcher's Blow delivered with a greataxe deals 1d4+1 Strength damage).

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

CAUSTIC CRITICAL (COMBAT, CRITICAL)

Your critical hits with acid attacks also damage foes near your opponent.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: When you score a critical hit with an attack that deals acid damage, you also deal acid damage to every foe adjacent to your target. The acid damage dealt is equal to 1d6 per critical multiple for critical hits made with a weapon, and equal to 1d6 for every 2 levels of a spell (minimum 1d6) for critical hits scored with a spell.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

CLUTCH (COMBAT, CRITICAL)

You can slam a foe and then immediately take it into a body-lock.

Prerequisite: Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: When you score a critical hit with an unarmed melee attack, you can also make a grapple maneuver on the same target as an immediate action. You gain a +4 bonus on your CMB check for this maneuver if your unarmed attack has greater than a x2 critical multiplier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

CONCUSSION (COMBAT, CRITICAL)

Your critical hits can knock the sense out of your foe.

Benefit: When you score a critical hit with an attack, you can forgo dealing extra damage to instead deal 1d4 Wisdom damage. Weapons with a critical multiplier greater than x2 deal +1 ability damage for every additional multiple (thus a Concussion delivered with a greataxe deals 1d4+1 Wisdom damage).

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

CONDUIT (COMBAT, CRITICAL)

When you score a critical hit, you open a mystic conduit between your magic and your foe's body.

Prerequisite: Arcane Strike, Combat Casting, Still Spell

Benefit: When you score a critical strike with a melee weapon you can, as an immediate action, cast a touch-range spell on the same target. The spell must have a casting time of one standard action or less. You can do this even if you do not have a hand free to enact required somatic components. You must make a concentration check to avoid attacks of opportunity normally if you are threatened. You gain a +1 bonus on the save DC of this spell if your weapon has greater than a x2 critical multiplier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

CRITICAL CASTING (CRITICAL)

When you score a critical hit with a spell, you retain the spell energy used.

Prerequisite: Magical Aptitude, Spell Focus, caster level 9.

Benefit: When you score a critical hit with an attack roll for a spell of a school with which you have taken Spell Focus, you do not expend the prepared spell or spell slot used.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

CRITICAL SPELLCRAFT

Your manipulation of spell power sometimes produces spectacular results.

Prerequisite: Caster level 9.

Benefit: When you roll a natural 20 (the die shows a '20') on a concentration check to cast a spell, a dispel check, or a caster level check to overcome SR, you are considered to have scored a critical hit with that spell. You do not deal any additional damage, but you can increase either the spell's save DC or your effective caster level by 2. You can add to your spell any effect you gain when you score a critical hit with an attack roll for a spell.

DEFACE (COMBAT, CRITICAL)

Your critical hits cut open your foe's best feature, and leave it less confident of its abilities.

Benefit: When you score a critical hit with an attack, you can forgo dealing extra damage to instead deal an additional 1d4 Charisma damage. Weapons with a critical multiplier greater than x2 deal +1 ability damage for every additional multiple (thus a Deface delivered with a greataxe deals 1d4+1 Charisma damage).

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

DISPELLING BLOW (COMBAT, CRITICAL)

Your critical hits can cut through spells.

Benefit: When you score a critical hit with a magic weapon or a spell, you can forgo dealing extra damage to instead affect the target with a dispel effect. Treat this as the targeted dispel option of the *dispel magic* spell. You can either use your actual caster level for the dispel check, or treat your base attack bonus as your caster

level. You gain a +4 bonus on your dispel check if your weapon has greater than a x2 critical multiplier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

FEARSOME BLOW (COMBAT, CRITICAL)

Your critical hits are frightening.

Prerequisite: Str 13 and Intimidating Prowess, or Cha 13 and Persuasive

Benefit: When you score a critical hit with a melee attack, you can make an Intimidate check to demoralize the same target as an immediate action.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

FLASHING STRIKE (COMBAT)

Your magic attacks sometimes create a flash of bright light.

Benefit: When you score a critical hit with an attack that deals magic damage (such as attacks with magic weapons or spells), your target is also dazzled for a number of rounds equal to half the damage dealt by your critical hit.

FOCUSED ATTACK (COMBAT)

You can concentrate on a single attack to improve your chance of scoring a critical hit.

Prerequisite: Base attack bonus +6.

