



COSMIC CRIT

Critical Fail Deck

How to Use the Deck

When an unlucky player rolls a natural 1 on the dice on an attack roll, draw a card and apply the effects appropriate to the attack roll type:



Melee



Ranged



Magic

At the GM's discretion...

- Critical Failures may also affect NPCs and/or monsters who roll natural 1s on attack rolls.
- If a Critical Failure effect as described does not apply in the given scenario, either it does nothing or you must draw a new card.
- If you feel the saves are a bit too harsh or too simple for your gaming party, ease up by subtracting 2 from the DC for saves, or add 2 to make it harder.

How to Make the Deck

- Print pages 2-13 of this PDF, optionally two-sided.
- Cut out the card faces and card backs. Attach as needed using glue or tape.
- Shuffle and stack the cards, and wait for a natural 1 to appear on the dice!

About Cosmic Crit

Cosmic Crit is a weekly Actual Play podcast centered on the Starfinder Roleplaying Game from Paizo. Listen to the shenanigans as a seasoned GM, a couple of noobs, and some RPG veterans explore the galaxy and fight monsters. It's a little roleplay, a lot of natural 20s (we hope), and plenty of fun. Find us wherever you get your podcasts.

Special Thanks

Thanks to these amazing Crittermanders, who contributed to this Critical Fail Deck:

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Overcommitted

Your swing misses so badly that you wind up turned-around and disoriented. You are flat-footed until your next turn.



Friendly Fire

Your shot accidentally hits an ally instead of the intended target. Any and all tricks, buffs and other special effects you were attempting to use still apply.



Magical Misfortune

Your spell misfires badly enough to warp probability in a 30-foot radius around you, giving a -2 to your allies' skill checks, attacks and saving throws until the end of the encounter.



Breakage

Your attack not only misses your target, but hits a surface that damages the weapon. It gains the Broken condition until the end of combat.



A Failing Common to that Model

Your weapon malfunctions and explodes in your hand. It immediately acquires the Broken condition and deals damage to you that would have been dealt to the enemy on a hit.



Neural Shock

You take damage equal to the caster level of the spell you were attempting and must make a DC 12 Fortitude save or gain the Mindfire affliction.



Mind Your Surroundings

Banana Peel Attack! You are either Knocked Prone or Off-Kilter and deal damage to yourself equal to the amount that would have been dealt to the enemy on that attack.



Risky Ricochet

Your shot ricochets wildly. It can hit a random unintended NPC or ally or do crucial damage to something in the environment.



Who's Who in This Zoo?

Your misdirected magical energies creates a freak phrenic link between you and the nearest living mind. You suddenly find yourself in their body and vice versa. This magical effect last for 1d3 rounds.



Butterfingers

The weapon flies from your grasp, and may hit an ally. Make an attack roll (1d20+weapon's level) against a random ally within 30 feet, targeting KAC. On a hit, the target takes half the weapon's base damage.



Ammo Drop

You accidentally eject the battery, magazine, or other ammunition from the weapon rather than firing. The battery or magazine bounces 1d4 squares away in a random direction.



It's Alive!

The spell energy coalesces, becoming an elemental of a size based on the level of the spell used. The elemental is hostile to the caster, and remains for 1 round per level of the spell, size dependent of caster level.



Limp Wrist

Your attack misses the target and strikes the ground or other nearby solid object, causing a numbing sensation in your limbs. You gain the Sickened and Fatigued conditions for 1d4 rounds.



Can't Handle the Recoil

The recoil of your weapon causes it to strike you in the face. Deal 1d4 damage to yourself and make a reflex save with a DC (10 + Character Level) to avoid being blinded for 1d4 rounds.



Breach the Timey-Wimey

Your spell went so awry that time itself punishes you. Deal half damage to yourself, and you are aged 1d6 years.



Whoopsie

Your attack wiffs or contacts and does diddly-squat; you are flat-footed until the end of the next round.



This doesn't usually happen ...

Your gun/long-ranged weapon has jammed and uses up twice the amount of charges/shots OR is broken temporarily (i.e. bow) and can't be used in the next round.



Backfire Roulette

Offensive spells fail and hit a random person/thing on the field (assign numbers to allies, enemies, objects. Use a d6 or d8 to determine what's hit.)



Why's it wet here?

You slip on a dark and viscous liquid. You gain the Prone condition, and must make a DC (10 + Character Level) Fortitude Save, or gain the Dazed condition for 1d4 rounds.



