

54 CRITICAL HIT CARDS

for the Pathfinder Roleplaying Game

## THE RULES

A group can use a *Critical Hit Deck* in their game to make combat more surprising and dangerous. Whenever a PC scores a critical hit due to a natural 20 on the die roll, that player can draw one card from this deck and apply the effect appropriate to that attack's type (bludgeoning, piercing, or slashing in the case of a weapon or unarmed attack, or bomb or spell for either a bomb or spell attack roll). Since these effects can be deadly against player characters, the GM draws for a monster, NPC, or hazard only if the creature or hazard's level is equal to or greater than the target's level.

### **DEADLY VARIANT**

For a deadlier and more chaotic game, the GM can allow a player to draw on any critical hit, not just one due to a natural 20, and draw for any critical hits scored by an enemy regardless of that enemy's level.

### SPECIAL RULES

- A critical hit still deals double damage to the target unless the card's entry says it deals normal damage or triple damage, or if the entry's effect doesn't apply to the attack used.
- Any effect listed as a Crit Effect replaces your attack's critical specialization effect (Pathfinder Core Rulebook 283), if it had one.
   You can disregard the card effect and use your attack's existing critical specialization effect if you prefer.
- Any card effect using a critical specialization effect follows the rules for that effect unless stated otherwise.
- Effects that scale by level use the attacker's level. The save DC for an effect inflicted by a PC is their class DC. For other creatures and hazards, use a hard DC for the creature or hazard's level.
- An effect that lasts until healed ends once the target has Hit Points restored with Treat Wounds or is restored to full Hit Points and rests for 10 minutes.

Author: Stephen Radney-MacFarland
Illustrator: Yanis Cardin

that are in the public domain are not included in this declaration.)

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version I.O. Section (le), and are not Open Game Content: All Trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nound, attwarks, characters, dialogue, proper nound, attwarks, characters, dialogue, proper nound, attwarks, characters, dialogue, productions, organizations, plots, storylines, and trade dress. Elements that have previously been determined to the proper nound to the proper n

Open Game Content: Except for material designated as Product Identity or External Tools (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

### **OPEN GAME LICENSE VERSION 1.0A**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures. processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License; itself. No other terms or conditions may be applied.

to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this

License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open
Game Content, You represent that Your Contributions are Your original creation and/or You have

Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this Li-

6. Notice of License Copyright: You must update the CUPYRIGHT NOTICE portion of this License to include the exact text of the CUPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the CUPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication of each element of the Product Identity, a expressly licensed in another, independent, Agreement with the owner of each element of that Product Identity, You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Gottent except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

 Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms.

herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte

Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason

Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Critical Hit Deck (Second Edition) © 2019. Paizo Inc.: Author: Stephen Radney-MacFarland























# **BELL RINGER**

Crit Effect: The target is sickened 2, and it is stupefied 2 until it is no longer sickened.

Bludgeoning



Triple damage. Crit Effect: The target is slowed 1 for 1 round.

Piercing



You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Slashing



The target is petrified for 10 minutes.

Bomb or Spell

# SPLIT OPEN

Crit Effect: The target takes 1d6 persistent bleed

Bludgeoning



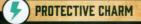
Crit Effect: The target is flat-footed until the end of its next turn.

Piercing



Crit Effect: Until healed, the target is wounded 1 and can't speak, eat, drink, or make attacks with its jaws.

Slashing



You gain a +2 status bonus to AC and all saving throws until the end of your next turn.

**Bomb or Spell** 



## MOMENTUM

You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Bludgeoning



The target is knocked prone.

Piercing



Crit Effect: You can attempt to Grapple the target as a free action. This uses the same multiple attack penalty as your attack and doesn't count toward your multiple attack penalty.

Slashing



The target is dazzled until the end of your next turn.

Bomb or Spell





BRAINED

The target is clumsy 1 until healed.

Piercing

## HACK AND SLASH

**NIGHTY NIGHT** 

Triple damage. The target is flat-footed until the end

Slashing

## SHRINK AFTEREFFECT

Normal damage. The target is reduced in size as if subject to a shrink spell (Pathfinder Core Rulebook 369) until the end of its next turn.

Bomb or Spell

Crit Effect: The target takes 1d6 persistent bleed damage.