Benefit: When you take a full attack action, you can choose to make only one attack. This decision must be made before making your first attack. For every attack

you could make but don't, the critical threat range for the one attack you make increases by 1. This increase happens after all other adjustments to your critical threat range. Thus if you could make three melee attacks with a keen scimitar as a full attack, when you use Focused Strike you take a full attack action to make a single attack with a threat range of 13–20 (18–20 for a scimitar, 15–20 for a keen scimitar, 13–20 for giving up two attacks with Focused Strike and a keen scimitar).

FOLLOWUP BLOW (COMBAT, CRITICAL)

You can use a critical hit from one weapon to create an opening for another.

Prerequisite: Dex 15, Two-Weapon Fighting, base attack bonus +6.

Benefit: When you are able to make an attack with each hand (as a result of either fighting with two weapons, having a hand free to make unarmed attacks, or having the Improved Shield Bash feat) and your primary weapon scores a critical hit, you can make an attack with your off-hand against the same target as an immediate action, without taking any two-weapon attack penalties. You gain a +1 bonus on your attack roll for this attack if the weapon with which you scored the critical hit has greater than a x2 critical multiplier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

FREEZING CRITICAL (COMBAT, CRITICAL)

Your critical hits with cold attacks freeze your foes in place.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: When you score a critical hit with an attack that deals cold damage, the target is frozen in place. It is free to attack, defend itself, and take actions, but it cannot leave the space it is in, since it is frozen to the spot. As a move action the creature can make a Strength or Escape Artist Check (DC 10 + your character level) to break free. Flying creatures are not stuck to any surface, but begin falling until they break free, and swimming creatures float toward the surface until breaking free.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

GREATER SPELL CRITICAL (COMBAT, CRITICAL)

Your critical hits with spells cause additional magic effects.

Prerequisite: Critical Focus, Spell Critical, Spell Focus, base attack bonus +9, caster level 15.

Benefit: Select one 1st- or 2nd-level spell you know that affects a single target and is negated with a saving throw. When you score a critical hit with an attack for a spell in a school for which you have Spell Focus, the target is also affected as if you had cast the selected spell upon it. The additional spell effect lasts for its normal duration or 1 minute, whichever is shorter.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

HINDERING CRITICAL (COMBAT, CRITICAL)

Your critical hits leave foes partially disabled and unable to focus on complex tasks.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: When you score a critical hit, your target takes a 4 penalty on all Intelligence-, Wisdom-, and Charisma-based skills, as well as concentration checks. Additionally, the save DCs of its spells and special abilities are reduced by 2. These penalties remain until the target is healed of all damage dealt by your critical hit.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

JOLTING CRITICAL (COMBAT, CRITICAL)

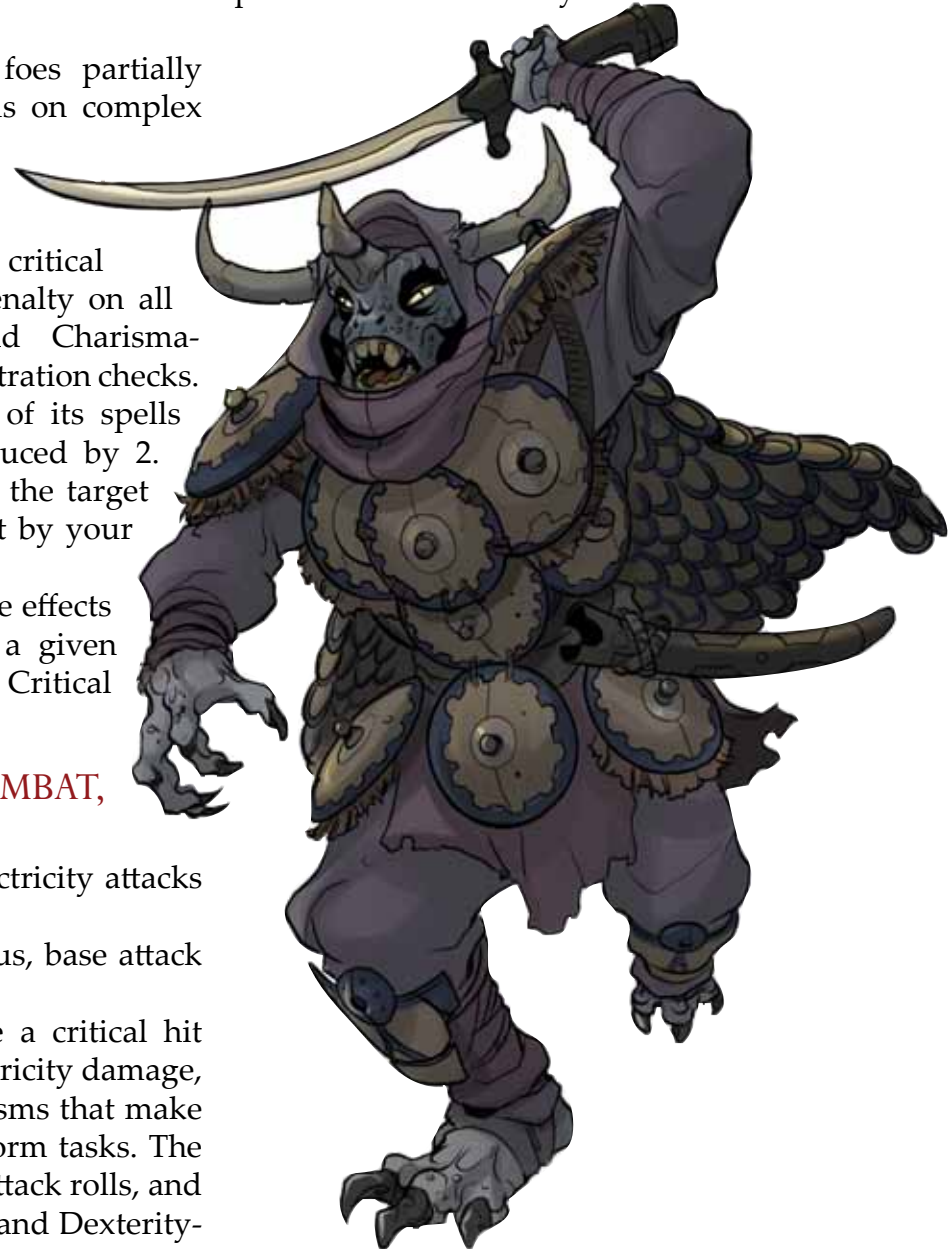
Your critical hits with electricity attacks send your foes into spasms.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: When you score a critical hit with an attack that deals electricity damage, the target suffers muscle spasms that make it difficult to accurately perform tasks. The target takes a -2 penalty on attack rolls, and a -4 penalty on all Strength- and Dexterity-