Pronkin' Goblins!

The PC takes double damage from their fire arm damage, as the Goblin gun components in the gun set the battery/rounds on fire. All ammunition in the weapon is currently expended.



Chaotic Components

All creatures in a 30ft burst centered on you must make a DC (10 + Character Level) Reflex Save or they will take 1d4 untyped damage per caster level, instead of casting the actual spell.



Touch of Love

Your vicious act of aggression has backfired and you somehow ended up daintily brushing lips with the enemies face. No negative penalties apply besides embarrassment, though does count as an attack w/ contact.



EpiPen Please

The bullet ricochets into an alien beehive, causing it to fall upon your head. Make a DC (10 + Character Level) Reflex saving throw or take 1d8 poison damage from allergic reactions.



Stoned and Alive

You accidentally bring a small rock to life. You must become the owner of a new pet rock that will require rations, a rock terrarium, and toys/entertainment. The rock, while alive, can and will teleport to the owner at any time.



Guarded Step

You try to take a guarded step movement, but a cosmic force prevents you. All enemies within range may make a single reaction attack against you if they can.



What the What

As you fire your weapon, for some reason instead of emitting an energy blast, it just makes the sound of an old slug throwing rifle. Crap. Did you forget to update the firmware again?



Magical Overload

Your spell becomes more powerful than intended. Its damage and/or duration is doubled, and it affects or damages all other creatures in a thirty foot radius of the target for 1/2 of the initial damage.



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Don't Know Your Own Strength

Maybe your weapon bounced ineffectually off of your opponent's armor. Make a DC (10 + Character Level) Reflex Save or be knocked prone by the force of your own attack.



Ammunition Explosion

Your battery or magazine detonates, dealing 1d4 damage to you and rendering the weapon useless until repaired by a standard action DC 15 Engineering Check.



Arcane Glitch

You accidentally cast a randomly selected spell you know of the same level of the one you tried to cast, targeting the same object, creature, or area, or if a personal spell or you cannot reach then cast upon yourself.



I'm Too Old for This...

You and your target to strain your back! You both must make a Fortitude save of DC (10 + Character Level) of your character level or be staggered for 1d4 rounds.



Snot So Bad

You sneeze! If you succeed at a DC (10 + Character Level) Fortitude Save, you are Staggered for 1d2 rounds. If you fail, the sneeze attack is so intense that you are Stunned for 1d2 rounds.



Glimpse of an Ancient

Your butchery of the spell attracts the attention of an Ancient One. They force horrifying images into your mind. Make a Will save with a DC of 10 + the spells level or become panicked for 1d4 rounds.



May Your Blade Chip and Shatter

You accidentally catch your weapon in such a way that the weapon malfunctions, lessening its effectiveness. It gains a -2 to hit until you can take a 10 minute rest break to correct the malfunction.



Mistaken Target

You mistook one target for another in the heat of battle, and so you end up targeting a random creature within 20' of your intended target. Roll the attack again against that target.



An Invisible Undead Turtle Enters...

An invisible undead turtle becomes the target of your spell. Your spell either affects one fewer target or is misdirected to a random point on the battlefield picked by the GM.



Dance Partner

Your swing was so wild, your target easily sidesteps it. You swap positions with your target unless this is an advantage for you, in which case you become prone.



Magic Bullet

Your shot ricochets. It has a 25% chance to hit each creature in combat. Each creature rolls 1d4. Make an attack roll against any that roll a 1, and if hit, they take minimum damage.



OMGWTPBBQ

You miscast the spell and the magical energies ignite the air around you. You take 1d6 damage and gain the burning condition.



Awkward Hug

You collide with the target awkwardly, as if trying to coax a warm embrace. The target can make an immediate and free attempt to grapple you as a Reaction.



This is my rifle ...

Your gun 'jams'. It can be repaired by spending a full round action clearing the mechanism or reseating the battery (after blowing on it).



I Like My Enemies FASTER

Your casting is slightly off, maybe a wrong word or a missing pinkie wiggle, and you cast haste on your target instead of your intended spell. The effect lasts a number of rounds equal to the spell intended.



Melee Skitteraphobia

You seem to have tripped over an imaginary invisible skittermancer. You are perturbed. Opponents using melee attacks get a +2 bonus to hit you until the end of your next turn.



