

SECOND EDITION

PATHFINDER



CRITICAL FUMBLE DECK

54 CRITICAL FUMBLE CARDS

for the Pathfinder Roleplaying Game

THE RULES

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

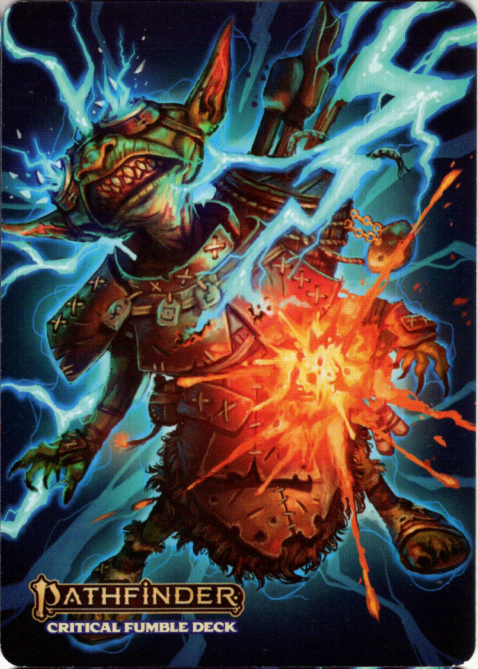
If you are using the *Pathfinder Critical Hit Deck*, anytime a PC scores a critical hit, the player can draw a card and, instead of playing it, deal normal damage and keep the card. That player can later exchange the critical hit card to negate a critical failure rolled by their PC or any other PC in the group.