based skill checks. The penalties last for 1 minute.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.



KNOCK DOWN (COMBAT, CRITICAL)

Your critical hits knock foes to the ground.

Prerequisite: Int 13, Combat Expertise, Improved Trip

Benefit: When you score a critical hit with a melee attack, you can also make a trip maneuver as an immediate action on the same target. You gain a +4 bonus on your CMB check for this maneuver if your weapon has greater than a x2 critical multiplier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

MANEUVER CRITICAL (COMBAT, CRITICAL)

Your mastery of combat maneuvers sometimes provides spectacular results.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: If you roll a natural 20 (the die roll shows a '20') on a maneuver check, and your CMB + die roll total is equal to or greater than your target's CMD, the result is a critical maneuver threat. Make a second CMB check, and if it also exceeds the target's CMD, you have scored a critical maneuver. The effects of the critical maneuver vary depending on what maneuver you are performing, as outlined below.

Bull Rush: You can choose to knock the target prone.

Dirty Trick:* Double the duration of the dirty trick's penalty. The target must take a full-round action to end the maneuver early.

Disarm: You can knock the disarmed item 2d4 x5 feet in a direction of your choice.

Drag:* Double the distance you can drag the target.

Grapple: You gain a +5 bonus on grapple checks made against the same target, until that target successfully breaks free of the grapple.

Reposition:* Double the distance you can reposition the target, and the final 10 feet of repositioning can be beyond your reach.

Steal:* You can take two items that qualify to be stolen.

Sunder: You deal critical hit damage to the item you are attempting to sunder.

Trip: The target is flat-footed until it stands.

Overrun: If the target does not move to avoid you, you can take an attack of opportunity against it as you overrun it.

*This combat maneuver is detailed in the APG.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

NUMBING STRIKE (COMBAT)

Your critical hits drive foes toward unconsciousness.

Benefit: When you score a critical hit, your target also takes 1d6 nonlethal damage. You deal 2d6 nonlethal damage if the weapon with which you scored the critical hit has greater than a x2 critical multiplier.

PARRYING STRIKE (COMBAT)

Your critical hits leave foes out of position to attack you easily.

Benefit: Whenever you score a critical hit with a melee attack against a target, you gain a +2 competence bonus to AC against attacks made by that target until the end of your next turn. Your bonus to AC increases to +3 if your weapon has greater than a x2 critical multiplier.

