

The background of the cover is a classical painting depicting a chaotic battle scene. In the foreground, a soldier with long hair and a laurel wreath is shown in a dynamic pose, holding a sword. To his right, another figure is being attacked or restrained. The background is filled with soldiers, some on horseback, and numerous severed heads and broken weapons scattered around, creating a sense of intense combat and carnage. The color palette is dominated by earthy tones like browns, tans, and reds, with some highlights of green and blue.

SEVERED HEADS AND BROKEN BLADES

Critical hit and fumble tables by Douglas Sun

Severed Heads and BROKEN BLADES

by Douglas Sun

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“This man Meriones pursued and overtaking him
struck in the right buttock, and the spearhead drove straight
on and passing under the bone went into the bladder.
He dropped, screaming, to his knees, and death was a mist about him.”

— Homer, *The Iliad*, Book V, ll. 65-68
(trans. Richard Lattimore)

“Whoopsie doodles.”

— Ned Flanders



CONTENTS

INTRODUCTION – 9
HOW TO USE THIS BOOK – 13
AN IMPORTANT NOTE ON DICE – 14
A FEW MORE NOTES BEFORE YOU BEGIN SEVERING HEADS – 15

CRITICAL HITS – 19

Table 1 – 19

Table 1A – 29

Table 1B – 37

Table 1C - 43

FUMBLES – 51

Table 2 – 51

Table 2A – 63

Table 2B – 69

Table 2C – 77

ERRATA – 83



INTRODUCTION

WHAT are critical hits and fumbles and WHY does this book exist?

RPG combat has always been pretty simple in principle: You're trying to kill an enemy. So you roll dice to see if you hit it, and if you succeed you roll dice again to see how close you got to accomplishing that goal. However, as early as *Advanced Dungeons & Dragons*, it occurred to the pioneers of RPG design that not all hits and misses are created equal, and that a small percentage of them ought to produce extraordinary results.

After all, if we play RPGs to unleash our inner hero, there ought to be provision for producing heroic results, like David bonking Goliath with a single sling stone, or Peregrin Took gutting a troll at the Battle of the Black Gate. On the flip side, a simple hit-or-miss combat system doesn't reflect the chance that you could drop your weapon in the heat of combat, or that your weapon would break on you — much less more severe possible outcomes, like accidentally hitting an ally. Hence, critical hits became a thing to provide you with extraordinary triumphs, and fumbles reflected the possibility that clumsiness or simple bad luck would create a tough situation that you had to overcome.

In my personal RPG library, I have a well-worn copy of *The Complete Warlock*, a fantasy RPG combat system (I wouldn't really call it a *D&D* rules supplement, although my *D&D* group used it as such) published by Balboa Games in 1978. It had tables accounting for critical hits and fumbles; if your to-hit roll generated a critical hit, you would roll damage, but then roll again to determine the location of the hit and additional consequences. The result could be as simple as multiplying the damage dealt, or — if you were using a melee weapon — you could lop off a limb, or a head, or sever the target's spine and paralyze it (if you rolled 'torso' as the location, you couldn't realistically decapitate your target, now could you?). Ranged weapons were a different matter, because a thin, pointy arrow or bolt wouldn't cut a head off, but it could take out an eye — which was worth 6x damage and a 30% chance of an instant kill. So you could think of what happened to Harold Godwinson at the Battle of Hastings as a

SEVERED HEADS AND BROKEN BLADES

critical hit (location: head), and if the 6x damage didn't kill him outright, the 30% instant kill chance did it. Conversely, the fumbles table accounted for a range of possible self-owns, from falling down, to breaking or dropping your weapon, to friendly fire.

The Complete Warlock was hardly unique. My friend who first taught me *Dungeons & Dragons* and almost always DM'd for our group still recalls with glee the critical hits tables in David Hargraves' notorious *Arduin Grimoire* system (although I don't recall that he ever actually used them with us). Critical hits and fumbles became an aspect of the fantasy RPG experience important enough so that they became a signature part of Kenzer & Co.'s light-satirical *Hackmaster* system when it leapt from the pages of *Knights of the Dinner Table* and emerged into actual game form in 2001.

Since then, however, critical hits and fumbles have been treated as something that needs to be simplified out of the fantasy RPG experience. *D&D 3rd Edition* abstracted critical hits, expressing results purely as multiples of damage inflicted, with the exact multiple depending on the weapon used. *D&D 5th Edition* strips it down even further than that, so that all hits deemed critical inflict 2x damage, regardless of weapon.

I understand why this happened. Neither critical hits nor fumbles are routine occurrences — by their very nature, they don't happen often. By stripping the complexity from them, you flatten the learning curve for the game and it also keeps play moving rather than risk getting hung up on a relatively rare event.

However, I also think that it removes some of the fun and flair from the experience. If we play fantasy RPGs to unleash our inner hero — and I have never seen a persuasive argument that we play them for any other reason — then we live for a dramatic moment when our character pulls off something extraordinary that truly shapes the course of an encounter. At the least, we want to know that it's possible to kill a mighty foe with one blow — for David to kill Goliath — even if we also know that it will only happen once in a great while. Conversely, it adds the thrill of risk to know that our primary weapon could

SEVERED HEADS AND BROKEN BLADES

break at just the wrong time, or that we could stumble and fall down if our blow misses the target.

I wrote *Severed Heads and Broken Blades* to address this absence. At the same time, however, I didn't want to ruin the balance of combat with every possible result. You will find, therefore, that the results in the charts that follow vary widely in their severity and their frequency, with the most severe results being the rarest. Most results product a modest advantage or a setback, like knocking your target Prone in addition to dealing damage, or missing so badly that the next attack that targets you is made at a bit of an advantage. Some results require or allow a saving throw to avoid a result that could cause real problems. But once a while, you will roll up something worthy of a shout of triumph — or a scramble to avoid disaster.

Whether you decide to use just the critical hits charts, or just the fumbles charts, or both, I hope that this book helps you bring your combat encounters to life by adding a bit of flair and an enlarged sense of what heroes can do — as well as a bit of the fear of the gods when it comes to what can happen to them.

—Douglas Sun



HOW TO USE THIS BOOK

First of all, let us make it clear that everything in this book should be used at the DM/GM's discretion, and not because the author decrees that it must be used in all possible circumstances. Feel free to use the Critical Hit tables only (although some entries refer you to the Fumbles tables), or the Fumbles tables only (although some entries refer you to the Critical Hit tables). Feel free to use the Critical Hit tables only when player characters attack. It has been pointed out that universal use of critical hits disfavors player characters over time because PCs tend to be targeted by more attacks than they dish out. Perhaps you feel that Fumbles detract from the fun of your game more than they would contribute; if so, we won't try to thump you into line and force you to use them.

That being said, if you decide to use the material in this book, the first question you need to answer is that of when to use it. For instance, in *Dungeons & Dragons 5th Edition*, you score a critical hit when you roll a natural 20 on your attack roll. In Pathfinder 2nd Edition, it happens when you achieve a critical success on a strike action (i.e., your attack roll). If you wish to use our critical hit system, whenever you score a critical hit, roll on Table 1 and apply the result instead of whatever the core rules tell you to do to resolve the damage.

Determining when to use fumbles is a bit less obvious. Many RPG systems assume that you would rather glorify and amplify your player characters' successes through critical hits than expand on their failures through fumbles. In *Dungeons & Dragons 5th Edition*, your attack roll automatically misses if you roll a natural 1, but there are no consequences beyond that. In this case, we suggest that if you want to introduce our fumbles rules into your game, you should have an attacker that rolls a natural 1 roll again. If that roll generates a hit, there is no further effect; a miss is just a miss. But if that roll generates a miss, then you may consult Table 2 to generate a fumble result.

Pathfinder 2E, on the other hand, has a clear rule for what constitutes a critical failure on a skill check: If you roll a natural 1 resulting in a failure, or if your adjusted roll is 10 or less than the DC of the skill check, then this results in a critical failure. If the roll is an attack roll, this is called a fumble. That being the

case, you may freely use our fumble tables whenever an attack roll generates a critical failure. However, this would seem to generate critical failures rather more often than it would under, say, *D&D 5E*. If this introduces more clumsiness and mischance than you like, we suggest limiting the use of our fumble tables to rolling 10 or less than the adjusted DC.

