

# GAMEMASTERY™



# CRITICAL FUMBLE DECK

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## CRITICAL FUMBLE DECK

From a dropped sword to hitting your friend in the back with an errant spear, mistakes happen. In the heat of battle, such fumbles range from comical to deadly. This deck of 52 cards includes everything you need to add critical fumbles to your game, including the fumble mechanic and a host of optional rules designed to give the players an edge. Each card has four different results based on the fumble type, all of which are compatible with the world's most popular fantasy roleplaying game. Stabbing yourself in the foot has never been this much fun.



# THE RULES

## CRITICAL FUMBLES

While critical hits are an everyday part of most games, critical fumbles do not have codified rules. For the purposes of this deck, you can use any of the following simple methods for determining a critical fumble. While the first is recommended, as it is the one that least penalizes players, the latter two are a bit simpler to adjudicate.

1. Whenever an attacker rolls a natural 1 on the die, the attack misses and there is the threat of a fumble. The attacker must immediately make a confirmation roll, using his full base attack bonus (and accompanying modifiers). If the attack roll would miss the target, the attacker fumbles and must draw a card from the deck.
2. As per option 1, but instead of using the full base attack bonus, the attacker uses the same modifiers as the first roll. If the attack roll would miss the target, the character fumbles and must draw a card from the deck.
3. Whenever an attacker rolls a natural 1 on the die, the character fumbles and must draw a card from the deck.

## USING THE DECK

Whenever an attacker (be it a PC, NPC, or monster) confirms a critical fumble, draw one card from the deck and apply the result appropriate to the attack type (melee, ranged, natural, or magic). Natural attacks refer to any attack made with a body part, such as a claw, bite, slam, unarmed strike, tail, or wing. Unless otherwise stated, all of these effects are in addition to the attack failing.

## OPTIONAL RULES CARD

This deck is made so that you can use it in the way that best fits your game. The following are a few examples of optional rules you can employ to adjust how the deck works in your game.

- If an attacker has Weapon Focus for the chosen weapon, he may draw two cards from the deck and choose one of the results (from his attack type) to apply. A character with Greater Weapon Focus may draw three cards.
- If you are using the *GameMastery Critical Hit Deck*, anytime a player scores a critical hit, he can instead roll normal damage and hold on to one card. He can exchange this card at any time to negate a critical fumble.
- Player characters cannot fumble more than once in any combat. All additional attack rolls that result in a natural 1 on the die are treated as misses.
- If the attacker is not proficient with the weapon used in the attack, he threatens a fumble on a natural 1 or 2 on the die roll.
- The spell *fumble* (see the reverse side) dramatically increases the chance for a fumble to occur. Optionally, this spell could be the only way a fumble could occur. The effects of this spell are also a suitable choice for *bestow curse*.

## NEW WEAPON ABILITY SURE GRIP WEAPON

A sure grip weapon is enchanted to avoid mishaps in battle. Whenever you threaten to critical fumble using a sure grip weapon, you only confirm the fumble if the second roll is a natural 1 on the die.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, remove curse; Price +1 bonus.

## DEFINITIONS

The following terms appear on numerous cards.

**Bleed:** Effects that cause a bleed effect deal the listed amount of damage every round at the end of the affected character's turn until healed. 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 necessary save is equal to the armor class of the target.

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

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## NEW SPELLS

### FUMBLE

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This enchantment causes the target to become more clumsy and apt to fumble. Whenever the target misses with an attack, that attack is automatically a critical fumble threat. The target must confirm the critical fumble as normal.

**Focus:** A broken masterwork dagger (costs 302 gp).

### FUMBLE, MASS

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 6, Sor/Wiz 6

**Target:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fumble*, except that it affects multiple creatures.



### OVEREXTEND

You provoke an attack of opportunity from all adjacent opponents.

MELEE



### ACHING BACK

You are fatigued.

RANGED



### UPSET TUMMY

You are sickened for 1d4 rounds.

NATURAL



### BACKBLAST

The attack hits you and is a critical threat. You must roll to confirm the critical hit.