Piercing

## **SEVERED SPINE**

Crit Effect: The target must succeed at a Fortitude save or be paralyzed until healed.

Slashing

## **PSYCHIC OVERFLOW**

The target takes 1d8 mental damage.

Bomb or Spell

# COLLAPSED LUNG

Normal damage. Crit Effect: Until healed, the target is

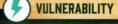


The target drops one item it is holding (determined randomly by the GM)

Piercing



Normal damage. Crit Effect: The target takes 1d4 persistent bleed damage. The DC of the flat check to remove this bleed damage is 5 higher than normal.



The target gains weakness 5 to any damage types dealt by the bomb or spell for 1 minute. Bomb or Spell





Bludgeoning

Piercing

Slashing

SPUN AROUND

**SLICED HAND** 

(determined randomly by the GM).

COMBUSTION

bomb or spell deals double damage.

MY TEEF!

**GUSHER** 

Triple damage.

**TERRIBLE CUT** 

**EXCRUCIATING** 

The target is sickened 3.

The target takes 1d6 persistent bleed damage

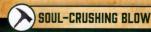
The target is flat-footed until the end of its next turn.

enfeebled 1, clumsy 1, and can't use one of its hands

If this is a fire bomb or spell, the target takes triple damage and 1d6 persistent fire damage. Any other

damage. Until healed, the target is





Crit Effect: The target is doomed 1 and is stupefied 1 for as long as it is doomed.

Bludgeoning

Bludgeoning

Piercing

KNOCKBACK

The target is pushed 10 feet.

Piercing

# ARMOR DAMAGE

The target's armor also takes the damage (applying the armor's Hardness normally).

Slashing

# **DRAINING STRIKE**

The target loses one random prepared spell or spell slot, as determined by the GM.

**Bomb or Spell** 

# SHIELD SMACK

Crit Effect: The target must succeed at a Reflex save or drop a shield it's holding.

PENETRATING WOUND

The attack ignores all resistances.

MUSCLE WOUND

Crit Effect: The target is enfeebled 2 until healed.

**INTENSE STRIKE** 

# The attack ignores all resistances.

**Bomb or Spell** 

Bludgeoning

Piercing

Slashing

## LOW BLOW

Crit Effect: The target is sickened 2 and slowed 1 as long as it remains sickened.

Bludgeoning

## HOBBLED

Crit Effect: Until healed, the target is clumsy 2 and takes a -10-foot status penalty to all Speeds.

Piercing

## **BAD PARRY**

Crit Effect: The target must succeed at a Reflex save or drop one weapon it is holding (determined randomly by the GM). Slashing

**PLANAR RIFT** 



If this is a spell, the target takes normal damage and must succeed at a Will save or be sent to a random plane (determined by the GM). Bomb or Spell

Piercing

Bludgeoning

Bludgeoning

Triple damage. Crit Effect: The target is dazzled

Slashing

Bomb or Spell

Crit Effect: The target takes a -15-foot status penalty to its land Speed until healed.

**GRAZING HIT** 



Normal damage. Crit Effect: The target is stunned 3.

**SWING THROUGH** 

Crit Effect: Make an additional attack against a foe adjacent to the original target, using the same attack modifier as the original attack.

Slashing

**MAXIMUM EFFECT** 

KNOCKBACK

**DEEP HURTING** 

Crit Effect: The target is fatigued.

**GUT SLASH** 

Don't roll for damage. You deal the maximum possible critical hit damage with this attack.

Bomb or Spell

Crit Effect: The target is pushed 1d4×5 feet away.

Bomb or Spell

The target must succeed at a DC 5 flat check to cast

spells with the verbal component until healed.

Bludgeoning

Piercing

Slashing

Bomb or Spell

**INTENSE SPLASH** 

The target takes normal damage, and all creatures adjacent to the target take half damage of the same type. Bomb or Spell

The target takes 1d4 persistent bleed damage and any

creature it Swallows Whole is immediately released.





### HIT HARDER!

Sometimes doubling the damage isn't enough! Why limit yourself when you can decapitate your foe or overload them with a surge of magical energy? With the Pathfinder Critical Hit Deck, when you score a critical hit, draw a card and apply one of four different effects. Beating your enemies has never been so visceral—or so much fun!