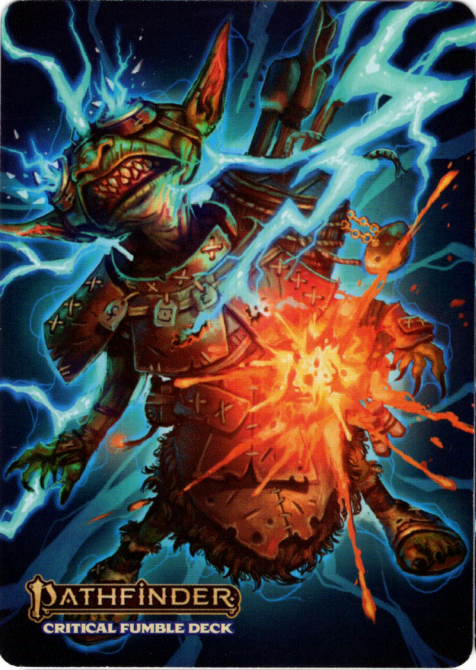
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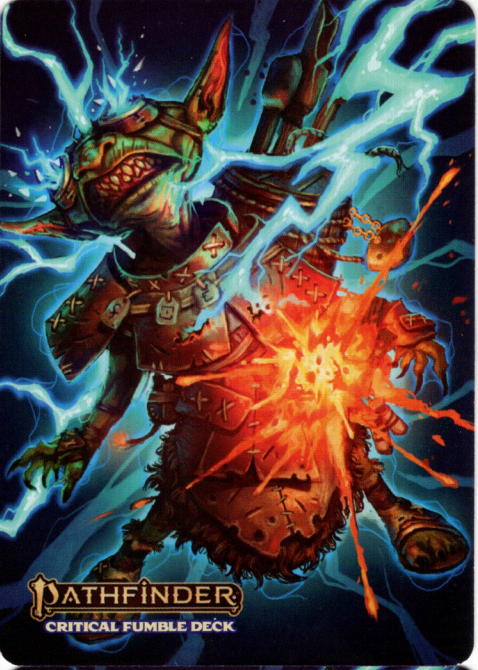
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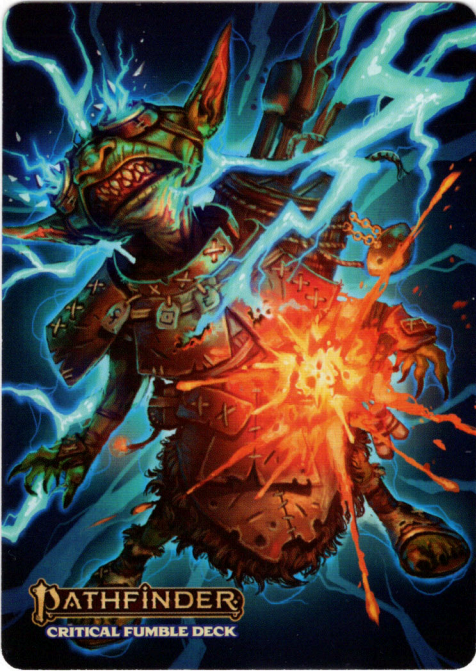
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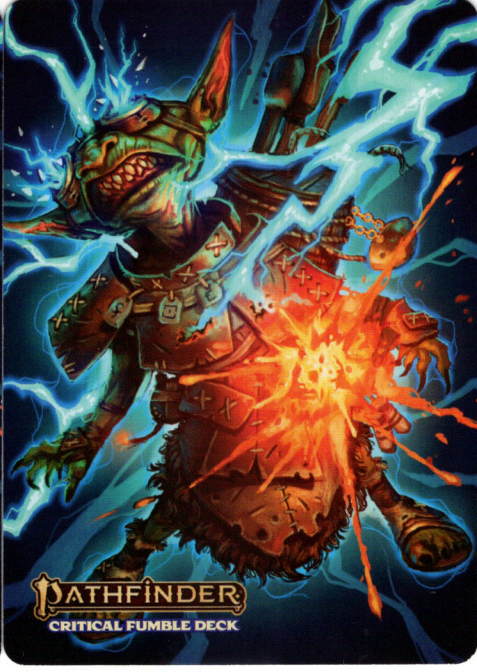
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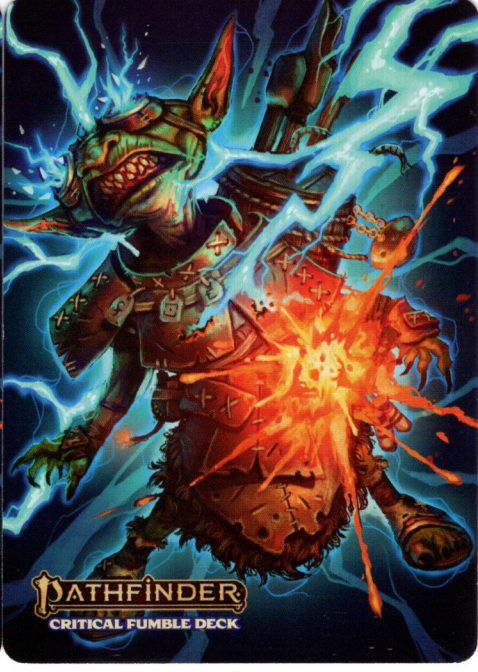
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MEANT TO DO THAT

You are moved 10 feet in a random direction (determined by the GM). This movement triggers reactions.

Melee



MISJUDGED THE DISTANCE

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

Ranged



NOT THE WEAK POINT

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

Unarmed



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).

Spell



WAIT, WHAT?

You are confused.

Melee



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).

Ranged



PINCHED NERVE

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

Unarmed



MENTAL SLIP

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

Spell



VIBRATION

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

Melee



RECOIL

You are pushed 5 feet backwards and fall prone.

Ranged



PUNCTURED FOOT

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

Unarmed



MENTAL BACKLASH

Until healed, you are stupefied 3.

Spell



WRONG END

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

Melee



PHANTOM WIND

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

Ranged



OVERTHINK IT

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

Unarmed



POWER DOWN

Until healed, you are stupefied 2.

Spell



BAD FALL

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

Melee



SPRAINING SHOT

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

Ranged



BAD JAM

You are clumsy 1 and enfeebled 2.

Unarmed



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.

Spell



BAD GRIP

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

Melee



HUH?

You are confused.

Ranged



EYE STRAIN

You are dazzled until the end of your next turn.

Unarmed



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).

Spell



EAT DIRT

You fall prone and are blinded until the end of your next turn.

Melee



OVERCOMPENSATE

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

Ranged



THAT TASTES AWFUL!