An Important Note on Dice and How to Read Them

The section on critical hits and the section on fumbles both feature four tables. One table — Table 1 for critical hits and Table 2 for fumbles — is the table you should consult first. The other three tables in each section — 1A, 1B and 1C, and 2A, 2B and 2C — list relatively rare (and more dramatic) outcomes than you find in Table 1 or Table 2, and you consult them only if your result on Table 1 or Table 2 directs you to do so.

Whichever table you are consulting, you need to roll two dice. The instructions for that table will tell you which ones you need. However, instead of adding the results together, you read them as two separate digits. Always read the lower digit as the first digit. Also, note that when using d10s, “0” should always be read as 0, not 10. So, if you roll 0 and 6 on 2d10, you must read the result as 0-6; there is no way that it could ever be read as 6-0. Likewise, 4 and 3 is always 3-4.

Roll doubles on Table 1 or Table 2 and they will instruct you to roll again on one of the other tables, which is where the fun really begins. Tables 1A and 2A give you results that are somewhat more drastic than what you get in Tables 1 and 2, and therefore, they are somewhat rarer. Tables 1B and 2B give you even more severe outcomes, so they are therefore even more rare. Tables 1C and 2C give you outcomes that prove catastrophic, like severing a head with one blow, or losing your balance, falling and hurting yourself in the process.

A Few More Notes Before You Begin Severing Heads

Table results should be more or less self-explanatory, and we like to think that the ones given here don’t require much elaboration. However, just to be on the safe side, we offer the following comments:

SEVERED HEADS AND BROKEN BLADES

Attackers and Targets. We use the terms “attacker” and “target” so frequently and in such close proximity to each other that you may cross your eyes at them after a while, so it’s worthwhile to explain just what they mean in this context.

Here, the attacker refers to whomever or whatever made the attack that resulted in this particular critical hit or fumble result. This reference applies throughout the entire description of the result. Even when the result describes things that happen outside of this particular attack — for instance, if whoever makes this attack is targeted by an attack in a subsequent round — the identity of the “attacker” does not change.

Conversely, target refers to whomever or whatever is the target of the attack that resulted in this particular critical hit or fumble result. Even if the rest of the result describes the target of this particular attack making an attack in a subsequent round, it is still referred to here as the “target.”

We hope that this clarifies more than it confuses.

Some results also refer to allies of the attacker or target. Allies in this context are simply everyone on the same side in this encounter. If your party is attacked by a war party of gnolls, then everyone in your party is allied with each other and all of the gnolls are allied with each other. However, if someone in your party casts *charm* on one of the gnolls so that it acts in accord with your party, it is an ally of your party for the duration.

“Normal damage.” This is shorthand for damage that the attack would inflict if it resulted in a normal hit rather than a critical hit. With many results, their extraordinary nature manifests in stuff that happens in addition to damage inflicted. Adding those consequences to the extra damage that a critical hit should cause seems like larding on too much of a good thing, so we reduce the damage inflicted to keep the event within reasonable bounds.

“Default damage.” Study the tables in both the critical hits and fumbles sections and you will notice that the consequences become more severe as you go up the ladder, from the results in the first table, to table A, to table B and finally, to the catastrophic (or at least very rare) occurrences in table C. Many of the

SEVERED HEADS AND BROKEN BLADES

consequences of these events are not directly related to the amount of damage inflicted. But it only seems appropriate that the amount of damage inflicted should increase with the rarity of the event and the severity of other consequences.

So each table in the critical hits section has a default formula for damage inflicted in the results for that table. “Default damage” is a more compact expression than the formula, and using it makes this book look less like your high school algebra text.

Terminology and system compatibility. As we said above, we intend that *Severed Heads and Broken Blades* should be compatible with at least three rules systems: *Dungeons & Dragons 5th Edition*, *Pathfinder 2nd Edition* and *Pathfinder 1st Edition*. As a default, we chose to express all results in *D&D 5E* terminology first, then add the equivalent — or close enough — Pathfinder terminology in brackets. For instance, some results call for one party or another to gain Advantage or suffer Disadvantage in a future attack or other action. Advantage and Disadvantage are *D&D 5E* terms, but they have no meaning in either edition of Pathfinder. So we spell out the practical consequences for the benefit of you Pathfinder GMs.

Sometimes a bracketed expression is only needed to clear things up if you’re using one edition of Pathfinder or the other. If this is the case, we specify which edition of Pathfinder needs the clarification. For instance, opposed skill checks are a thing in both *Dungeons & Dragons 5E* and *Pathfinder 1E*. However, they do not exist as such in *Pathfinder 2E*. But you can have one party make a skill check against a DC determined by the GM — in this case, the attacker may be required to make a skill check with a DC equal to the target’s Ability score + ranks in that skill. It’s more or less the same thing but expressed in terms that make sense in *Pathfinder 2E*.

Officially, *Broken Blades and Severed Heads* supports these three rules systems. Unofficially, it ought to work with various d20 combat systems with, at worse, some fudging. We wouldn’t be surprised if it works with *Dungeons & Dragons 3rd Edition* and *Dungeons & Dragons 3.5* with no more adaptation than it took

SEVERED HEADS AND BROKEN BLADES

to create the parenthetical notes for using it with Pathfinder. Nor is inconceivable that you could make it work with other editions of Dungeons & Dragons, or with OSR systems. From experience, we know that OSR enthusiasts are ingenious when it comes to hacking other fantasy RPG systems for their own use, and we don't imagine that this book will prove different.

As you will see, *Broken Blades and Severed Heads* works with a fairly limited range of rules mechanics. No matter how it is expressed, most everything in this book boils down to bonuses and penalties to combat-related actions. Once you drill down to get past the terminology, the concepts ought to look similar enough between systems so that it would not surprise us if you work out a way to translate them to a combat system of your choice.



CRITICAL HITS

Table 1

Roll 2d10. Read the result as [lowest die]-[highest die].

“0” = 0, not 10.

Default damage = 2x weapon dice + normal modifiers

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
0-0	Roll on Table 1A .
0-1	The attack deals default damage.
0-2	A hard blow knocks the target down. The attack deals normal damage, but the target becomes Prone.
0-3	The attack deals normal damage. The attacker gains a +2 circumstance bonus to next attack.
0-4	The attack deals normal damage + damage equal to the attacker's proficiency bonus.
0-5	The attack deals normal damage. However, the attacker gains favorable position versus all enemies within reach. The next physical attack against the attacker suffers a -2 circumstance penalty.
0-6	The attack deals normal damage + 2x (the attacker's Ability modifier + the weapon's magic bonus, if any).
0-7	The attack does normal damage. In addition, the attacker's next attack roll uses both the Strength and Dexterity modifiers as bonuses.
0-8	The attack deals normal damage. In addition, the blow damages the target's helmet. The target loses the helmet's bonus to AC for the remainder of the encounter [Pathfinder 1E : Target's helmet is Broken]. If the target is wielding a magic helm or no helmet at all, the attack deals default damage to the target instead.

SEVERED HEADS AND BROKEN BLADES

0-9	The attack deals normal damage. The target moves up or down one rank in the initiative order for the next turn (attacker's choice). If this attack killed the target, the attacker chooses whether to move one rank up or down in the initiative order for next turn.
1-1	Roll on Table 1A .
1-2	A hard blow knocks the target backwards, displacing it one space straight back from the attacker. If that space is occupied, the target falls Prone in the space it currently occupies. The attack deals normal damage.
1-3	The attack deals normal damage + damage equal to 2x the weapon's magic bonus. If it is not a magical weapon, attack deals default damage.
1-4	A hard blow knocks the target to one side, displacing it one space directly to the target's left. If that space is occupied, the target falls Prone in the space it currently occupies. The attack deals normal damage.
1-5	The attacker maneuvers the target into a position where a lighting source interferes with the target's vision. The target must make a Perception check against a DC equal to the attacker's Dexterity. If it fails, all creatures and objects have half-concealment to the target for a number of rounds equal to the attacker's Dexterity modifier, with a minimum of 1 round [Pathfinder: Target is Dazzled].The attack does normal damage. If there are no lighting sources, the attack does default damage and there is no further effect.

