

# GAMEMASTERY™



# CRITICAL FUMBLE DECK

# GAMEMASTERY™

## CRITICAL FUMBLE DECK

**F**rom 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.

**Product Concept and Design:** Jason Bulmahn

**Additional Design and Development:** Mike McArtor,  
Jeremy Walker

**Art Direction:** James Davis

**Graphic Design:** Drew Pocza

**Box Illustration:** Eric Deschamps

**Publisher:** Erik Mona



# GAMEMASTERY™



[paizo.com/gamemastery](http://paizo.com/gamemastery)

®, ™, © 2008 Paizo Publishing, LLC. All Rights Reserved. Printed in the U.S.A.

## 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



## WHOOOPS!

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 4 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 EARSCOOP**

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 hasted 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.

**MELEE**



### **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 1d6x10 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**