MAGIC



## CRITICAL MISTAKE

The attack hits you and is a critical threat. You must roll to confirm the critical hit.

MELEE



## WHOOPS!

You are knocked prone.

RANGED



## OUT OF POSITION

You cannot use this attack for 1 round.

NATURAL



## MIND DRAIN

You take  $1d4$  points of damage to Int, Wis, or Cha (determined randomly).

MAGIC



### OFF BALANCE

You take a -4 penalty on all attack rolls for 1 round.

MELEE



### FRIENDLY FIRE

Your attack hits your ally closest to the target.

RANGED



### BROKE A NAIL

You take 1d4 points of damage and you cannot use this attack until healed.

NATURAL



### POWER DRAIN

You lose one prepared spell or spell slot (determined randomly).

MAGIC



### PIN PRICK

You take 1 point of bleed.

MELEE



### SPILLED AMMO

Your ammunition falls from its container and takes 1d6 rounds to gather up.

RANGED



### JUST A TASTE

Your attack hits an ally adjacent to you or the target.

NATURAL



### TIRING SPELL

You are fatigued.

MAGIC



### WIDE OPEN

You are flat-footed for 1 round.

MELEE



### CRACKED

Your weapon (not ammunition) takes 1d6 points of damage, ignoring hardness.

RANGED



### FIST MEETS FACE

The attack hits you and is a critical threat. You must roll to confirm the critical hit.

NATURAL



### DISTANCE RIFT

You are teleported the nearest square adjacent to the target.

MAGIC



### PULLED MUSCLE

You take 1d4 points of  
Str damage.

MELEE



### AWKWARD ATTACK

You take a -2 penalty to AC for  
1d4 rounds.

RANGED



### I BIT MY TUG

You take 1 point of bleed.

NATURAL



### ARCANE FIRE

You take 2d6 points of fire damage.

MAGIC



### FLING

You drop your weapon and it lands 1d6 squares away in a random direction.

MELEE



### HEAD RUSH

You are sickened for 1d4 rounds.

RANGED



### OVEREXTEND

You provoke an attack of opportunity from all adjacent opponents.

NATURAL



### REFLECTION

The spell hits you instead of the target (normal saves apply).

MAGIC



## BACKSWING

The attack deals damage to you instead of the target.

MELEE



## WIDE OPEN

You are flat-footed for 1 round.

RANGED



## TRIPPED

You are knocked prone.

NATURAL



## TANGLED

You become entangled in your gear until you spend a standard action to free yourself.

MAGIC



## I TOLD YOU IT WAS SHARP

You take 1d6 points of bleed.

MELEE



## KLUTZ

You drop your weapon.

RANGED



## STOP HITTING YOURSELF!

The attack deals damage to you instead of the target.

NATURAL



## NOT ME, YOU FOOL!

Your attack hits your ally closest to the target.

MAGIC



## SPINNING SWING

You are sickened for 1d4 rounds.

MELEE



## NICKED

You take 1 point of bleed.

RANGED



## TWISTED

You become entangled in your gear until you spend a standard action to free yourself.

NATURAL



## APPRENTICE MOVE

Reroll attack against creature nearest the target (yourself excluded).

MAGIC



### SLIPPED

You are knocked prone.

MELEE



### BACKFIRE

The attack deals damage to you instead of the target.

RANGED



### BRUISED EGO

You can attack no other target for 1d4 rounds (or until the target is dead).

NATURAL



### NOSE BLEED

You take 1 point of bleed.

MAGIC



## BROKEN BLADE

Your weapon is destroyed (Ref negates). Magic weapons use their own save bonus (DMG 214).

MELEE



## MY SPLEENY BITS!

You take 1 point of Con damage.

RANGED



## FRUSTRATION

You take a -4 penalty on all attack rolls for 1 round.

NATURAL



## MONSTER RIFT

Your spell is converted to a summon monster spell of the same level. The monster attacks you.

MAGIC



## TOO MUCH STUFF!

You become entangled in your gear until you spend a standard action to free yourself.