SEVERED HEADS AND BROKEN BLADES

1-6	The attack deals normal damage, but the next time a physical attack is made against that target, it does not receive its Dexterity modifier to AC [Pathfinder : Target is Flat-Footed when defending against next attack].
1-7	A hard blow knocks the target to one side, displacing it one space directly to the target's right. If that space is occupied, the target falls Prone in the space it currently occupies. The attack deals normal damage.
1-8	A sharp blow to the leg. The attack does normal damage. In addition, the target's movement is reduced by 1/2 (rounded up) if bipedal. If target has four or more legs, movement is reduced by 1/4. This penalty lasts for a number of rounds equal to the attacker's Strength modifier (minimum of 1 round). Magical healing neutralizes this effect. If the target has no legs, the attack deals default damage and there is no other effect.
1-9	The attack deals normal damage. The attacker moves up or down one rank in the initiative order for the next turn (attacker's choice).
2-2	Roll on Table 1A .
2-3	The attack deals normal damage. In addition, the attacker chooses: Either the attack causes +1d additional damage, or the target suffers a -2 circumstance penalty to its next attack against any target.
2-4	The attack deals normal damage, but the target is hampered in its next attack. The target's next attack against any target suffers a -2 circumstance penalty.

SEVERED HEADS AND BROKEN BLADES

2-5	The attack deals normal damage. It also dents the target's armor. The target's AC bonus suffers a -1 status penalty for the remainder of the encounter [Pathfinder 1E: Armor is Broken]. If the target is wearing magic armor or relies exclusively on natural armor, it is not affected and the attack deals default damage instead.
2-6	Now you see me, now you don't! The attack deals normal damage. In addition, the target is distracted by the attacker's movements. The next physical attack made against the target receives the Flanking bonus even if it does not ordinarily qualify for it.
2-7	The attack deals normal damage, but the target suffers abnormal blood loss. The target must make a Constitution check [Pathfinder: Fortitude save] with a DC equal to the attacker's Strength. If it fails, the target suffers a -2 penalty to Constitution-based saves and checks for the remainder of the encounter. It also suffers damage equal to its level or Challenge [Pathfinder 1E: Target is Bleed 1; Pathfinder 2E: Target is Drained +1]. If the target is undead or incorporeal, the attack deals default damage and there is no other effect.
2-8	The attack deals normal damage. In addition, the target flinches in reaction to the blow. The target is Incapacitated on its next turn (Pathfinder: Target loses 1 action on its next turn).

SEVERED HEADS AND BROKEN BLADES

2-9	The attack deals 2x normal damage + damage equal to attacker's proficiency bonus and the weapon's magic bonus (if any).
3-3	Roll on Table 1A .
3-4	The blow knocks the target's weapon out of its grasp. If the attacker uses a bludgeoning or slashing weapon, the attack does no damage to the target, but the target drops the weapon it currently holds. If the attacker uses a piercing weapon, the blow strikes the target's hand(s) holding its weapon. The target suffers 1 damage and it drops the weapon. If the target uses a natural weapon, attack deals normal damage and the target suffers a -2 circumstance penalty to its next attack.
3-5	The attack deals default damage.
3-6	The target ducks or dodges, but with only partial success. The attack deals normal damage minus the target's Dexterity modifier, but always at least 1 damage. However, the attacker's next physical attack against the target is made at Advantage [Pathfinder : Attacker makes two attack rolls, may use better result].
3-7	The attack deals normal damage. In addition, the blow damages the target's shield. The target loses the shield's bonus to AC for the remainder of the encounter [Pathfinder 1E : Target's shield is Broken]. If the target is wielding a magic shield or no shield at all, the attack deals default damage .

SEVERED HEADS AND BROKEN BLADES

3-8	The attack deals normal damage, but the next time a physical attack is made against that target, it does not receive its Dexterity modifier to AC [Pathfinder : Target is Flat-Footed when defending against next attack].
3-9	A blow to the solar plexus. Bludgeoning weapon does normal damage, plus target is Stunned for 1 round. Other weapons deal default damage. If the target is incorporeal, the attack deals default damage and there is no other effect.
4-4	Roll on Table 1A .
4-5	Now you see me, now you don't! The attack deals normal damage. In addition, the target is distracted by the attacker's movements. The next physical attack that this attacker makes against the target receives the Flanking bonus even if it does not ordinarily qualify for it.
4-6	The attack deals normal damage. The attacker moves up or down one rank in the initiative order for the next turn (attacker's choice).
4-7	The target ducks or dodges, but with only partial success. The attack deals normal damage minus the target's Dexterity modifier, but always at least 1 damage. Furthermore, the target is hindered in striking back. The target's next physical attack against the attacker is made at Disadvantage [Pathfinder : Target makes two attack rolls, must use the worse result].

SEVERED HEADS AND BROKEN BLADES

4-8	The attacker gains favorable position, making it easier to avoid the target's riposte. The attack deals normal damage. The the target's next attack against the attacker must be made at Disadvantage [Pathfinder: Attacker makes two attack rolls, must use worse result].
4-9	The attack deals normal damage. In addition, the attacker chooses: Either the attack causes +1d additional weapon damage, or the target suffers a -2 circumstance penalty to its next attack against any target.
5-5	Roll on Table 1A .
5-6	The target parries, but it barely avoids being overpowered and it makes itself vulnerable to the attacker's next blow. The attack deals damage equal to the Ability modifier used in this attack + its proficiency bonus, but always at least 1 damage. In addition, the attacker makes its next attack against the target at Advantage [Pathfinder: Attacker makes two attack rolls, may use better result].
5-7	A hard blow knocks the target down. The attack deals normal damage, but the target becomes Prone.
5-8	A blow to the torso causes a nasty bruise to the target's rib cage. The attack does normal damage. In addition, the target suffers a -1 penalty to all Strength-related checks and saves, including attack rolls [Pathfinder 2E: Target becomes Enfeebled +1] until it makes a successful Constitution save [Pathfinder: Fortitude save] with a DC equal to the attacker's

SEVERED HEADS AND BROKEN BLADES

	Strength at the end of its turn. Magical healing also neutralizes this effect. If the target has no skeletal structure (incorporeal, ooze, etc.), the attack deals default damage and there is no other effect.
5-9	Owie! The attack deals normal damage. In addition, the target suffers persistent discomfort from the blow. The target suffers a -1 status penalty to its attacks for a number of rounds equal to the attacker's proficiency bonus (minimum of 1 round). If the target is undead or incorporeal, the attack deals default damage and there is no other effect.
6-6	Roll on Table 1B .
6-7	The attack deals normal damage. The attacker gains a +2 circumstance bonus to next attack.
6-8	The attack deals normal damage. The attacker makes a DC 15 Dexterity check [Pathfinder : Reflex save]. If it succeeds, the attacker gains 1 action at the beginning of its next turn [Pathfinder 2E : Attacker is Quickened for its turn]. If the check fails, there is no further effect. Attacker is Quickened for its next turn.
6-9	Your enemy's gods have deserted them! The attack deals normal damage. In addition, the target must make an Intelligence (Religion) check with a DC equal to the attacker's Charisma. If it fails, the target's next attack automatically results in a fumble. Roll on Table 2 and apply the result to the target.
7-7	Roll on Table 1B .

SEVERED HEADS AND BROKEN BLADES

7-8	Smacked upside the head! The attack does normal damage. In addition, the target is Deafened for a number of rounds equal to the attacker's Strength modifier. If the target has more than one head, it makes all skill checks that require hearing for that number of rounds at Disadvantage [Pathfinder : Target makes two attack rolls, must use worse result]. If the target is has no head, the attack deals default damage and there is no other effect.
7-9	The target parries, but it barely avoids being overpowered and it is out of position to strike an effective return blow. The attack deals damage equal to the Ability modifier used in this attack + the attacker's proficiency bonus, but always at least 1 damage. However, the target makes its next attack against the attacker at Disadvantage [Pathfinder : Target makes two attack rolls, must use worse result].
8-8	Roll on Table 1B .
8-9	The attack deals default damage.
9-9	Roll on Table 1C .

CRITICAL HITS

Table 1A

Roll 2d8. Read the result as [lowest die]-[highest die].

Default damage = 3x weapon dice + normal modifiers.

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
1-1	The attack deals default damage.
1-2	The attack deals 2x normal damage + damage equal to the attacker's proficiency bonus and the weapon's magic bonus (if any).
1-3	The attack deals 2x normal damage. The attacker gains a +4 circumstance bonus to next attack.
1-4	When determining damage, roll weapon dice equal to the normal number of dice x the attacker's Ability modifier used in the attack (multiply by a minimum of 1).
1-5	The attack deals 2x normal damage. The attacker gains 1 action at the beginning of its next turn [Pathfinder 2E: Attacker is Quicken for its turn].
1-6	The attacker gains favorable position that makes it easier to avoid the target's riposte. The attack deals 2x normal damage. The target's next attack against the attacker must be made at Disadvantage [Pathfinder: Attacker makes two attack rolls, must use worse result].
1-7	The attack deals 2x normal damage. In addition, the next time any attacker makes a physical attack against that target, the attacker does so at Advantage [Pathfinder: Attacker makes two attack rolls, may use better result].
1-8	The attacker gains position relative to all enemies that makes it easier to avoid their blows. Attack deals 2x normal damage. In addition, the attacker doubles its Dexterity bonus to AC versus all physical attacks until its next turn.