Ricochet

Your attack ricochets off of your target and comes back at you. Make an attack roll against yourself at double the range to your target.



Magic Skitteraphobia

Your spell coalesces into a Wisp ally that takes the shape of a skittermancer. This lasts for 1 minute or until an enemy takes a full action to smash the annoying illusion.



Banana Peel

Make a Reflex save of DC (10 + Character Level) or fall prone. If you fail, other intelligent creatures that can see you stumble must make a DC 15 Will save or spend 1 round chuckling, functioning as the dazed condition.



Scopin' Around

You accidentally change the settings of your scope or stock, causing you to be off-target (-2 penalty) with that weapon. You can spend a full action to fix it. Or just suck until the combat's over. Your choice.



Oh Well Emoji

Your spell fires at the creature nearest to your intended target. Make a second attack roll against their relevant armor class. If it hits, the spell functions as normal on the new target.



Worrisome Whirlwind

You meant well. You really did, but your attack passes your target in a circular arc. Make attack rolls against every creature in your reach, other than your original target, with a -4 penalty to hit.



Ranged Skitteraphobia

Your attack misses, but lands nearby. A small six-armed alien appears and brings the item right back to you. This effect is useless and humorous, unless, of course, the attack you missed with was a grenade.



Paradox Wave

All creatures within 30 feet must make a Will save (DC = 10 + PC Level) or catch a wave of paradoxical time. This has the effect of haste or slow, determined randomly for each creature, for 1d3 rounds.



Serviced Seppuku

Your target guides your weapon back into your torso. They make an attack roll against you, and if struck, you take double your attack damage.



Ridiculous Recoil

You misjudge your weapon's recoil, allowing it to spring into your face. You are dealt 1d4 nonlethal damage and must make a Fortitude save of DC (10 + Character Level) or be dazed for 1 round by your own incompetence.



Self-Immolation

You don't know the spell disintegrate. Or do you? Either way, you just cast some variety on yourself. Receive 1d20 per spell level in damage.



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Stumble and Side Step

Your clumsy attack allows your target to take a free guarded step and make a reposition combat maneuver against you with a +10 bonus. Please, oh please, be fighting near a ledge.



Muzzle Muddled

Your muzzle flash blinds you temporarily due to photo-bleaching, a word of the day opportunity. You must make a Fortitude save DC (10 + Character Level) or be blinded for 1d4 rounds.



Watch Out for That... Dimension Door?

You've managed to cast dimension door. Make a Will save DC (10 + Character Level) or instantly transfer yourself as far as possible in the direction of your original spell's target, up to 400 feet. Zoop!



Pulled Pin

Your attack inadvertently activates a random grenade on your person, and it will activate in 1d2+1 rounds. You may deactivate the grenade with a move action.



Reverse Headshot

Didn't your mother ever tell you not to stare down the barrel of your gun? You've shot yourself in the head. Deal double damage to yourself.



EMP Wave

An electromagnetic pulse emanates out from you in a 60-foot radius. All technological items in the area malfunction for 2d4 rounds and take the Broken condition.



You Wouldn't Like Me When I'm Angry

Your ineffectual attacks have left you angry. Make a Will save DC (10 + Character Level) or become berserk for 2d4 rounds, granting a +2 bonus to melee attack rolls but a -4 penalty to EAC and KAC.



Collateral Damage

Whoops! Your aim is way off. If there's a creature within 15 feet of your target, make a second attack against the nearest creature and hope it's an enemy.



Wisp ENEMY

You've summoned a wisp ally, as per the spell, but it follows you around and grants harrying fire to all enemy attacks (+2 bonus). The wisp lasts for one round per your caster level.



I used to be an adventurer like you ...

You aggravate an old injury, in your knee perhaps. Make a Fortitude save DC (10 + Character Level) or receive 1d4 Strength damage.



LOUD NOISES!

Your weapon misfires, releasing a deafening sonic blast. The firearm remains otherwise functional, but you must make a Fortitude save DC (10 + Character Level) or be deafened for 1d4 minutes.



Brain Freeze

Even your subconscious is confused as to your arcane ineptitude. Make a Fortitude save (DC = 15 + your failed spell's level) or receive 1d4 ability damage to your primary spell-casting ability score.



White Elephant

You and your target have somehow exchanged your wielded weapons. Awkward.



This Pronking Gun!

It's this malfunctioning weapon's fault! Make a Will save DC (10 + Character Level) or you must use an alternate weapon for the rest of the combat.



