

GAMEMASTERY™



CRITICAL HIT DECK

52 CARDS

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CRITICAL HIT DECK

Tired of the same old double damage? Wouldn't you rather chop off your opponent's head in one clean swing or put an arrow in his heart? Rolled a critical hit? Draw a card and apply the result. Each card has four different results based on weapon type, all of which are compatible with the world's most popular role-playing game. Crushing your enemy's skull has never been this much fun.



THE RULES

PLAYER USE

Whenever a player confirms a crit, that player draws one card from the deck and follows the result appropriate to the weapon's damage type (bludgeoning, piercing, or slashing). For magical attacks, use the magic entry. For weapons with critical multipliers of $\times 3$, the player draws two cards and chooses which effect to use ($\times 4$ weapons draw three cards). The player must take the card's result unless it cannot be applied, in which case the player rolls $\times 2$ damage normally.

GM USE

There are three ways a GM can use these cards. Since they can be quite deadly to players, we recommend the first option.

- ◆ The GM only draws cards for crits scored by major villains or NPCs.
- ◆ Monsters and NPCs must spend a feat to draw cards when scoring a crit.
- ◆ All monsters and NPCs draw cards when scoring a crit.

When monsters score crits, refer to the following guidelines when determining the type of crit. Slams, tail slaps, wing attacks, and tentacles do bludgeoning damage. Bites, stings, and spikes do piercing damage. Claws do slashing damage.

DEFINITIONS

The following terms appear on numerous cards

Bleed: Effects that cause bleed deal the listed amount of damage at the end of the affected character's turn. Unless otherwise noted, all ability bleed is damage (not drain). Bleed can be ended by any magical cure spell or a DC 15 Heal check made as a standard action.

Save: Unless a DC is listed, the DC for any save that is called for is equal to the confirmation roll used to score the critical hit (after all modifiers have been applied). Saves only affect additional critical effects, never base weapon damage.

Until Healed: This always refers to the additional damage done or bleed effect, not the weapon (or spell) damage.