SEVERED HEADS AND BROKEN BLADES

2-2	The attack deals 2x normal damage, but the target is hampered in its next attack. The target's next attack against any target suffers a -4 circumstance penalty.
2-3	The attack deals 2x normal damage. The target moves up or down two ranks in the initiative order for the next turn (attacker's choice).
2-4	The target staggers, interfering with an adjacent ally. The attack deals 2x normal damage. If the target has an ally in the adjacent space to its left, that ally must make a DC 15 Athletics check [Pathfinder : Reflex save]. If it succeeds, it must make its next attack or save at Disadvantage [Pathfinder : Target's ally makes two attack rolls, must use worse result]. If it fails, both target and ally become Prone in their spaces. If the target is incorporeal or it has no ally in that space, the attack does default damage and there is no further effect.
2-5	The attack does 2x normal damage, but the target suffers abnormal blood loss. The target must make a Constitution save [Pathfinder : Fortitude save] against a DC equal to the attacker's Strength. If it fails, the target suffers a -2 penalty to Constitution-based saves and checks for the remainder of the encounter. It also suffers damage equal to its level or Challenge [Pathfinder 1E : Target is Bleed 1; Pathfinder 2E : Target is Drained +1].
2-6	The attack deals 3x the maximum value of the weapon's dice. If the weapon deals d8 damage, it deals 24 damage; if it deals 2d6 damage, it deals 36 damage, etc. No modifiers are used in determining damage.

SEVERED HEADS AND BROKEN BLADES

2-7	The attack deals normal damage. In addition, the blow damages the target's armor. The target loses armor bonus to AC for the remainder of the encounter. If the target is using a shield, it loses the shield's AC bonus instead [Pathfinder 1E : Target's armor or shield is Broken]. If the target is wearing magic armor or relies exclusively on natural armor, it is not affected and attack deals default damage to the target instead.
2-8	The attack deals 2x normal damage. In addition, the attacker doubles its Ability modifier bonus on its next attack roll.
3-3	The attack deals 2x normal damage. In addition, the next time any attacker makes a physical attack against that target, the attacker does so at Advantage [Pathfinder : Attacker makes two attack rolls, may use better result].
3-4	Your enemy's gods have deserted them! The attack deals 2x normal damage. In addition, the attacker must make a DC 15 Intelligence (Religion) check. If it succeeds, the next attack that targets the attacker automatically results in a fumble. Roll on Table 2 and apply the result.
3-5	The attack deals 2x normal damage. The attacker moves up or down two ranks in the initiative order for the next turn (attacker's choice).
3-6	The attack deals default damage.
3-7	The attack deals 2x normal damage. In addition, if the attacker's weapon has an ability that causes damage (like Flaming), that ability inflicts an additional 2x damage. If the attacker's weapon has no such ability, the attack deals default damage.

SEVERED HEADS AND BROKEN BLADES

3-8	The target ducks or dodges unsuccessfully. The attack deals 2x normal damage. In addition, all physical attacks that the target makes (whether against this attacker or a different target) through its next turn, are made at Disadvantage [Pathfinder : Target makes two attack rolls, must use worse result].
4-4	Smacked upside the head! The attack deals normal damage. In addition, the target is Deafened for a number of rounds equal to the attacker's proficiency bonus. If the target has more than one head, it makes all skill checks that require hearing for that number of rounds at Disadvantage [Pathfinder : Target makes two attack rolls, must use the worse result]. If the target has no head, the attack deals default damage and there is no other effect.
4-5	The attacker gains favorable position that makes it easier to avoid the target's riposte. The attack deals 2x normal damage. The target's next attack against the attacker must be made at Disadvantage [Pathfinder : Target makes two attack rolls, must use worse result].
4-6	A blow to the torso bruises the target's ribs. The attack does normal damage. In addition, the target suffers a -1 penalty to all Strength-related checks and saves, including attack rolls [Pathfinder 2E : Target becomes Enfeebled +1], for the rest of the encounter. If the target has no skeletal structure (incorporeal, ooze, etc.), the attack deals default damage and there is no other effect.

SEVERED HEADS AND BROKEN BLADES

4-7	<p>The target staggers, interfering with an adjacent ally. Attack deals 2x normal damage. If the target has an ally in the adjacent space to its right, that ally must make a DC 15 Athletics check [Pathfinder: Reflex save]. If it succeeds, it must make its next attack or save at Disadvantage [Pathfinder: Target's ally makes two attack rolls, must use worse result]. If it fails, both target and ally become Prone in their spaces. If the target is incorporeal or it has no ally in that space, the attack does default damage and there is no further effect.</p>
4-8	<p>The attack deals 2x normal damage, but the target is hampered in its next attack. The target's next attack against any target suffers a -4 circumstance penalty.</p>
5-5	<p>The attack deals 2x normal damage. The attacker gains a +4 circumstance bonus to next attack.</p>
5-6	<p>The target tries to parry, but it is less than completely successful. The blow strikes the target's weapon. If the attacker uses a bludgeoning or slashing weapon, the attack does no damage to the target, but the target drops the weapon it currently holds. If the attacker uses a piercing weapon, the blow strikes the target's hand(s) holding its weapon. The target suffers damage equal to 1 + attacker's Strength modifier and it drops the weapon. If the target uses a natural weapon, the attack deals default damage.</p>
5-7	<p>Blow to the solar plexus. A bludgeoning weapon deals 2x normal damage and the target is Stunned until it makes a successful Constitution check [Pathfinder: Fortitude save] with a DC equal to the attacker's Strength at the end of its turn. If the attacker uses a weapon with a different</p>

SEVERED HEADS AND BROKEN BLADES

	damage type, or the target is incorporeal, the attack deals default damage and there is no further effect.
5-8	Smacked upside the head! The attack does 2x normal damage. In addition, the target is Deafened for a number of rounds equal to the attacker's Strength modifier. If the target has more than one head, it makes all skill checks that require hearing for that number of rounds at Disadvantage [Pathfinder: Target makes two rolls, must use the worse result]. If the target has no head, the attack deals default damage and there is no other effect.
6-6	Owie! The attack deals 2x normal damage. The target suffers persistent discomfort from the blow. The target suffers a -2 status penalty to its attack rolls for a number of rounds equal to the attacker's proficiency bonus (minimum of 1 round).
6-7	The attack deals default damage.
6-8	A sharp blow to the leg. The attack deals 2x normal damage. In addition, the target's movement is reduced by 1/2 (rounded up) if bipedal. If target has four or more legs, movement is reduced by 1/4. This penalty lasts until the target makes a successful Constitution check [Pathfinder: Fortitude save] with a DC equal to the attacker's Strength at the end of its turn. If the target has no legs, the attack deals default damage and there is no other effect.

SEVERED HEADS AND BROKEN BLADES

7-7	Not in the face! The attack deals 2x normal damage. In addition, the target is Blinded for a number of rounds equal to the Ability modifier used for the attack. If the target has more than one head, it suffers a -4 status penalty to its attacks for the same number of rounds instead. If the target does not rely on vision as its primary sense, the attack does default damage and there is no further effect.
7-8	Your enemy's gods have deserted them! The attack deals 2x normal damage. In addition, the target must make an Intelligence (Religion) check with a DC equal to the attacker's Charisma. If it fails, the target's next attack automatically results in a fumble. Roll on Table 2.A and apply the result to the target.
8-8	A wild but lucky shot. The attack deals default damage. However, after resolving the attack the attacker may choose a target directly adjacent to the original target and apply the damage to it. If the attack uses a missile weapon, the attacker may choose a different target within 10 ft. of the original target. In both of these cases, the attack deals normal damage. If there are no eligible targets, the attack deals default damage to the original target.

CRITICAL HITS

Table 1B

Roll 2d6. Read the result as [lowest die]-[highest die].
Default damage = 4x weapon dice + normal modifiers.