Draining Incantation

Casting the spell is more exhausting than usual. Make a Will save (10 + Character Level) or lose an extra spell slot of an equal level



Sickening Shock

Your weapon clangs against a hard surface and the reverberations make you feel icky. Make a Fortitude save (10 + Character Level) or be nauseated for 1d4+1. Even if you pass, you are sickened for 1 round.



Triggered Finger

The muscles of your trigger finger spasm painfully. Make a Fortitude save DC (10 + Character Level) or receive 1d4 Dexterity damage.



I See Dead People

You've summoned 1d4 ghosts that surround you. Each requires a Will save (DC 10 + PC Level) to disbelieve. If attacked, the illusions immediately dissipate. They grant flanking to other creatures.



Wrist Killer

You swing with mighty force, but due to improper grip/technique/etc... you suffer from severe hand shock. You must make a (10 + Character Level) fortitude save or become off-target until the end of the fight.



Max Toes Minus One

You've shot yourself in a lower appendage (that's a leg for you gutter-minded humanoids). Make a Fortitude save (10 + Character Level) or be maimed for 1d6 rounds, moving half speed.



Light Blight

Your magic causes nearby artificial lighting to be distorted heavily and fluctuate in brightness. Roll 1d4 to determine the new lighting 1) Off/Darkness, 2) Dim, 3) Normal, 4) Bright.



Gut Punch

Your clumsy movements provide an opening for the enemy to knock you directly in the gut. You take no damage, but gain the sickened condition for 1d4 rounds.



Sudden Scatter

Your projectile splits into different pieces or rays. All creatures in 30 ft cone in the direction of your original target must make a Reflex save (10 + Character Level) or receive half of your weapon's damage roll.



Clean Slate

Lose all ongoing effects on yourself that come from spells or spell-like abilities. Magical items are also suppressed for 1d4 rounds.



Hagotcha!

Your weapons becomes entangled in your opponent. You are flat-footed for 1 turn. Make a Strength check (DC 10 + PC) to wrench it free or drop the weapon as a free action.



Manufactured Failure

The weapon's current magazine/battery jams/shorts out, and cannot expend the remaining cartridges/shots within. The weapon must be reloaded with a new one to fix the issue.



hug ga gurk

Alien Cosmic Critters start flitting into your dimension. 1d4 small bugs pop in per round, until (10 + PC Level) fill the area. They count as enemy combatants, providing cover and obstructing movement.



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Creepy Crawlies

Insects swarm through a hole beneath you. Make a reflex (DC 10 + PC Level) Failure means your opponent may make a free Reaction attack against you, and if you fail by 5 or more you are knocked prone.



You'll Never Live It Down

Everyone around you notices the obvious attack gaffe, and in humiliation you suffer a -2 penalty to attack until the next time that you successfully hit an enemy.



Gross, they're in my suit!

Your spell has called forth a swarm of space termites that swarm around you for 1d4 rounds, leaving you staggered for that time.



How Unfortunate

You lean in exactly wrong for your strike. You stumble 5 ft into a random nearby square. Opponent gets a free trip or grapple check against you, as DM sees fit, if opponent desires.



Stupid Haan Hands

Ammo rattles loose (battery unseats, clip jiggles, or dagger falls on ground). You must re-equip it, reload, or forgo that attack mode. At least nobody was looking at you just that second.



I think I made it mad!

Damage spells arc off the targets head. The target is berserk for 1d4 rounds and may not speak except for grunts and screams, and gets a +2 to all attack and damage rolls.



Mutually Assured

Your melee hit actually strikes your opponent! But it also hurts you. Both you and your opponent take 1/2 the damage from the attack.



Ooops, my bad.

A random object in the vicinity of your range gains the broken condition.



I'm Helping!

Your magic strikes the target, but is warped into a sort of healing spell. The target regains 1d6 HP for each level of the spell cast.



Telegraphed Moves

Your movement gave away your action, allowing the enemy to dodge (gain +2 EAC/KAC), block (-2 to attack damage for the Player), or counter (make a free Reaction attack against player) for 1 round.



Exploding Barrel

Your shot careens back at you off a piece of enemy armor, and right into something dangerous nearby. A random item explodes dealing 1d4 per level damage to the shooter, DC (10 + Character Level) Reflex Save for half.



