CRITICAL HIT DECK

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.
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I SEE STARS
Normal damage. Crit Effect: The target is dazzled until healed.

BROKEN NOSE
The target takes 1d4 persistent bleed damage.

TWO IN A ROW
Crit Effect: Deal normal damage to an additional target adjacent to the original target.

DISMEMBOWEL
Triple damage.

CONDUIT
The target takes a -2 status penalty to AC and saves against your bombs or spells until the end of your next turn.

NUMBING BLOW
Normal damage. Crit Effect: The target is clumsy 1 for 1 minute and must succeed at a Reflex save or drop one item it holds at random.

SUCKING CHEST WOUND
The target is fatigued.

OVERHAND CHOP
Crit Effect: 1d8 persistent bleed damage.

KNOCKBACK
Push the target up to 10 feet.

CRUMPLING BLOW
The target is knocked prone.

PIERCED
The target is slowed 1 until the end of its next turn.

THROAT SLASH
Normal damage. Crit Effect: The target takes 1d8 persistent bleed damage. The target can’t talk, cast spells with a verbal component, or breathe while subject to this bleed damage.

LIFE LEECH
If this is a spell, the target becomes doomed 1 and you regain 1d8 Hit Points.

TWO FOR ONE
Crit Effect: Deal normal damage to one target adjacent to the original target.

AND STAY DOWN!
Normal damage. Crit Effect: The target is knocked prone and stunned 2.

PINNED ARM
As the bow critical specialization effect, the target can’t use one of its arms until freed. If using a melee weapon, you must drop it to gain this effect.

VENTILATED
Triple damage.

CUT STRAPS
Crit Effect: The target’s armor check penalty doubles until the armor is Repaired (DC 15).

KNOCKBACK
Push the target up to 10 feet.

GUARDED STRIKE
Crit Effect: Gain a +2 circumstance bonus to AC until the end of your next turn.

SEVERED TENDON
Crit Effect: Until healed, the target is clumsy 1 and takes a -5-foot status penalty to its land Speed.

ELECTROCUTED
If this is an electricity spell or bomb, the target takes double damage, and at the start of its next turn, it takes normal damage. Any other bomb or spell deals double damage.

POWER SURGE
Triple damage.
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!