CRITICAL FUMBLE DECK

54 CRITICAL FUMBLE CARDS

for the Pathfinder Roleplaying Game
A group can use the *Pathfinder Critical Fumble Deck* in their game to make combat more surprising and perilous. Whenever a PC or foe gets a critical failure on an attack roll due to a natural 1 on the die roll, that player can draw one card from this deck and apply the effect appropriate to the attack’s type (melee weapon, ranged attack, unarmed attack, or spell).

**SPECIAL RULES**
- Effects that scale based on level use the attacker’s level.
- The save DC for an effect applied to a PC is a hard DC for the target creature or hazard’s level. Effects applied to a foe use the PC’s class DC.
- An effect that lasts until healed ends once the recipient regains Hit Points from Treat Wounds, or is restored to full Hit Points and rests for 10 minutes.

**DEADLY VARIANT**
For a deadlier and more chaotic game, the GM can allow a draw on any critical failure, not just one due to a natural 1.

**PROFICIENCY VARIANT**
If the PC, NPC, or other creature has a master proficiency rank in the attack that they fumbled, they can draw two fumble cards and apply one of the two listed effects. If the creature is legendary with that attack, they can draw three fumble cards and choose one effect to apply from the three listed effects.

**CRITICAL HIT DECK VARIANT**
If you are using the *Pathfinder Critical Hit Deck*, anytime a PC scores a critical hit, the player can draw a card and, instead of playing it, deal normal damage and keep the card. That player can later exchange the critical hit card to negate a critical failure rolled by their PC or any other PC in the group.
MEANT TO DO THAT
You are moved 10 feet in a random direction (determined by the GM). This movement triggers reactions.

WRONG END
If you are using a slashing weapon, you take 1d6 slashing damage and 1 persistent bleed damage.

BAD FALL
You fall prone and are slowed 1 until the end of your next turn.

MISJUDGED THE DISTANCE
Until the end of your next turn, all your range increment penalties are doubled.

PHANTOM WIND
You take a -2 circumstance penalty to ranged attacks until the end of your turn.

SPRAINING SHOT
Until healed, you take a -10-foot circumstance penalty to your land Speed and are clumsy 1.

NOT THE WEAK POINT
You take 1d6 persistent bleed damage and can't use this attack until the end of your turn.

OVERTHINK IT
You target gains a +2 circumstance bonus to AC against attacks you make against it until the end of your next turn.

BAD JAM
You are clumsy 1 and enfeebled 2.

HOW DID THAT HAPPEN?
You call forth a mist with the effects of stinking cloud centered on a corner of your space (determined randomly by the GM).

POWER DOWN
Until healed, you are stupefied 2.

EXPLODING SKULL
You must attempt a Fortitude save. If you succeed, you take 3d6 mental damage. If you fail, your head explodes and you die.

WAIT, WHAT?
You are confused.

DON'T HIT ME!
Until the end of your next turn, each time you miss with a ranged attack targeting enemy adjacent to any of your allies, you hit one of those adjacent allies instead (determined randomly by the GM).

BAD GRIP
You take a -2 circumstance penalty to attack rolls with this weapon until the end of your next turn.

Huh?
You are confused.

PINCHED NERVE
Until healed, you take a -10-foot circumstance penalty to land Speed and are clumsy 1.

OVERCOMPENSATE
Cover provides a +4 circumstance bonus to AC against your ranged attacks for 1 minute.

MENTAL SLIP
You are controlled by the target until the end of your next turn.

EYE STRAIN
You are dazzled until the end of your next turn.

THAT TASTES AWFUL!
If this was a jaws attack (or similar), you are sickened 3.

BLASTOFF
You must succeed at a Will saving throw or be thrown 1d6+5 feet into the air (or in a random direction determined by the GM if you are flying).

STRANGE TRANSERENCE
Lose one prepared spell or spell slot, determined randomly by the GM. Your target can Cast this Spell on its next turn even if they can't cast spells, using your level, spell attack modifier, and spell DC.

VIBRATION
If you're using a bludgeoning weapon, you drop that weapon and become enfeebled 2 until healed.

WHO WAS THAT?
You are slowed 1 until the end of your next turn.

RECOIL
You are pushed 5 feet backwards and fall prone.

SEEING DOUBLE
You are dazzled until the end of your next turn.

ATTACK THE DARKNESS
Your enemies are concealed from you until the end of your next turn.

PUNCTURED FOOT
You take 1d4 persistent bleed damage. Until this effect ends, you take a -10-foot circumstance penalty to your land Speed.

AIM CAREFULLY NEXT TIME
Until the end of your next turn, your attacks require an extra action to use.

MENTAL BACKLASH
Until healed, you are stupefied 3.

BROKEN TOOTH
Until healed, you take a -2 circumstance penalty to attack rolls.

BRUTAL COLLISION
Attempt a Fortitude saving throw. If you succeed, you're stunned 1. If you fail, you're stunned 2.

POWER TRANSFER
The highest-level beneficial spell effect currently affecting you is transferred to your target.
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FAIL BRILLIANTLY!

Make that natural 1 mean something! Why limit yourself to mild disappointment when you can screw up in a truly royal fashion? With the Pathfinder Critical Fumble Deck, when you roll a critical failure, draw a card and apply one of four different effects. Fumbling has never been so disastrous—or so much fun!