Brain Backlash

Your spellcaster attempted to mentally contact an alien mind, and it was too alien for you. You are confused next round, and may have a headache or nose bleed.



A Swift Kick

You gracelessly miss your strike and leave a minor opening, into which your opponent quickly puts a fist, a dirty trick painful enough to send you reeling. You are sickened for 2 rounds.



Mutually Assured

Your melee hit actually strikes your opponent! But it also hurts you. Both you and your opponent take 1/2 the damage from the attack.



That was my last beer!

A random liquid on your person (water, serums, pharmaceuticals, drinks, canteens, etc) must save DC (10 + Character Level) Willpower or be spoiled, fouled, or ruined somehow.



Conduct Yourself

You miss the opponent, but hit the electronics behind him. Sadly, metal conducts electricity so you take 1d4 damage per Character Level.



Scope Blindness

A sniper scope magnifies the target, but gives you tunnel blindness, allowing some unseen distraction from the side to throw off your aim. You are off-target for 1d4 rounds.



I used to be an explorer like you ...

You try to get fancy with your spell slinging and blast your spell underhanded, catching yourself on the side of the knee. The spell affects you instead of your target.



I used to be an explorer like you ...

You lunge too far forward and strike your knee when you swing too low, doing normal damage to yourself.



Pour One Out for the Fallen

Somehow, your shot either slams or ricochets into the most expensive drink or liquor nearby, spilling and ruining it. Friend and foe alike now basically hate you.



Congestion

Your magic clogs up! Your spell fails and you become nauseated for 1d4 rounds.



The Stooge

Your weapon flies out of your hand towards a random ally. Deal thrown weapon damage if it hits. If no allies are near, you hit a surface so hard it rattles you. You are shaken for 1d4 round.



Ricochet

The shot bounces off what it hits (whether it misses or the opponent's armor is too strong is up to the GM) and hits a random person. Roll to see if it is an ally, enemy, or bystander.



Cosmic Slap

Make a DC (10 + Character Level) Will Save, if you fail take 3d10 Damage & lose the ability to cast magic for 1d4 rounds. If you succeed, take half damage and you may not cast spells for 1 round.



Rock in Your Boot

You step up to take a swing at an enemy, but you stumble and miss after putting all your weight on the pronking rock that somehow managed to get in your boot. Take 1 point of nonlethal damage.



I used to be a Starfinder like you ...

You pull the trigger on your weapon and, whoops, you drop it and it cracks hard against your knee before falling to the ground. You take 1d4 lethal damage and your movement is reduced by 5 feet for the rest of the combat.



Neutrino Burst Interference

The spell overloads, any damage or effects are doubled, but it fires wildly. Make a second attack roll at a random target, allies, enemies and yourself included. A crit or natural 1 on this second roll is ignored.



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Failed Lumberjack

Roll a D100. 1-25 You miss. 26-50 You strike your foot & deal damage to yourself. 51-75 You maim your foot, taking weapon damage & 1/2 move speed until rested for 8 hours. 76-100 Double damage to your foot and 1/2 speed.



Hot Pocket

Your gun overheats, causing you to drop it. You take damage equal to 1/2 weapon level, and the drop destroys 1/2 the ammo inside.



Nyaaaah...what's up doc?

The character is instantly polymorphed into a cute neon pink bunny rabbit. This effect lasts for 1d6 hours, and gives your character the small size.



Glitch [powered] or Awkward Hit [analog]

Your powered weapon glitches, gaining the Analog attribute that deals Bludgeoning KAC attacks until reset (a Full Action). If your weapon is Analog, it just breaks and gains the Broken condition.



Overheated Barrel

Your firearms barrel has overheated and caused your weapon to stop working for 1d6 rounds while it cools off. If you roll a 6, the weapon gains the broken condition.



Is something burning?

Your sleeve catches fire. Roll a Reflex save of DC 10 + PC Level. Success puts out the fire, but you suffer 1d6 point of fire damage. Failure puts out the fire, but you suffer 3d6 fire damage.



You played yourself

Congratulations you scored a critical hit, on yourself resolve critical effects normally but apply the effects to the failing character.



Defective Ammo

Roll a D6, if the roll is between 1-3 your defective ammo explodes dealing 1D6 damage to you and gives your gun the broken condition. Roll of 4-6 and you are may eject the ammo and reload a fresh magazine.