MELEE



## SPRAIN

You take  $1d4$  points of Dex damage.

RANGED



## BLEEDING FIST

You take  $1d6$  points of bleed.

NATURAL



## VERTIGO

You are sickened for  $1d4$  rounds.

MAGIC



## THIS SWORD IS HEAVY

You are fatigued.

MELEE



## ERRANT AIM

Reroll attack against creature nearest the target (yourself excluded).

RANGED



## AWKWARD ATTACK

You take a -2 penalty to AC for 1d4 rounds.

NATURAL

## BLEEDING EYES

You take 1d6 points of bleed.

MAGIC



## BUTTERFINGERS

You drop your weapon.

MELEE



## SNAPPED STRING

If attack was made with a bow or crossbow, the string breaks and requires 1d3 rounds to fix.

RANGED



## TORN MUSCLE

You take 1 point of Str drain  
(Fort negates).

NATURAL



## MAGIC FATIGUE

You cannot cast any spells for 1 round.

MAGIC



### STRAIN

You take 1d4 points of Dex damage.

MELEE



### TIED UP

You become entangled in your gear until you spend a standard action to free yourself.

RANGED



### WIDE OPEN

You are flat-footed for 1 round.

NATURAL



### COLD SNAP

You take 2d6 points of cold damage.

MAGIC



### AWKWARD ATTACK

You take a -2 penalty to AC for 1d4 rounds.

MELEE



### YOU'LL SHOOT YOUR EYE OUT

The attack hits you and is a critical threat. You must roll to confirm the critical hit.

RANGED



### TIRING ATTACK

You are fatigued.

NATURAL



### ACIDIC BACKLASH

You take 2d6 points of acid damage.

MAGIC



### NOTCHED

Your weapon takes 1d6 points of damage, ignoring hardness.

MELEE



### NOTCHED FINGERS

You take 1d6 points of bleed.

RANGED



### MUSCLE TEAR

You take 1d4 points of Str damage.

NATURAL



### ELECTRICAL FEEDBACK

You take 2d6 points of electricity damage.

MAGIC



### **SORRY**

Your attack hits an ally adjacent to you or the target.

**MELEE**



### **LOST THE TARGET**

You take a -4 penalty on all attack rolls for 1 round.

**RANGED**



### **SPRAIN**

You take 1d4 points of Dex damage.

**NATURAL**



### **WEAKENED**

You take a -2 penalty to all of your spell DCs for 1d4 minutes.

**MAGIC**



## CATCH YOUR BREATH

You can only take a move action next round.

MELEE



## WRONG WEAPON

If you made a thrown attack, you throw a random object from your gear.

RANGED



## GOT TOO CLOSE

Your attack hits the target but the target may start a grapple against you for free.

NATURAL



## YOU MADE HIM STRONGER

The target gains a +8 enhancement bonus to Str for 1d4 rounds.

MAGIC



### ALL OR NOTHING

You take a -1 penalty on attack rolls until you score a critical hit.

MELEE



### CLOSE TO THE EAR

You are deafened until healed (DC 15 Heal check).

RANGED



### PINS AND NEEDLES

You are sickened for 1d6 rounds.

NATURAL



### WHY ME?

You provoke attacks of opportunity from all threatening foes.

MAGIC



## SURROUNDED BY FOES

Your attack hits an ally within reach and is a critical threat. You must roll to confirm the critical hit.

MELEE



## INSECURE

You take a -1 penalty on attack rolls for 1d4 days or until you score a critical hit.

RANGED



## GREAT ROAR

You are deafened until healed (DC 15 Heal check).

NATURAL



## ERROR!

The attack deals damage to you instead of the target.

MAGIC



## ARMOR SMASH

Your attack deals damage to your armor.

MELEE



## LOST GRIP

You can only take a move action next round.

RANGED



## BATTERED

You take a -2 penalty on skill checks and saves for 1d4 hours.

NATURAL



## UNEXPECTED BLAST

The spell affects all targets within 30 feet of you. You are immune to this effect.