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
1-1	The attack deals default damage.
1-2	When determining damage, roll weapon dice equal to the normal number of dice x the attacker's proficiency bonus (multiply by a minimum of 1).
1-3	The attack does 2x normal damage. The attacker gains favorable position to all enemies within reach and dodging their blows is relatively easy. The attacker receives an AC bonus equal to its Dexterity modifier + proficiency bonus to all attacks made against it until its next turn.
1-4	Fortunate positioning: The attack does 2x normal damage. The attacker may immediately take a 5-ft. step in any direction. This does not count against its movement allowance for the turn.
1-5	The target ducks or dodges unsuccessfully. The attack deals 2x normal damage. In addition, all physical attacks against the target (whether by this attacker or a different attacker) through the attacker's next turn, are made at Advantage [Pathfinder : Target makes two attack rolls, may use best result].
1-6	The attack deals normal damage. The target moves up or down three ranks in the initiative order for the next turn (attacker's choice).
2-2	The attacker gains position relative to all enemies and it is easier to avoid their blows. The attack deals 2x normal damage. All physical attacks made against the attacker until its next turn must be made at Disadvantage

SEVERED HEADS AND BROKEN BLADES

	[Pathfinder: Attacker makes two attack rolls, must use worse result].
2-3	The attack does 2x normal damage. The attacker gains favorable position to all enemies within reach and is practically screened from attack. The next physical attack against the attacker suffers a -4 circumstance penalty.
2-4	The attack deals 2x normal damage. In addition, the target suffers abnormal blood loss. The target must make a Constitution check [Pathfinder: Fortitude save] against a DC equal to the attacker's Strength. If it fails, the target suffers a -4 penalty to Constitution-based saves and checks for the remainder of the encounter. It also suffers damage equal to its level or Challenge [Pathfinder 1E: Target is Bleed 2; Pathfinder 2E: Target is Drained +2].
2-5	The attack deals normal damage. The attacker moves up or down three ranks in the initiative order for the next turn (attacker's choice).
2-6	A wild and lucky shot. The attack does default damage. However, after resolving the attack the attacker may choose a target directly adjacent to the original target and apply the damage to it. If the attack uses a missile weapon, the attacker may choose a different target within 10 ft. of the original target. In both of these cases, the attack deals 2x normal damage. If there are no eligible targets, the attack deals default damage to the original target.

SEVERED HEADS AND BROKEN BLADES

3-3	The attacker gains position relative to all enemies that makes it easier to avoid their blows. The attack deals 2x normal damage. The attacker gains a circumstance bonus to AC equal to its proficiency bonus versus all physical attacks until its next turn.
3-4	The attack deals 2x normal damage, but the target may lose its will to fight. The target must make a Wisdom check [Pathfinder : Will save] with a DC equal to the attacker's Charisma. If it fails, it is Frightened of the attacker [Pathfinder 1E : Target is Shaken] for the rest of the encounter.
3-5	A sharp blow to the leg. The attack does 2x normal damage. In addition, the target's movement is reduced by 1/2 (rounded up) if bipedal. If target has four or more legs, movement is reduced by 1/4. This penalty lasts for the rest of the encounter.
3-6	The attack does 2x normal damage. In addition, the attacker's weapon snags the target's weapon and the target has trouble extricating it. DM's choice: The target must either drop its weapon to regain its freedom of action, or it becomes Grappled [Pathfinder 2E : Target becomes Grabbed]. If the target wields a natural weapon, it must do the latter.
4-4	Blow upside the head: The target is Stunned [Pathfinder 2E : Stunned +1] for a number of rounds equal to the attacker's proficiency bonus (minimum of 1 round). If the target has no head, the attack deals default damage and there is no further effect.

SEVERED HEADS AND BROKEN BLADES

4-5	<p>The attack deals 2x normal damage. In addition, the target cannot shake off pain caused by the blow. The target loses 1 action each turn [Pathfinder 1E: Target becomes Staggered; Pathfinder 2E: Target becomes Slowed +1] until it makes a successful Constitution check [Pathfinder: Fortitude save] against a DC equal to the attacker's Strength + Strength modifier at the end of its turn.</p>
4-6	<p>Smacked upside the head! The attack does 2x normal damage. In addition, the target is Deafened for a number of rounds equal to the attacker's proficiency bonus. If the target has more than one head, it makes all skill checks that require hearing for that number of rounds at Disadvantage [Pathfinder: Defender makes two rolls, must use worse result]. If the target has no head, the attack deals default damage and there is no further effect.</p>
5-5	<p>Blow to the solar plexus! Bludgeoning weapon does 2x normal damage, plus target is Stunned for a number of rounds equal to the attacker's proficiency bonus (minimum 1 round). If the attacker uses a weapon with a different damage type, or the target is incorporeal, the attack deals default damage and has no further effect.</p>
5-6	<p>The god of battles favors you! The attack deals normal damage. In addition, the attacker gains 1 action at the beginning of each of its turns [Pathfinder 2E: Attacker is Quicken] until it fails a 20 DC Charisma check at the end of its turn. The DC goes up by 5 on each subsequent turn until the attacker fails and the effect ends.</p>

SEVERED HEADS AND BROKEN BLADES

6-6	Your enemy’s gods have deserted them! The attack deals 2x normal damage. In addition, the target must make an Intelligence (Religion) check with a DC equal to the attacker’s Charisma. If it fails, the target’s next attack automatically results in a fumble. Roll on Table 2.B and apply the result to the target.
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CRITICAL HITS

Table 1C

Roll 2d6. Read the result as [lowest die]-[highest die].

Default damage = 4x weapon dice + normal modifiers.

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
1-1	Attack does default damage.
1-2	If the attacker uses a slashing or bludgeoning weapon, the blow strikes the target's weapon and breaks it. This renders it incapable of filling its normal functions. If the target's weapon is magic, the attack deals default damage to the target instead of affecting the weapon. If the target uses a natural weapon, treat it as a broken arm (see Table C , 4-4) instead.
1-3	Adrenaline rush! The attack deals 2x normal damage. In addition, the attacker gains 1 bonus action, usable only immediately after this attack.
1-4	The attack deals 2x normal damage. In addition, the attacker gains the right to re-roll one skill check (including attack rolls) at any time before the end of this encounter [Pathfinder : Attacker gains 1 Hero Point; if the attacker already has maximum Hero Points, attack deals default damage].
1-5	The attack deals 2x normal damage. In addition, the target may lose its will to fight. The target must make a Wisdom check [Pathfinder : Will save] with a DC equal to the attacker's Charisma + Level. If it fails, it is Frightened of the attacker for the rest of the encounter.
1-6	A moment of heroism. The attack does 2x normal damage. In addition, the attacker may immediately make another attack with the same weapon against the same target, or against an enemy in an adjacent space to the target. This bonus attack may not be deferred; it must be

SEVERED HEADS AND BROKEN BLADES

	taken immediately or the opportunity is lost. This bonus attack may result in another critical hit.
2-2	The attack does 2x normal damage. In addition, the blow knocks the target's weapon out of its hand. It goes flying and it lands in a randomly-determined space adjacent to the target. If the target uses a natural weapon, treat it as a broken arm (see Table 1C , 4-4) instead.
2-3	The target attempts to duck or dodge but does not succeed. The attack deals 2x normal damage. In addition, all physical attacks against the target (whether by this attacker or a different attacker) through the attacker's next turn, are made at Advantage [Pathfinder : Attacker makes two attack rolls, may use better result].
2-4	Blow to the head! The attack does 2x normal damage. Have the target make a Constitution check [Pathfinder : Fortitude save] with the DC equal to the attacker's Strength + proficiency bonus. If it fails, the target is Unconscious for the rest of the encounter. If the target has more than one head, it is Dazed for the rest of the encounter instead. If the target has no head, the attack deals default damage and there is no further effect.
2-5	The attack deals 2x normal damage. The attacker gains 1 action at the beginning of each of its turns [Pathfinder : Attacker is Quicken] until it fails a 20 DC Charisma check at the end of its turn. The DC goes up by 5 on each subsequent turn until the attacker fails and the effect ends.