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

Unarmed



STRANGE TRANSFERENCE

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.

Spell



WHO WAS THAT?

You are slowed 1 until the end of your next turn.

Melee



SEEING DOUBLE

You are dazzled until the end of your next turn.

Ranged



BROKEN TOOTH

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

Unarmed



FRAGMENTED MAGIC

Your target gains the effect of a *mirror image* spell.

Spell



ATTACK THE DARKNESS

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

Melee



AIM CAREFULLY NEXT TIME

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

Ranged



BRUTAL COLLISION

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

Unarmed



POWER TRANSFER

The highest-level beneficial spell effect currently affecting you is transferred to your target.

Spell



OFF BALANCE

You take a -2 circumstance penalty to attack rolls until the end of your next turn.

Melee



FRIENDLY FIRE

You hit the ally nearest to the target.

Ranged



SOMETHING'S BROKEN

You take 1d4 bludgeoning damage, and you can't use this attack until healed.

Unarmed



POWER DRAIN

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

Spell



SLIPPED

You fall prone.

Melee



BACKFIRE

You hit yourself instead of the target.

Ranged



BRUISED EGO

You can't attack another creature until the target is knocked out or the end of your next turn.

Unarmed



NOSEBLEED

You take 1 persistent bleed damage.

Spell



SECOND THOUGHTS

You are sickened 3.

Melee



MIX IT UP

You can't make ranged attacks until the end of your next turn.

Ranged



HANGNAIL

If you attacked with a claw or fist, you can't use that attack until the end of your next turn.

Unarmed



MAGIC VACUUM

The effects of all beneficial spells affecting you end immediately.

Spell



BUTTERFINGERS

You drop the weapon you made the attack with.

Melee



SNAPPED STRING

If the attack used a weapon in the bow group, the string snaps, requiring 3 Interact actions to fix.

Ranged



TORN MUSCLE

Until healed, you are enfeebled 1.

Unarmed



MAGIC FATIGUE

You can't cast any spells until the end of your next turn.

Spell



NOTCHED

Your weapon takes 1d6 damage, ignoring Hardness.

Melee



NOTCHED FINGERS

You take 1d4 persistent bleed damage.

Ranged



HIT THE WALL

You are fatigued.

Unarmed



ELECTRICAL FEEDBACK

You take 2d6 electricity damage.

Spell



BROKEN WEAPON

Your weapon's current Hit Points are reduced to its Broken Threshold. If already broken, the weapon takes 3d6 damage, ignoring Hardness.

Melee



MY SPLEENY BITS!

You become wounded 1 or your wounded value increases by 1.

Ranged



FRUSTRATION

You take a -2 circumstance penalty to attack rolls until the end of your next turn.

Unarmed



BEASTLY RIFT

Your spell becomes a *summon animal* spell of the same level. The animal attacks you.

Spell



FLING

You drop the weapon you used for the attack. It lands 1d6×5 feet away from you in a random direction.

Melee



HEAD RUSH

You are sickened 2.

Ranged



OVEREXTENDED

You trigger reactions as if you had used a move action.

Unarmed



REFLECTION

The spell hits you instead of the target.

Spell



PULLED MUSCLE

Until healed, you are enfeebled 2.

Melee



AWKWARD ATTACK

You are flat-footed until the end of your next turn.

Ranged



BIT YOUR TONGUE!

You take 1 persistent bleed damage.

Unarmed



SPONTANEOUS COMBUSTION

You take 2d6 fire damage.

Spell



OVEREXTENDED

You trigger reactions as if you had used a move action.

Melee



ACHING BACK

You are fatigued.

Ranged



UPSET STOMACH

You are sickened 2.

Unarmed



CRITICAL BACKLASH

You critically hit yourself instead of the target.

Spell



AWKWARD ATTACK

You are flat-footed until the end of your next turn.

Melee



SHOT YOUR EYE OUT

You critically hit yourself instead of the target.

Ranged



TIRING ATTACK

You are fatigued.

Unarmed



ACIDIC BACKLASH

You take 2d6 acid damage.

Spell



THIS SWORD IS HEAVY

You are fatigued.