MAGIC



## BONK

You are stunned for 1 round  
(Fort negates).

MELEE



## SHOT YOUR FOOT

You take 1d2 points of Dex damage  
and your speed is reduced by half  
until healed.

RANGED



## OVEREXERTION

You are exhausted (Fort negates).

NATURAL



## SIDE EFFECT

One of your magic items  
permanently gains a random  
drawback (DMG 273).

MAGIC



### NO WAY

Your attack hits the target, but deals minimum damage.

MELEE



### AMAZING MISS

You are stunned for 1 round  
(Fort negates).

RANGED



### BONE BRUISE

You take 1d2 points of Con damage.

NATURAL



### YOU MADE HIM BIGGER

Target increases one size category for 1d4 rounds.

MAGIC



### THIS IS BAD

You take an amount of bleed equal to your Str bonus (minimum 1).

MELEE



### WHAT ARE THE ODDS?

If you made a thrown attack, you hit the target, but the weapon ends up in the target's possession.

RANGED



### WHIRLWIND OF SHAME

Your attack deals damage to all targets adjacent to you except the original target.

NATURAL



### JUMBLED COMPONENTS

You can only take a move action next round.

MAGIC



## ON THE RECEIVING END

The attack deals damage to you instead of the target.

MELEE



## IN THE LINE OF FIRE

Your attack hits the nearest ally and is a critical threat. You must roll to confirm the critical hit.

RANGED



## HEAD, MEET WALL

You are dazed for 1d3 rounds.

NATURAL



## CAN YOU HEAR ME NOW?

You are deafened until healed  
(DC 15 Heal check).

MAGIC



### BOHEMIAN EARSPOON

You are deafened until healed  
(DC 15 Heal check).

MELEE



### LOWERED GUARD

You provoke attacks of opportunity  
from all threatening foes.

RANGED



### FEROCIOUS FUMBLE

Your attack hits an ally within reach  
and is a critical threat. You must roll  
to confirm the critical hit.

NATURAL



### THE MAGIC IS GONE

You take a -1 penalty on attack rolls  
until you score a critical hit.

MAGIC



### HAND IT OVER

Your target gains possession of your weapon (Ref negates).

MELEE



### BROKEN

Your weapon is destroyed (Ref negates). Magic weapons use their own save bonus (DMG 214).

RANGED



### SMASH THE FLOOR

You kick up dust that blinds you for 1d4 rounds (Fort negates).

NATURAL



### YOU MADE HIM FASTER

The target is hastened for 1d4 rounds.

MAGIC



### FUNNY BONE

You drop whatever is in your off hand.

MELEE



### NOT MY PONY

Your attack hits the nearest allied animal or mount.

RANGED



### BAD HEADBUTT

You are stunned for 1 round  
(Fort negates).

NATURAL



### CASTER'S BLOCK

You cannot cast this spell for 24 hours.

MAGIC



### BENT

You take a -4 penalty on all attacks with this weapon until it is repaired (DC 20 Craft check).

MELEE



### DOUBLE MISS

You use twice as much ammunition on this attack.

RANGED



### CAUGHT YOUR ATTACK

The target may attempt to trip, bull rush, or overrun you (target's choice).

NATURAL



### LEFT REELING

You are stunned for 1 round (Fort negates).

MAGIC



## SHIELD CRASH

Your attack deals damage to your shield.

MELEE



## EVERYTHING YOU GOT

You are exhausted (Fort negates).

RANGED



## HE'S SHARP

You take 1d6 points of damage + your Str modifier.

NATURAL



## YOU MADE HIM TOUGHER

The target gains DR 5/- for 1d4 rounds.

MAGIC



## BETTER TO GIVE

Your attack damages you instead.  
Use your target's Str modifier.

MELEE



## WEAPON JAM

If using a projectile weapon it does not function. Spend 1 standard action to clear.

RANGED



## SNEEZE!

You are dazed for 1 round.

NATURAL



## HIT BY THE UGLY FOREST

You take 1 point of Cha bleed.