Annoying Eyelash

As you cast your spell an eyelash gets stuck in your eye. On your next 1d4 turns you will suffer -2 penalty to Attack rolls. However, you can use a standard or move action to clear this.



Is something burning?

You hear a pop and see a seam open up in your armor. Your suit loses power for 1d6 rounds, only returning environmental protections at the end of those turns.



Neutrino Burst Overload

Your weapon overpowers, causing double damage, but the recoil throws off your aim. Make a second attack roll at a random target, allies, enemies and yourself included. A crit or natural 1 on this second roll is ignored.



Second Chances

You burn an additional spell slot of the same level or higher, make the spell attack again with all previous modifiers and an additional -4 To hit. If out of spell slots you lose 1d6 Stamina.



Annoying Eyelash

The dust of battle gets into your eyes, and in blinking an eyelash gets stuck in one eye. On your next 1d4 turns you will suffer -2 penalty to Attack rolls.



You dun goofed

Congratulations you scored a critical hit, on yourself resolve critical effects normally but apply the effects to the failing character.



Second Chances

Your weapon is blocked by the opponent. Make an Athletics, Bluff, or Intimidate check, (DC 15+ PC Level) . Success, deal 1d6 B damage to the foe. Failure, they push you away, you suffer 1d6 B damage.



Is something burning?

Make an immediate Reflex save DC (10+ Character Level) or Engineering check of DC (15+ Character Level). Success resets the burning ammo. Failure causes a loss of 50% of the full ammo capacity.



Magical Dust Cloud

Your shot impacts the ground and it kicks up a moderate dust cloud. Magic sparks and flashes within the cloud. Your target gains a +2 attack bonus on their next attack. (This bonus is lost if they move, or a full round passes.)



Pronking Banana Peel

You lose your footing on an old banana peel. Succeed on an immediate Reflex saving throw vs. DC (10 + Character Level) or fall prone.



That's a Really Hard Surface

Your attack misses, and your weapon impacts a very hard surface. The reverberations travel through the weapon to your bones. You are considered "Off-Target" for the next round 1d3 rounds.



Overstep

As you go to attack, your swing sets the target off-balance, but they quickly recover and get a free immediate guarded step away from you.



Annoying Eyelash

When you fire you reflexively blink, but an eyelash gets stuck in your eye. On your next 1d4 turns you will suffer -2 penalty to Attack rolls. However, you can use a standard or move action to clear this.



Second Chances

Your weapon has multi-fired. Lose two more uses of ammo and make a second attack roll with all previous mods with an additional minus 4. Success, if you hit deal base weapon damage.



Pronking Banana Peel

As you line up your shot, your foot slips on an old banana peel. Succeed on an immediate Reflex saving throw vs. DC (10 + Character Level) or fall prone.



Slippery Situation: Insecure

A small wind jostles your belongings and one comes loose (potions and grenades have the highest priority.) Make a Reflex save vs. DC (10 + PC Level) to catch the object or it has fallen to the ground and is broken or used if a consumable.



Combat Shock: End of Days

As you let loose with your spell you miss your target, instead hitting a nearby corpse/trash bag/gross mushroom and it explodes. Make a Will save vs. DC (10 + Character Level) or become Stunned for your next turn.



Overexposed: Arcana Echo

As you cast your final spell incantations repeat louder and louder in your mind. Make a Will save vs. DC (10 + Character Level) or become Dazed for your next turn.



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Slippery Situation: Loose Grip

You land your hit as intended, deal 1 damage of its type. However, you didn't have a solid grip. Make a Reflex save vs. DC (10 + Character Level) or your weapon has slipped from your hands to a random space within 5 feet of you.



Dust Cloud

Your shot impacts the ground near your target and it kicks up a moderate dust cloud as a random bit of debris are vaporized. Your target gains a +2 AC bonus for the next attack against them. (This bonus is lost if they move, or a full round passes.)



Probably Sprained It

Roll 1d4. 1 - You suffer 1d6 stamina damage only from the effort. 2 - You suffer a -2 to your next attack roll. 3 - You suffer 1d6 hp damage in mental anguish. 4 - You grab your head in pain and lose a level 1 spell slot or take 2d6 damage.



Combat Shock: The Face of Death

You look into the face of this enemy and you see only death. Make a Fear Effect Will save vs. DC (10 + Character Level) or become Cowering for your next turn.