SEVERED HEADS AND BROKEN BLADES

2-6	<p>A shattering blow breaks the target's leg. The attack does 2x normal damage. In addition, the target immediately becomes Restrained and Prone [Pathfinder 1E: Target becomes Pinned and Prone; Pathfinder 2E: Target becomes Immobilized and Prone]. If the target has more than two legs, its movement allowance is halved (rounded down). Magical healing neutralizes these effects. If the target has no legs, the attack deals default damage and there is no further effect.</p>
3-3	<p>A strong blow to the torso cracks one or more of the target's ribs. The attack does 2x normal damage. In addition, the target suffers a -2 penalty to all Strength-related checks and saves, including attack rolls [Pathfinder 2E: Target becomes Enfeebled +2], for the rest of the encounter. Magical healing neutralizes these effects. If the target has no skeletal structure (incorporeal, ooze, etc.), the attack deals default damage and there is no further effect.</p>
3-4	<p>A shattering blow breaks the target's arm. The attack deals 2x normal damage. In addition, the target cannot wield two-handed weapons for the rest of the encounter. The target cannot wield both one-handed weapon and shield, only one or the other, for the rest of the encounter. If target uses natural weapons, it loses one attack with its upper-body limbs per round for the rest of the encounter, if it is entitled to multiple natural weapon attacks in a round. In either case, the target loses 1 action each turn [Pathfinder 1E: Target is Staggered; Pathfinder 2E: Target becomes Slowed +1] for the rest of the encounter. Magical healing neutralizes these effects. If</p>

SEVERED HEADS AND BROKEN BLADES

	the target has no arms, the attack deals default damage and there is no further effect.
3-5	The attack does normal damage, but the target suffers abnormal blood loss. The target must make a Constitution save [Pathfinder: Fortitude save] against a DC equal to the attacker's Strength + Level. If it fails, the target suffers a -4 penalty to Constitution-based saves and checks for the remainder of the encounter. It also suffers damage equal to its level or Challenge [Pathfinder: target is Drained +2]. If the target is incorporeal, the attack deals default damage and has no further effect.
3-6	A strong blow to the torso breaks one or more of the target's ribs. The attack does 2x normal damage. In addition, the target loses 1 action per turn and suffers a -2 penalty to all Dexterity and Strength checks [Pathfinder 1E: Target is Staggered; Pathfinder 2E: Target becomes Slowed +2] for the rest of the encounter. Magical healing neutralizes these effects. If the target is undead or has no skeletal structure (incorporeal, ooze, etc.), the attack deals default damage and there is no further effect.
4-4	A strong blow to the face may blind the target. The attack does 2x normal damage. In addition, the target must make a Constitution check [Pathfinder: Fortitude save] with a DC equal to the attacker's Strength + proficiency bonus. If it fails, the target is Blinded for the rest of the encounter. If the target has more than one head, it suffers a -4 status penalty to its attacks for the rest of the encounter instead of becoming Blinded [Pathfinder: Target becomes Dazzled].

SEVERED HEADS AND BROKEN BLADES

4-5	Exploding dice damage: The attack does 2x normal damage. In addition, the attacker rolls one weapon die to determine extra damage. If the result is the maximum possible (e.g., 4 on a d4, 8 on a d8, etc.), roll again and add that result to the damage. Keep rolling and adding to the damage inflicted until the attacker no longer obtains a result equal to the maximum for that die.
4-6	Smacked upside the head! The attack does 2x normal damage. In addition, the target is Deafened for the remainder of the encounter. If the target has more than one head, it makes all skill checks that require hearing for that number of rounds at Disadvantage [Pathfinder : The target makes two rolls, must use worse result]. If the target has no head, the attack deals default damage and there is no further effect.
5-5	Your enemy's gods have deserted them! The attack deals 2x normal damage. In addition, the target must make an Intelligence (Religion) check with a DC equal to the attacker's Charisma. If it fails, the target's next attack automatically results in a fumble. Roll on Table 2.C and apply the result.
5-6	A wild and lucky shot. Attack misses the target, but it automatically hits another target in an adjacent space and causes a critical hit. If the attacker is making a missile attack, the new target may be within 10 ft. of the intended target. Attacker chooses the target. If there are no such targets, the attack deals default damage to the original target.

SEVERED HEADS AND BROKEN BLADES

6-6	Killing blow! If the target has one head and its Challenge or level < attacker's level, the attacker decapitates the target, killing it instantly. Otherwise, the attack deals default damage. If the target has more than one head, one head is severed from its body and the attack deals default damage. If the target has no head, the attack deals default damage and there is no further effect.
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FUMBLES

Table 2

Roll 2d10. Read the result as [lowest die]-[highest die].

“0” = 0, not 10.

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
0-0	Roll on Table 2A .
0-1	Weapon slips in the attacker's hand. To re-grip without further incident, the attacker must make a DC 15 Dexterity (Sleight of Hand) check [Pathfinder : Reflex save]. If it fails, the attacker's next attack against any target loses the Ability modifier bonus. If it succeeds, there is no penalty. If the attacker uses a natural weapon, this result reflects a slight loss of balance rather than a problem with weapon handling.
0-2	If the attacker carries a shield, that shield is dropped. If not, there is no effect.
0-3	A swing and a miss — and the attacker must make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check (attacker's choice) to maintain its balance. If it fails, the attacker falls Prone. If it succeeds, there is no further effect.
0-4	Attacker can't quite get out of its own way, nicks itself with its own weapon. Attack misses the target and does 1 damage to the attacker.
0-5	The attacker makes unwelcome contact with the target's weapon. The attack misses and the attacker suffers damage equal to the target's Strength modifier.
0-6	The target parries the attack and is better prepared for the next one. The target doubles its Dexterity bonus to AC the next time the attacker attacks it.

SEVERED HEADS AND BROKEN BLADES

0-7	A wild blow places the attacker out of position to follow up with an effective attack. Attacker's next attack against any target loses the ability modifier.
0-8	Oops. To hold onto its weapon, the attacker must make a DC 12 Dexterity (Sleight of Hand) check [Pathfinder: Reflex save]. If it fails, the attacker has dropped the weapon used in that attack. If the attacker uses a natural weapon, the attacker's next attack against any target loses the Ability modifier bonus.
0-9	Attacker stumbles, must make a DC 15 Dexterity (Acrobatics) save [Pathfinder: Reflex save]. If it fails, the attacker moves down one rank in the initiative order for the next turn.
1-1	Roll on Table 2A .
1-2	In the chaos of battle, the attacker jostles a random ally in an adjacent space. That ally loses its Ability modifier bonus to its next attack. If there are no allies in an adjacent space, there is no effect.
1-3	The shock of striking the target's armor radiates up the attacker's hand and jams the wrist (or other appropriate body part, if using a natural weapon). The attacker suffers a -1 circumstance penalty to all Strength-related checks and saves (including attack rolls) until the end of its next turn. Magical healing ends this effect immediately. If the attacker made a ranged attack, an odd movement of the wrist causes a twinge; same effect.

SEVERED HEADS AND BROKEN BLADES

1-4	Attacker momentarily loses balance. The attacker must make a DC 15 Dexterity (Acrobatics) check [Pathfinder: Reflex save] to recover. If it fails, the attacker loses the Dexterity bonus to AC when defending against the next attack [Pathfinder: Flat-Footed]. If successful, there is no further effect.
1-5	A stray blow from the attacker hits a random ally in a space adjacent to it in the shin. Ouch! That ally suffers a -5 ft. penalty to movement next turn while the pain subsides. If there are no allies in an adjacent space, there is no effect.
1-6	A stray blow grazes a random ally of the attacker within reach. If the attacker is using a ranged weapon, choose a random ally within 10 ft. of the target. That ally suffers 1 damage. If no such allies exist, there is no effect.
1-7	Enchanted weapon failure! Inexplicably, the magic woven into the attacker's weapon winks out. The attacker must make a DC 10 Intelligence (Arcana) save on behalf of its magic weapon. If it fails, the the next attack made with that weapon loses all of its magical effects — attack and damage bonuses, special abilities, etc. If the attacker is not wielding a magic weapon, the attacker's next attack loses the Ability modifier bonus instead.
1-8	A ranged attack comes up short. Roll d100 to determine the percent of the intended range that the shot or thrown weapon travels and trace its trajectory. If it lands in an occupied space, it makes an attack against the occupant of that space with no bonus for Ability modifier or proficiency bonus. If it hits, it does weapon

SEVERED HEADS AND BROKEN BLADES

	damage only. If the attacker used a melee weapon, make a melee attack under the same terms against a random enemy other than the target within the attacker's reach.
1-9	Thrown weapon or projectile breaks. It can be recovered, but it cannot be reused until it is repaired. <i>Mend</i> or a similar spell may be used to end this effect. If the attacker used a melee or natural weapon, there is no effect.
2-2	Roll on Table 2A .
2-3	The attacker's weapon tangles with the target's weapon or gear, and the struggle to get it loose can affect both of them. Attacker must make a DC 10 (Athletics) or Dexterity (Sleight of Hand) check (attacker's choice) to maintain its balance [Pathfinder 1E : Disable Device; Pathfinder 2E : Thievery]. If it succeeds, the weapon comes free and combat proceeds as normal. If it fails, the attacker has a choice: Drop the weapon, or try to free it in lieu of making its next attack. If the latter, the DC to free the weapon is 5. If that fails, all subsequent attempts have a DC of 5. However, as long as the attacker's weapon remains entangled in this manner, the target's attacks with that weapon are made at Disadvantage [Pathfinder : Attacker makes two attack rolls, must use worse result].