Melee



ERRANT AIM

Reroll the attack roll, targeting the creature closest to the target (excluding yourself).

Ranged



AWKWARD ATTACK

You are flat-footed until the end of your next turn.

Unarmed



BLEEDING EYES

You take 1d6 persistent bleed damage.

Spell



BACKSWING

You deal the attack's normal damage to yourself instead of the target.

Melee



WIDE OPEN

You are flat-footed until the end of your next turn.

Ranged



TRIPPED

You fall prone.

Unarmed



TANGLED IN YOUR GEAR

You are encumbered until you spend 2 Interact actions to free yourself.

Spell



WIDE OPEN

You are flat-footed until the end of your next turn.

Melee



CRACKED

The ranged weapon (not the ammunition) you are using takes 1d6 damage, ignoring Hardness.

Ranged



FIST MEET FACE

You critically hit yourself with the attack.

Unarmed



DISTANCE RIFT

You are teleported to the nearest space adjacent to your spell's target.

Spell



STRAINED

Until healed, you are clumsy 2.

Melee



WHOOPS!

You fall prone.

Ranged



OUT OF POSITION

You can't use this attack until the end of your next turn.

Unarmed



MIND DRAIN

Until healed, you are stupefied 1.

Spell



TOO MUCH STUFF!

You get tangled in your gear and are encumbered until you spend 2 Interact actions to free yourself.

Melee



SPRAIN

Until healed, you are clumsy 2.

Ranged



BLEEDING FIST

You take 1d6 persistent bleed damage.

Unarmed



VERTIGO

You are sickened 2.

Spell



SPINNING SWING

You are sickened 2.

Melee



NICKED

You take 1 persistent bleed damage.

Ranged



TWISTED UP

You are encumbered until you spend 2 Interact actions to free yourself.

Unarmed



APPRENTICE MOVE

Reroll the attack roll, targeting the creature closest to the target (excluding yourself).

Spell



I TOLD YOU IT'S SHARP!

You take 1d6 persistent bleed damage.

Melee



KLUTZ

You drop the weapon you used.

Ranged



STOP HITTING YOURSELF

You hit yourself instead of the target.

Unarmed



NOT ME, YOU FOOL!

You hit the ally nearest to the target.

Spell



PIN PRICK

You take 1 persistent bleed damage.

Melee



SPILLED AMMO

The ammunition from the weapon you're using falls from its container onto the ground. You can spend 1 Interact action to pick up one piece of ammunition spilled this way.

Ranged



JUST A TASTE

You hit an ally adjacent to you or the target.

Unarmed



TIRING SPELL

You are fatigued.

Spell

ARMOR SMASH

Your deal the attack's normal damage to your armor, applying Hardness.

Melee

LOST GRIP

You are slowed 2 until the end of your next turn.

Ranged

BATTERED

Until healed, you take a -2 circumstance penalty to checks and saving throws.

Unarmed

UNEXPECTED BLAST

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

Spell

CATCH YOUR BREATH

You are slowed 2 until the end of your next turn.

Melee

WRONG WEAPON

If you made a thrown attack, you instead throw an object from your gear (determined randomly by the GM).

Ranged

GOT TOO CLOSE

This attack grants and triggers a Grapple or Grab as a reaction by your enemy.

Unarmed

YOU MADE 'EM STRONGER

The target gains a +2 status bonus to attack rolls until the end of its next turn.

Spell

GRAVE MISCALCULATION

You critically hit yourself with the attack.

Melee

KICKBACK LIKE A MULE

You fall prone.

Ranged

CAN'T FIND AN OPENING

You can't use this attack until the end of your next turn.

Unarmed

DRAWING A BLANK

Until healed, you are stupefied 1.

Spell

STUCK

Your weapon is lodged into a nearby surface or item. To free it, you must succeed at a DC 20 Athletics check made as an Interact action.

Melee

ARCHER'S ELBOW

Until healed, you take a -2 circumstance penalty to ranged attacks.

Ranged

OFF BALANCE

You are slowed 2 until the end of your next turn.

Unarmed

SPELL SHIELD

The target gains a +2 status bonus to saving throws against spells for 1 minute.