Slippery Situation: Ejected Magazine

Instead of firing for some reason your battery/magazine is ejected from the weapon. (Keep the ammo you would have lost.) Make a Reflex save vs. DC (10 + Character Level) to catch the ammo or it clattered away.



Fizzlepop!

You use the wrong finger movement and mispronounce one of the words. The spell is used but explodes in front of you in a blinding light. Take 1d6 damage and become blinded for a round.



Overexposed: Ringing Ears

As you swing you connect with the opponent's armor causing a loud "KLANG". Make a Fort save vs. DC (10 + Character Level) or become Deafened for your next 1d6 turns.



Combat Shock: The Stench of Death

As you move across the battlefield the stench of death and decay floods your senses. Make a Fort save vs. DC (10 + Character Level) or become Nauseated for your next turn.



Mr. RainbowSparkles!

You did everything you were supposed to, but instead of the spell you were expecting, an illusion of a large pink unicorn shows up, neighs, and explodes in a dust of rainbow glitter. Lost the spell.



Probably Sprained It

Your appendage suddenly spasms. Roll 1d4. 1 - You suffer 1d6 stamina damage only from the sprain. 2 - You suffer a -2 to your next melee attack. 3 - You drop the weapon. 4 - You drop the weapon and suffer 1d6 damage.



Overexposed: Sun in Your Eyes

As you look down the barrel you catch a direct ray of light. Make a Reflex or Fort save vs. DC (10 + Character Level) or become Dazzled for your next 1d6 turns.



WTP? [What the Pronk?]

You used way too much magical energy! The overload strikes out, hitting you in the face. You are Dazed and Blinded until your next turn and your spell may hit a random target in your spell range (yourself and the original target included).



Bonk

When you swing the weapon, you misjudged and the backswing hits you in your own head. Take 1d6 damage and -2 to hit for the next round.



Probably Sprained It

As you fire your wrist spasms. Roll 1d4. 1 - You suffer 1d6 stamina damage from the sprain. 2 - You suffer a -2 to your next melee attack. 3 - You drop the weapon. 4 - Drop the weapon and suffer 1d6 damage.



What Was I Saying?

Your concentration slips & your spell fails, is expended, and is replaced with the last spell you cast of the same level or lower (or a random spell of the same level at the GM's discretion).



Oh, oh, oh...oops!

As you are swinging, you lose grip on the weapon, juggle it around trying to catch it with a comical look on your face, then drop it. You look up to see your opponent trying to cover a laugh. Drop weapon.



Ka-Chunk!

Your grip on the gun wasn't good enough and the kickback causes the gun to smack you in the face. Take 1d6 damage and -2 to hit for the next round.



Congestion

Your magic cogs up! Your spell fails and you become nauseated for 1d4 rounds.



Ow. You're gonna feel that in the morning!

You raise your weapon high above your head to bring down a powerful blow. Unfortunately, your enemy spots the opening you've created and slams you in the face! Take 1d6 nonlethal damage and you are Dazed until your next turn.



How Dare You!

The target is in your sights and you shoot. Unfortunately, your aim was off and the shot near misses their nether regions. You both exchange shocked looks which turns to anger. That foe gets a +4 to hit you next turn.



Draining Incantation

Casting the spell is more exhausting than usual. Make a Will save (10 + Character Level) or lose an extra spell slot of an equal level.



Let me get that for you

Your weapon impacts your enemy's armor/hide and gets stuck. Your foe takes half damage and your weapon is now attached to them. Spend a move action to make a DC (15 + Character Level) Athletics Check to remove it as a swift action.



Oh, c'mon!

Your poor grip causes the recoil from you gun to smack you in the face. Take 1d4 nonlethal damage, you are Dazed until your next turn.



I'm Helping!

Your magic strikes the target, but is warped into a sort of healing spell. The target regains 1d6 HP for each level of the spell cast.



Whoopsie

Your attack wiffs or contacts and does diddly-squat; you are flat-footed until the end of the next round.



Ask for a refund. It's defective

Your cartridge/battery is a dud. Your weapons overheats and you feel an intense heat in your hand(s). Drop your weapon or take 1d4 fire damage per turn until the battery/cartridge has been removed or the weapon has cooled for 1 minute.



OMGWTPBBQ

You miscast the spell and the magical energies ignite the air around you. You take 1d6 damage and gain the burning condition.



COSMIC
CRIT

Critical Fail
Deck



COSMIC
CRIT

Critical Fail
Deck



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