MAGIC



### CUTTER

You take 1 point of Str bleed.

MELEE



### UM, OOPS

The attack deals damage to you instead of the target.

RANGED



### INGROWN NAIL

You take a -1 penalty on attack rolls until you score a critical hit.

NATURAL



### CLATTO VERATA NECKTIE

Your attack hits the nearest ally and is a critical threat. You must roll to confirm the critical hit.

MAGIC



### WINDED

You are exhausted (Fort negates).

MELEE



### BAD ALIGNMENT

You take a -4 penalty on all attacks with this weapon until repaired (DC 20 Craft check).

RANGED



### HE BIT YOUR FIST

The target deals bite damage to you.

NATURAL



### POOR TRADE

The attack hits but you must lose a spell or slot of the highest available level (your choice).

MAGIC



### STUCK

Your weapon is stuck in a nearby surface. DC 20 Str check to free it.

MELEE



### ARCHER'S ELBOW

You take a -2 penalty on all ranged attack rolls for 1d4 minutes.

RANGED



### OFF BALANCE

You can only take a move action next round.

NATURAL



### SPELL SHIELD

The target gains SR equal to 11 + your caster level for 1d6 rounds.

MAGIC



## ATTACK THE DARKNESS

All your enemies have concealment from you for 1d4 rounds.

MELEE



## AIM CAREFULLY NEXT TIME

For 3 rounds, you must spend a full-round action to make a single attack.

RANGED



## BRUTAL COLLISION

Your attack hits, but you are stunned for 2 rounds (Fort save reduces the stun to 1 round).

NATURAL



## POWER TRANSFER

The highest-level spell effect on you is transferred to your target.

MAGIC



## WAIT! WHAT?

You are confused for 1 round.

MELLE



## DON'T HIT ME!

For 3 rounds, you take an additional  
-2 penalty on ranged attacks for  
each ally in melee combat with  
your target.

RANGED



## PINCHED NERVE

If you had reach greater than 5 feet,  
it is reduced to 5 feet for 3 rounds.

NATURAL



## MENTAL SLIP

On his next turn, your target may  
give you one suggestion.

MAGIC



### WRONG END

If you're using a slashing weapon, you take 1d6 points of damage and 1 point of bleed.

MELEE



### PHANTOM WIND

You compensate for a breeze which isn't there. You take a -2 penalty on ranged attack rolls for 3 rounds.

RANGED



### OVERTHINK IT

Your target's armor and natural armor bonuses are doubled against you for 3 rounds.

NATURAL



### POWER DOWN

You take 1 point of Int bleed.

MAGIC



### VIBRATION

If you're using a bludgeoning weapon, you take 1d3 points of Str damage and drop your weapon.

MELEE



### RECOIL

You move backward 1 square and fall prone.

RANGED



### PUNCTURED FOOT

You take 1d3 points of damage, and your speed is halved until healed.

NATURAL



### WEAK-MINDED FOOL

You take 1 point of Wis bleed.

MAGIC



## SECOND THOUGHTS

You are sickened for 1d6 rounds.

MELEE



## MIX IT UP

You are unable to make ranged attacks for the next 1d6 rounds.

RANGED



## HANGNAIL

If this was a claw attack, slam, or unarmed strike, you cannot use that attack for 1d6 rounds.

NATURAL



## MAGICAL VACUUM

1d3 spell effects active on you are dispelled (determined randomly).

MAGIC



### EAT DIRT

You fall prone and are blinded for 1d3 rounds (Fort negates).

MELEE



### OVERCOMPENSATE

All targets with cover gain an additional +4 bonus to AC against you for 3 rounds.

RANGED



### THAT TASTES AWFUL!

If this was a bite attack, you are nauseated for 1d6 rounds.

NATURAL



### ENERGY TRANSFER

Lose one randomly determined spell or spell slot. Your target can cast this spell next round.

MAGIC



## YOU MEANT TO DO THAT

Move 10 feet in a random direction and provoke attacks of opportunity as normal.