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Publisher: Erik Mona

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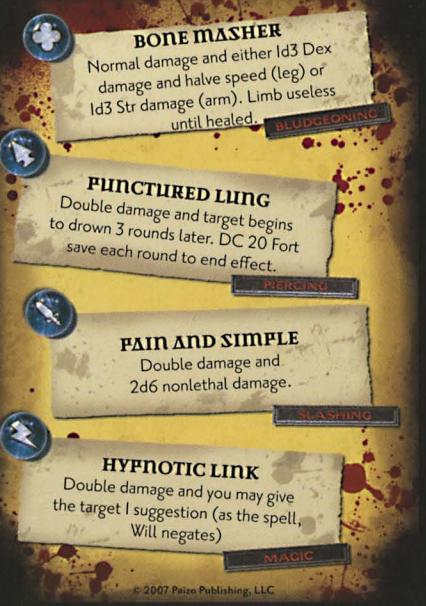
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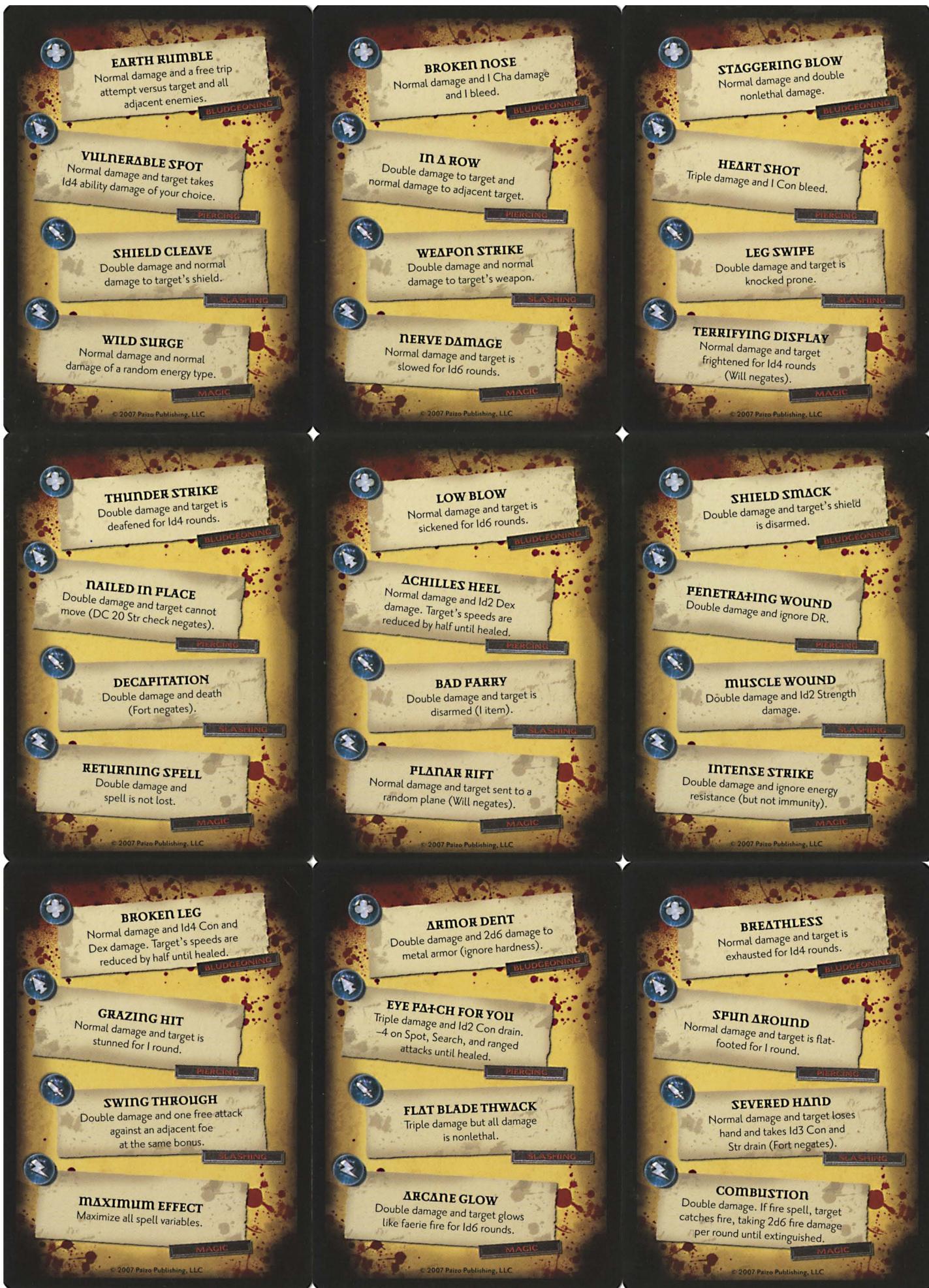
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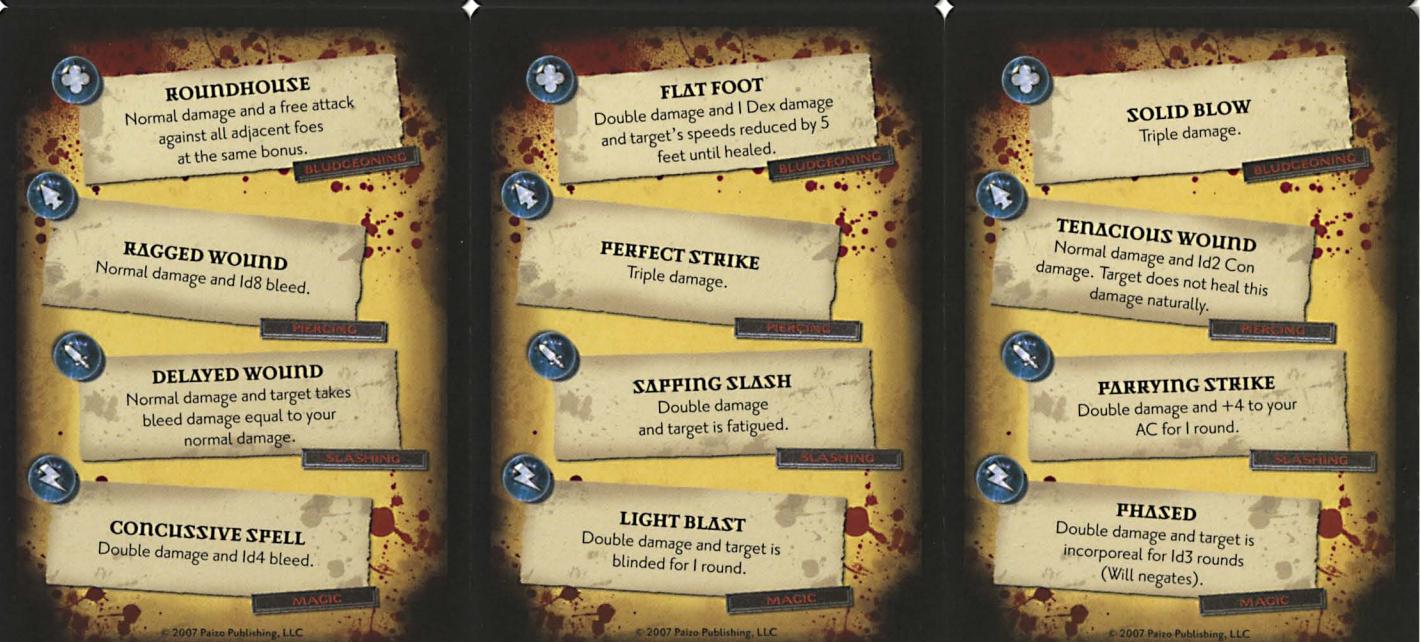
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I SEE STARS