Spell

BENT

Your weapon's current Hit Points are reduced to its Broken Threshold. If already broken, the weapon takes 3d6 damage, ignoring Hardness.

Melee

DOUBLE MISS

If this attack uses ammunition, you use twice the amount of ammunition on this attack.

Ranged

CAUGHT YOUR ATTACK

This attack grants and triggers a Trip or Shove as a reaction by your enemy.

Unarmed

LEFT REELING

You are stunned 1.

Spell

FUNNY BONE

You drop one item you are holding (determined randomly by the GM).

Melee

NOT MY PONY!

You hit the nearest animal companion, mount, or familiar.

Ranged

BAD HEADBUTT

You are stunned 1.

Unarmed

CASTER'S BLOCK

You can't cast this spell again at any level until you rest and make your daily preparations.

Spell

WEAPON TANGLE

You can't use this weapon to attack until the end of your next turn.

Melee

AMAZING MISS

You are stunned 1.

Ranged

BONE BRUISE

You become wounded 1 or your wounded value increases by 1.

Unarmed

YOU MADE 'EM BIGGER

The target increases in size, with the effects of a 2nd-level *enlarge* spell.

Spell

BONK!

You are stunned 2.

Melee

SHOT YOUR FOOT

Until healed, you are clumsy 2 and take a -5-foot circumstance penalty to your land Speed.

Ranged

OVEREXERTION

You are fatigued.

Unarmed

SIDE EFFECT

You are sickened 1. You are also stupefied 2 until healed.

Spell

SORRY!

¹You hit an ally adjacent to you or an ally adjacent to the target.

Melee

LOST THE TARGET

You take a -2 circumstance penalty to attack rolls until the end of your next turn.

Ranged

SPRAIN

Until healed, you are clumsy 2.

Unarmed

WEAKENED

You take a -2 circumstance penalty to spell attack rolls and spell DCs until the end of your next turn.

Spell



BETTER TO GIVE

You hit yourself instead of the target.

Melee



WEAPON PROBLEM

If the attack used a projectile weapon, something on the weapon malfunctions, requiring you to spend 2 Interact actions to fix.

Ranged



SNEEZE

You are slowed 1 until the end of your next turn.

Unarmed



SPELL RUSH

You are stupefied 1 until healed.

Spell



RANG YOUR OWN BELL

Until healed, you are deafened.

Melee



LOWERED GUARD

You provoke reactions as if you used a move action.

Ranged



FEROCIOUS FUMBLE

You critically hit an ally within your reach (determined randomly by the GM).

Unarmed



THE MAGIC IS GONE

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

Spell



ON THE RECEIVING END

You deal damage to yourself instead of the target.

Melee



IN THE LINE OF FIRE

You critically hit your nearest ally.

Ranged



HEAD, MEET WALL

You are stunned 1.

Unarmed



CAN YOU HEAR ME NOW?

Until healed, you are deafened.

Spell



CREEPING HESITATION

You are flat-footed until the end of your next turn.

Melee



INSECURE

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

Ranged



GREAT ROAR

Until healed, you are deafened.

Unarmed



ERROR!

You deal the spell's normal damage to yourself instead of the target.

Spell



ALL OR NOTHING

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

Melee



CLOSE TO THE EAR

You are deafened until the end of your next turn.

Ranged



PINS AND NEEDLES

You are sickened 3.

Unarmed



WHY ME?

You provoke reactions as if you used a move action.

Spell



WINDED

You are fatigued.

Melee



BAD ALIGNMENT

You take a -2 circumstance penalty to attacks using this weapon until the end of your next turn.

Ranged



IT BIT YOUR FIST

The target deals jaws damage to you.

Unarmed



POOR TRADE

You hit, but you lose a prepared spell or spell slot of the highest level available (you choose the spell).

Spell



SHIELD CRASH

You deal the attack's normal damage to your shield, applying Hardness.

Melee



EVERYTHING YOU GOT

You are fatigued.

Ranged



HARD-EDGED ADVERSARY

You take 2d6 piercing or slashing damage (determined by the GM).