SEVERED HEADS AND BROKEN BLADES

2-4	Attacker strains a muscle, just enough to cause problems. Attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it fails, attacker suffers a -1 penalty to Dexterity-based saves, skill checks, attack rolls and AC [Pathfinder 2E: Cramped +1] until making a successful DC 15 Constitution save [Pathfinder: Fortitude save] at the end of its turn. Magical healing ends this effect immediately. If the check succeeds, there is no further effect.
2-5	Attacker stumbles, must make a DC 15 Dexterity (Acrobatics) save [Pathfinder: Reflex save]. If it fails, the attacker moves up one rank in the initiative order for the next turn. The attacker cannot hold its action during that turn.
2-6	Flubbed shot, and the attacker tries to make the next shot without re-gripping. If the attacker uses a bow or a sling, its range is halved (rounded up) for the next attack made with it. If the attacker uses a melee weapon, its next attack suffers a -2 circumstance penalty.
2-7	A random secondary weapon (i.e., a weapon carried on the attacker's person but not presently wielded) gets loose and the attacker drops it. If the attacker carries no such weapon, there is no effect.
2-8	A random magic item carried on the attacker's person gets loose and falls to the ground. If the attacker carries no magic items, a random secondary weapon (i.e., a weapon carried on the attacker's person but not presently wielded) gets loose and the attacker drops it. If the attacker carries no such weapon, there is no effect.

SEVERED HEADS AND BROKEN BLADES

2-9	The chaos of battle kicks up a lot of particulates. Dust gets into the attacker's eyes. The attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it fails, the attacker's next attack suffers a -2 circumstance penalty [Pathfinder: Dazzled]. If it succeeds, there is no further effect.
3-3	Roll on Table 2A .
3-4	A ranged shot air-mails the target. Trace the trajectory between the attacker and the target. The shot travels a number of spaces past the target in that trajectory equal to the attacker's Strength modifier. If it lands in an occupied space, it makes an attack against the occupant of that space with no bonus for Ability modifier or proficiency bonus. If it hits, it does weapon damage only. If the attacker used a melee weapon, there is no effect.
3-5	The blow misses altogether. The attacker lunges, possibly causing a sudden rush of blood from the head. The attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it fails, the attacker loses its Dexterity bonus to AC and may take no action other than attacking an adjacent enemy [Pathfinder 1E: Dazed; Pathfinder 2E: Confused] on its next turn. If the save succeeds, there is no further effect.
3-6	Attacker can't quite get out of its own way, nicks itself with its own weapon. Attack misses the target and does 1 damage to the attacker.

SEVERED HEADS AND BROKEN BLADES

3-7	<p>What was that? An unexpected noise amidst the din of battle distracts the attacker. The attacker suffers a -1 circumstance penalty to all Intelligence, Wisdom and Charisma-based checks and saves [Pathfinder 2E: Stupefied +1] until making a successful DC 15 Constitution save [Pathfinder: Fortitude save] at the end of its turn. Magical healing ends this effect immediately. If the initial check succeeds, there is no further effect.</p>
3-8	<p>A wild blow places the attacker out of position to follow up with an effective attack. Attacker's next attack against the same target loses the ability modifier.</p>
3-9	<p>Weapon slips in the attacker's hand. To re-grip without further incident, the attacker must make a DC 15 Dexterity (Sleight of Hand) check [Pathfinder: Reflex save]. If it fails, the attacker's next attack against any target loses the Ability modifier bonus. If it succeeds, there is no penalty. If the attacker uses a natural weapon, this result reflects a slight loss of balance rather than a problem with weapon handling.</p>
4-4	<p>Roll on Table 2A.</p>
4-5	<p>Attacker momentarily loses balance. The attacker must make a DC 15 Dexterity (Acrobatics) check [Pathfinder: Reflex save] to recover. If it fails, the attacker loses the Dexterity bonus to AC when defending against the next attack by this target [Pathfinder: Flat-Footed]. If successful, there is no further effect.</p>

SEVERED HEADS AND BROKEN BLADES

4-6	The target tries to disarm the attacker. The attacker and the target must make a Strength (Athletics) check contest [Pathfinder 2E : Make an Athletics check with a DC equal to the target's Strength + Athletics ranks]. If the attacker wins, the attacker holds on and there is no further effect. If the target wins, the attacker drops the weapon. If the weapon in question is a natural weapon or a missile weapon being used outside the target's reach, then there is no effect.
4-7	You never sneeze just once. Combat stirs up a lot of irritants in the environment. The attacker must make a DC 15 Wisdom check [Pathfinder : Will save] to hold it in. If it fails, the attacker suffers a -1 circumstance penalty to all Dexterity-related checks and saves, including AC and ranged weapon attacks [Pathfinder 2E : Clumsy +1], until the end of its next turn. If it succeeds, the attacker cuts off the sneeze and there is no further effect.
4-8	A swing and a miss — and the attacker must make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check (attacker's choice) to maintain its balance. If it fails, the attacker falls Prone. If it succeeds, there is no further effect.
4-9	A ranged attack comes up short. Roll d100 to determine the percent of the intended range that the shot or thrown weapon travels and trace its trajectory. If it lands in an occupied space, it makes an attack against the occupant of that space with no bonus for Ability modifier or proficiency bonus. If it hits, it does weapon damage only. If the attacker used a melee weapon, make a melee attack under the same terms against a

SEVERED HEADS AND BROKEN BLADES

	random enemy other than the target within the attacker's reach. If there is no eligible target, there is no effect.
5-5	Roll on Table 2A .
5-6	Oops. To hold onto its weapon, the attacker must make a DC 12 Dexterity (Sleight of Hand) check [Pathfinder: Reflex save]. If it fails, the attacker has dropped the weapon used in that attack. If the attacker uses a natural weapon, the attacker's next attack against any target loses the Ability modifier bonus. If it succeeds, there is no effect.
5-7	Part of the attacker's clothing or gear comes loose during a blow that goes wide. At best, this proves annoying, at worst it is a real hindrance. The attacker suffers a -1 circumstance penalty to attack rolls and Dexterity-based saves and checks until spending 1 action to repair and readjust. <i>Mend</i> or a similar spell also ends this effect. If the attacker is not wearing clothes, there is no effect.
5-8	The target parries the attack and is better prepared for the next one. The target doubles its Dexterity bonus to AC the next time the attacker attacks it.
5-9	In the chaos of battle, the attacker jostles a random ally in an adjacent space. That ally loses its Ability modifier bonus to its next attack. If there are no allies in an adjacent space, there is no effect.
6-6	Roll on Table 2B .

SEVERED HEADS AND BROKEN BLADES

6-7	The shock of striking the target's armor radiates up the attacker's hand and jams the wrist (or other appropriate body part, if using a natural weapon). The attacker suffers a -1 circumstance penalty to all Strength-related checks and saves (including attack rolls) until the end of its next turn. Magical healing ends this effect immediately. If the attacker made a ranged attack, an odd movement of the wrist causes a twinge; same effect.
6-8	The attacker's weapon suffers minor damage. The attacker must make a DC 15 Dexterity (Sleight of Hand) save [Pathfinder : Reflex save]. If it succeeds, there is no effect and it continues to function as normal. If it fails, further attacks made with that weapon must forego the wielder's Ability modifier to both attack and damage rolls until it is repaired [Pathfinder 1E : Treat the weapon as Broken]. <i>Mend</i> or a similar spell may be used to end this effect.
6-9	The god of battles ignores you! The attacker must make a DC 15 Intelligence (Religion) save. If it fails, the attacker's next attack is made at Disadvantage [Pathfinder : Attacker makes two attack rolls, must use worse result].
7-7	Roll on Table 2B .
7-8	The attacker makes unwelcome contact with the target's weapon. The attack misses and the attacker suffers damage equal to the target's Strength modifier.