Normal damage and target takes a 20% miss chance for $1d4$ rounds.

BUDGEONING**PINHOLE**

Double damage and I bleed. Target takes 1 additional bleed each round until healed.

PIERCING**DISEMBOWEL**

Double damage and $1d4$ Con damage and $1d6$ bleed.

SLASHING**CONDUIT**

Double damage and target takes a -4 penalty on saves versus your spells for $1d6$ rounds.

MAGIC**MOMENTUM**

Double damage and +2 on all your attack rolls for 1 round.

BUDGEONING**BLOWN BACK**

Double damage and target is knocked prone.

PIERCING**TANGLED**

Double damage and you may automatically grapple the target.

SLASHING**FRETTY COLORS**

Double damage and target is dazzled for $1d4$ rounds.

MAGIC**SURPRISE OPENING**

Double damage and one free attack against the target with a -5 penalty.

BUDGEONING**TONGUE PIERCING**

Normal damage and 1 Con damage. Target gains 50% spell failure chance for verbal spells until healed.

PIERCING**BROW TO CHIN**

Normal damage and 1 Con and Cha damage. -2 penalty on Spot, Search, and ranged attacks until healed.

SLASHING**OLFACIORY OVERLOAD**

Double damage and target loses scent and blindsense for 1 day.

MAGIC**SHATTERED HAND**

Normal damage and $1d2$ Con and Str damage. Hand useless until healed.

BUDGEONING**RIGHT IN THE EAR**

Normal damage and 1 Int damage and I bleed.

PIERCING**STAND ASIDE**

Double damage and push target 1 square in any direction.

SLASHING**VAMPIRIC MAGIC**

Normal damage. You are healed the same amount.

MAGIC**BELL RINGER**

Normal damage and $1d2$ Int damage and sickened for $1d4$ rounds.

BUDGEONING**APPENDICITIS**

Double damage and target is poisoned (treat as greenblood oil).

PIERCING**MOMENTUM**

Double damage and +2 on all your attack rolls for 1 round.

SLASHING**PETRIFIED**

Normal damage and target is petrified for $1d4$ hours (Fort negates).

MAGIC**FEEBLE PARRY**

Double damage and target is disarmed (1 item).

BUDGEONING**CRACKED RIB**

Normal damage and $1d3$ Con damage and target is fatigued.

BUDGEONING**MOMENTUM**

Double damage and +2 on all your attack rolls for 1 round.

PIERCING**GORY**

Normal damage and target is sickened for $1d6$ rounds.

SLASHING**SKINNED**

Normal damage and target is stunned for 1 round.

MAGIC**SHOULDER WOUND**

Double damage and $1d2$ Str and Dex damage.

PIERCING**HAMSTRING**

Normal damage and $1d2$ Dex damage and target is knocked prone.

SLASHING**CLUT OFF FROM MAGIC**

Normal damage and target cannot cast spells or use spell-like abilities for $1d4$ rounds.

MAGIC**CRACKED KNEE**

Normal damage and $1d3$ Dex damage. Target's base land speed reduced to 10 feet until healed.

BUDGEONING**CALF HOLE**

Normal damage and $1d4$ Dex damage.

PIERCING**UGLY WOUND**

Normal damage and $1d3$ Cha damage and 1 Cha drain (Fort negates drain).

SLASHING**SIDE EFFECT**

Double damage and you become invisible for $1d4$ rounds.

MAGIC