Unarmed



YOU MADE 'EM TOUGHER

The target gains resistance 5 to all damage until the start of its next turn.

Spell



HAND IT OVER

Unless you succeed at a Reflex saving throw, your target gains possession of your weapon.

Melee



BROKEN

Your weapon's current Hit Points are reduced to its Broken Threshold. If already broken, the weapon takes 3d6 damage, ignoring Hardness.

Ranged



SMASH THE FLOOR

You kick up a cloud of dust, becoming blinded until the end of your next turn.

Unarmed



YOU MADE 'EM FASTER

The target is quickened for 2 rounds.

Spell



THIS IS BAD

You take 1d10 persistent bleed damage.

Melee



WHAT ARE THE ODDS?

If this is a thrown weapon attack and the target can hold the weapon, the target snatches the weapon out of the air and wields it.

Ranged



WHIRLWIND OF SHAME

You hit every creature adjacent to you except for the target.

Unarmed



JUMBLED COMPONENTS

You are slowed 2 until the end of your next turn.

Spell



CLIPPED YOUR HAND

You take 1d8 persistent bleed damage.

Melee



DOPSIE!

You hit yourself instead of the target.

Ranged



INGROWN NAIL

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

Unarmed



CLATTO VERATA NECKTIE

You critically hit your nearest ally.

Spell



DECISION PARALYSIS

You are slowed 1 until the end of your next turn.

Melee



TORN TENDON

Until healed, you are clumsy 2.

Ranged



STINGING FAILURE

Until healed, you take a -2 circumstance penalty to attack rolls made with this attack.

Unarmed



CURSED

You are doomed 1.

Spell



CATASTROPHIC FAILURE

You fall unconscious until you wake up or the end of your next turn.

Melee



OVERTHROW

If the attack used a thrown weapon, the weapon travels three times its range increment in a random direction (determined by the GM).

Ranged



DON'T PICK AT IT

You become wounded 1 or your wounded value increases by 1.

Unarmed



MAGICAL SMACKDOWN

You automatically fail (but do not critically fail) your next saving throw.

Spell



POINTY END GOES THERE

You become wounded 1 or your wounded value increases by 1.

Melee



TUNNEL VISION

For 3 rounds, you gain a +1 circumstance bonus to attack rolls, but you are flat-footed.

Ranged



HEAD FIRST!

You fall unconscious until you wake up or the end of your next turn.

Unarmed



WILD MAGIC

Roll twice on the *rod of wonder* table (Pathfinder Core Rulebook 575). You are the target of those effects.

Spell



BROKEN HAFT

Your weapon's current Hit Points are reduced to its Broken Threshold. If already broken, the weapon takes 3d6 damage, ignoring Hardness. If your weapon is a reach weapon, it loses reach.

Melee



ALL THUMBS

Until healed, you are clumsy 1.

Ranged



WHIFF

You hit yourself instead of the target.

Unarmed



DRAINING MAGIC

You are drained 1.

Spell



FOG OF WAR

You are dazzled until the end of your next turn.

Melee



BULL'S EYE

Your attack ricochets and hits you near the eye. You are blinded until the end of your next turn.

Ranged



JAM A FINGER

You hit the target for the minimum amount of damage you can deal with the attack. You take the attack's normal damage.

Unarmed



EVERYTHING TO FEAR

You are frightened 3.

Spell



GO FOR THE EYES

You are dazzled until the end of your next turn.

Melee



PINCH A FINGER

You take 1d6 persistent bleed damage.

Ranged



WINDS OF CHANGE

You can't attack the same target again until the end of your next turn.

Unarmed



NOW I SEE YOU...

Your target becomes invisible until the end of its next turn or it uses a hostile action.

Spell



PUNT

Your weapon flies 1d4x5 feet in a random direction (determined by the GM).

Melee



SO MUCH BLOOD

You are sickened 3.

Ranged



UNINTENTIONAL MOVE

You are moved 10 feet in a random direction (determined by the GM). This movement triggers reactions.

Unarmed



IT'S SO SPARKLY!

You are blinded until the end of your next turn.

Spell

Author: Stephen Radney-MacFarland

Illustrator: Yanis Cardin

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