MELEE



## MISJUDGED THE DISTANCE

All attack rolls beyond the first range increment have triple the normal distance penalty for 3 rounds.

RANGED



## NOT THE WEAK POINT

Your enemy's armor takes 1d6 points of damage. You take 1d6 points of damage and cannot use that attack for 1d3 rounds.

NATURAL



## HOW DID THAT HAPPEN?

A stinking cloud appears, centered on you.

MAGIC



## WHO WAS THAT?

You are dazed for 1d3 rounds.

MELEE



## SEEING DOUBLE

All your attacks have a 50% miss chance for 1 round.

RANGED



## BROKEN TOOTH

You take a -2 penalty on attack rolls for 1d6 minutes.

NATURAL



## FRAGMENTED MAGIC

1d4+2 mirror images spring up around your target. These images last for 1 minute or until destroyed.

MAGIC



### BAD GRIP

Your weapon deals nonlethal damage for the next 3 rounds.

MELEE



### HUH?

You are confused for 1 round.

RANGED



### EYE STRAIN

You are blinded for 1 round.

NATURAL



### BLASTOFF

You are thrown  $1d6 \times 10$  feet into the air (or in a random direction if flying) (Will negates).

MAGIC



### PUNT

Your weapon flies 2d6 squares in a random direction.

MELEE



### SO MUCH BLOOD

You are sickened for 1d6 rounds.

RANGED



### UNINTENTIONAL MOVE

Move 10 feet in a random direction and provoke attacks of opportunity as normal.

NATURAL



### IT'S SPARKLY

You are blinded for 1 round.

MAGIC



## PARRY! DODGE! SPIN! THRUST!

You are dazed for 1 round.

MELEE



## TORN TENDON

You take 1 point of Dex bleed.

RANGED



## STINGING FAILURE

You take 1d6 points of nonlethal damage and a -2 penalty on attack rolls with that attack for 1d4 rounds.

NATURAL



## CURSED

You take a -4 penalty on attack rolls, saves, skill checks, and ability checks. This effect can only be cured with remove curse.

MAGIC



## CATASTROPHIC FAILURE

You fall unconscious for 1d6 rounds  
(Will negates).

MELEE



## OVERTHROW

If attack was made with a thrown weapon, the weapon travels 5 times its range increment in a random direction.

RANGED



## DON'T PICK AT IT

You take 1 point of Con damage.

NATURAL



## MAGICAL SMACKDOWN

You automatically fail your next saving throw.

MAGIC



## POINTY END GOES THERE

You take 1 point of  
Con damage.

MELEE



## TUNNEL VISION

For the next 3 rounds, you have a  
+1 bonus on attack rolls, but you  
are flat-footed.

RANGED



## WE HAVE A WIENER

You fall unconscious for 1d6 rounds  
(Will negates).

NATURAL



## WILD MAGIC

Roll twice on the Rod of Wonder  
table (DMG 237).

MAGIC



### BROKEN HAFT

Your weapon loses reach. You have a -4 penalty on attack rolls with it until repaired (DC 20 Craft check).

MELEE



### ALL THUMBS

You lose your Dex bonus on attack rolls for 3 rounds.

RANGED



### WHIFF

The attack deals damage to you instead of the target.

NATURAL



### THIS IS HARD

You take 1 point of Con damage.

MAGIC



## GO FOR THE EYES

You are blinded for 1 round.

MELEE



## PINCH IN PARTS

You take  $1d6$  points of damage.

RANGED



## WINDS OF CHANGE

You threaten no squares for  
 $1d6$  rounds.

NATURAL



## NOW I SEE YOU...

Your target becomes invisible for  
 $1d4$  rounds.

MAGIC



### FOG OF WAR

You threaten no squares for  
1d6 rounds.

MELEE



### BULL'S EYE

Your shot ricochets and hits you  
near the eye. You are blinded for  
1 round.

RANGED



### JAM A FINGER

Your target takes normal damage,  
you take double damage.

NATURAL



### NOTHING TO FEAR

You are shaken for 2d4 rounds.

MAGIC



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