PRIMAL CRITICAL (COMBAT, CRITICAL)

Your critical hits with energy attacks leave foes vulnerable to that energy type.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: Select one of the following damage types: acid, cold, electricity, fire, sonic. When you score a critical hit with an attack that deals damage of the selected type, your foe gains vulnerability 5 to that energy type. This vulnerability remains until all the damage you dealt with the critical hit is healed.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

You can select this feat more than once. Its effects do not stack. Each time you select this feat, you must choose a different damage type.

SET-UP (COMBAT, CRITICAL)

When you score the perfect blow, you use it to set up a target for your next strike.

Prerequisite: Int 13, Combat Expertise, Improved Feint

Benefit: When you score a critical strike with a melee attack, you can make a Bluff check to feint in combat against the same target as an immediate action.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

SHATTERING CRITICAL (COMBAT, CRITICAL)

Your attack lands and causes your foe's armor to shatter or weakens its natural defenses.

Prerequisite: Critical Focus, base attack bonus +9.

Benefit: When you score a critical hit, you also remove some of the target's armor bonus, natural armor bonus, or shield bonus to AC. The amount of AC bonus lost is equal to the critical multiplier of the attack with which you score the critical hit. The AC loss remains until the target is healed of all damage (in the case of natural armor) or until it can remove and adjust its armor (in the case of armor or a shield). A target with no armor, natural armor, or shield bonus to AC is unaffected by this feat.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

SHOCK (COMBAT, CRITICAL)

Your critical blows leave foes in shock.

Benefit: When you score a critical hit with an attack, you can forgo dealing extra damage to instead deal 1d4 Constitution damage. Weapons with a critical multiplier greater than x2 deal +1 ability damage for every additional multiple (thus Shock delivered with a greataxe deals 1d4+1 Constitution damage).

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

SKIRT (COMBAT, CRITICAL)

You can take advantage of a well-placed blow to skirt around your foe.

Prerequisite: Dex 13, Dodge, Mobility.

Benefit: Whenever you score a critical hit with a melee attack, you can immediately make a 5-foot step as a free action, even if it's not your turn (such as when you make a critical hit as an attack of opportunity). This does not count against your total movement for the round, nor against the number of 5-foot steps you can take.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.



SMASH (COMBAT, CRITICAL)

You can extend a critical hit into a blow on your foe's weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder, base attack bonus +1.

Benefit: When you score a critical hit with a melee attack, you can also make a sunder maneuver on the same target as an immediate action. You gain a +4 bonus on your CMB check for this maneuver if your weapon has greater than a x2 critical multiplier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

SPELL CRITICAL (COMBAT, CRITICAL)

Your critical hits with spells cause additional magic effects.

Prerequisite: Critical Focus, base attack bonus +9, caster level 9.

Benefit: Select one 1st-level spell you know that affects a single target and is negated with a saving throw. When you score a critical hit with an attack for a spell, the target is also affected as if you had cast the selected spell upon it. The additional spell effect lasts for its normal duration or 1 minute, whichever is shorter.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

STUPEFY (COMBAT, CRITICAL)

Your attacks knock the smart right out of your foes.

Benefit: When you score a critical hit with an attack, you can forgo dealing extra damage to instead deal 1d4 Intelligence damage. Weapons with a critical multiplier greater than x2 deal +1 ability damage for every additional multiple (thus a Stupefy delivered with a greataxe deals 1d4+1 Intelligence damage).

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

TAKEAWAY (COMBAT, CRITICAL)

When you score a critical hit, you can grab a foe's gear away from it.

Prerequisite: Int 13, Combat Expertise, Improved Disarm, Improved Unarmed Strike.

Benefit: When you score a critical hit with an unarmed melee attack, you can also make a disarm maneuver on the same target as an immediate action. You gain a +4 bonus on your CMB check for this maneuver if your unarmed attack has greater than a x2 critical multiplier.

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

TARGETED STRIKE (COMBAT)

You are an expert at striking a foe's vulnerable spots.

Benefit: When you score a critical hit, you can draw one additional critical hit card.

Special: This feat requires the use of a deck of cards for determining the results of a critical hit, and these cards are available from the publishers of the roleplaying game this product supports.

TENDON CUT (COMBAT, CRITICAL)

Your critical hits can cause a foe to move awkwardly.

Benefit: When you score a critical hit with an attack, you can forgo dealing extra damage to instead deal 1d4 Dexterity damage. Weapons with a critical multiplier greater than x2 deal +1 ability damage for every additional multiple (thus a Tendon Cut delivered with a greataxe deals 1d4+1 Dexterity damage).

WE ERR ON THE SIDE OF AWESOME!

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