SEVERED HEADS AND BROKEN BLADES

7-9	The adrenaline rush from the onset of battle fades. The attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it fails, the attacker suffers -1 status penalty to AC and saving throws [Pathfinder: Fatigued] until making a successful DC 10 Constitution save [Pathfinder: Fortitude save], starting at the end of its next turn. If it succeeds, there is no further effect.
8-8	Roll on Table 2B .
8-9	Your enemy's gods smile upon them! The attacker must make a DC 15 Intelligence (Religion) save. If it fails, the next attack against the attacker is made at Advantage [Pathfinder: Attacker makes two attack rolls, may use better result].
9-9	Roll on Table 2C .

FUMBLES

Table 2A

Roll 2d6. Read the result as [lowest die]-[highest die].

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
1-1	The attack misses the mark all together, causing the attacker to lose balance and fall Prone.
1-2	Oops! The attacker drops the weapon used in the attack. If the attacker uses a natural weapon, the attacker's next attack against any target loses the proficiency bonus.
1-3	A wild blow places the attacker out of position to make another attack. Attacker must make a DC 15 Dexterity save [Pathfinder : Reflex save]. If it succeeds, there is no further effect. If it fails, the attacker's next attack against any target is made at Disadvantage [Pathfinder : Attacker makes two attack rolls, must use worse result].
1-4	A wild blow leaves the attacker vulnerable to a counterblow. The target's next attack roll against the attacker doubles the Ability modifier.
1-5	The attacker collides with a random ally in an adjacent space. That ally loses the Ability modifier to its next attack unless that ally is larger than the attacker, in which case the ally suffers a -1 circumstance penalty to its next attack. If there are no allies in an adjacent space, there is no effect.
1-6	The attacker's weapon sustains damage. The attacker must make a DC 15 Dexterity (Sleight of Hand) check [Pathfinder 1E : Disable Device; Pathfinder 2E : Thievery] to keep the weapon functioning as normal. If it succeeds, there is no further effect. If it fails, attacks made with that weapon deal 1/2 normal weapon damage until it is repaired. <i>Mend</i> or a similar spell also ends this effect.

SEVERED HEADS AND BROKEN BLADES

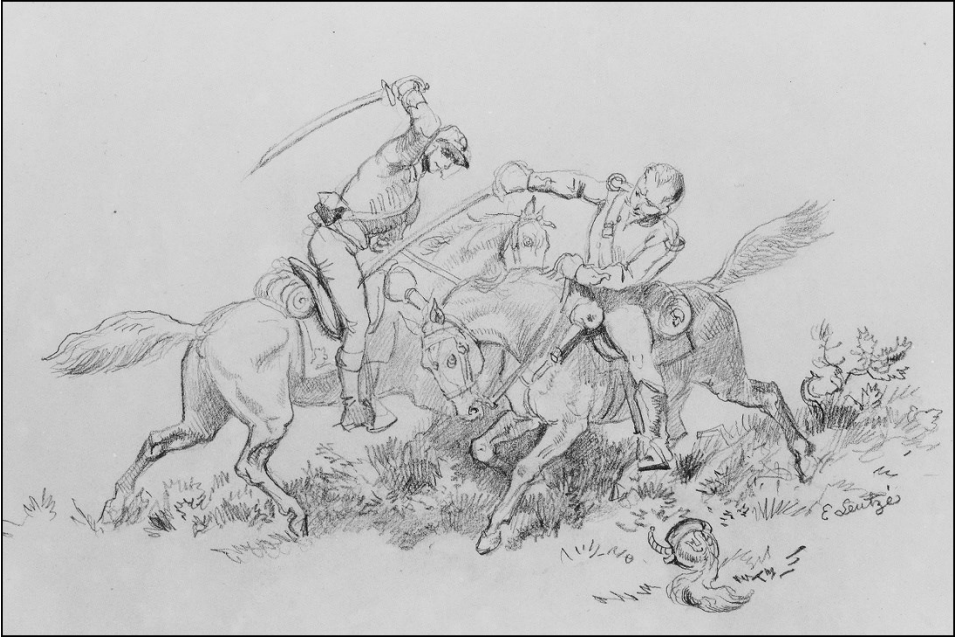
2-2	A stray blow from the attacker hits a random ally in a space adjacent to it in the leg. Ouch! That ally reduces its movement by half (rounded down) on the next turn while the pain subsides. If there are no allies in an adjacent space, there is no effect.
2-3	In the chaos of battle, the attacker jostles a random ally in an adjacent space. That ally loses its proficiency bonus to its next attack. If there are no allies in an adjacent space, there is no effect.
2-4	Oops. The attacker must make a DC 15 Dexterity (Sleight of Hand) check to re-grip its weapon [Pathfinder: Reflex save]. If it fails, the attacker has dropped the weapon used in that attack. If the attacker uses a natural weapon, the attacker's next attack against any target loses the proficiency bonus.
2-5	Attacker stumbles, must make a DC 15 Dexterity (Acrobatics) save [Pathfinder: Reflex save]. If it fails, the attacker moves down two ranks in the initiative order for the next turn.
2-6	The adrenaline rush from the onset of battle fades. The attacker suffers a -1 status penalty to AC and saving throws [Pathfinder: Fatigued] until making a successful DC 10 Constitution save [Pathfinder: Fortitude save], starting at the end of its next turn. If it succeeds, there is no further effect.
3-3	Muscle cramp! The attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it fails, attacker suffers a -2 penalty to Dexterity-based saves, skill checks, attack rolls and AC [Pathfinder 2E: Cramped

SEVERED HEADS AND BROKEN BLADES

	+2] until spending two actions to stretch it out. Magical healing ends this effect immediately. If the check succeeds, there is no further effect.
3-4	Weapon slips in the attacker's hand. The attacker's next attack against any target loses the proficiency bonus. If the attacker uses a natural weapon, this result reflects a slight loss of balance rather than a problem with weapon handling.
3-5	Your enemy's gods smile upon them! The attacker must make a DC 15 Intelligence (Religion) save. If it fails, the target's next attack against the attacker is made at Advantage [Pathfinder : Target makes two attack rolls, may use better result].
3-6	What was that? An unexpected noise amidst the din of battle distracts the attacker. The attacker suffers a -2 penalty to all Intelligence, Wisdom and Charisma-based checks and saves [Pathfinder 2E : Stupefied +2] until making a successful DC 15 Constitution check [Pathfinder : Fortitude save] at the end of its turn. If the initial check succeeds, there is no further effect.
4-4	Part of the attacker's armor comes loose during a blow that goes wide. At best, this proves annoying, at worst it is a real hindrance. Attacks made against this attacker gain 2x the proficiency bonus until this attacker spends 1 action to repair and readjust. <i>Mend</i> or a similar spell also ends this effect. If this attacker is not wearing armor, there is no effect.

SEVERED HEADS AND BROKEN BLADES

4-5	A wild blow leave the attacker vulnerable to a counterblow. If the target's next attack against the attacker hits, double the Strength modifier when determining damage.
4-6	The target parries the attack and is better prepared for for the next one. The target gains its proficiency bonus as a circumstance bonus to AC the next time the attacker attacks it.
5-5	Attacker stumbles, must make a DC 15 Dexterity (Acrobatics) save [Pathfinder: Reflex save]. If it fails, the attacker moves up two ranks in the initiative order for the next turn. The attacker cannot hold its action during that turn.
5-6	The blow misses altogether. The attacker lunges, possibly causing a sudden rush of blood from the head. The attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it fails, the attacker loses its Dexterity bonus to AC and may take no action other than attacking an adjacent enemy [Pathfinder 1E: Dazed; Pathfinder 2E: Confused]. Both effects affect the attacker's next turn only. If the save succeeds, there is no further effect.
6-6	The god of battles shows you disfavor. The attacker must make a DC 20 Intelligence (Religion) save. If it fails, the attacker's next attack against any target is made at Disadvantage [Pathfinder: Attacker makes two attack rolls, must use worse result].



FUMBLES

Table 2B

Roll 2d6. Read the result as [lowest die]-[highest die].

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
1-1	Sweaty hands? The weapon slips in the attacker's hand. The attacker must make a DC 15 Dexterity (Sleight of Hand) check [Pathfinder : Reflex save] to retain a firm grip. If it fails, the attacker's next attack against any target is made at Disadvantage [Pathfinder : Attacker makes two attack rolls, must use worse result]. If it succeeds, the attacker loses the proficiency bonus or Ability modifier bonus, whichever is greater, to its next attack against any target. If the attacker uses a natural weapon, this result reflects a slight loss of balance rather than a problem with weapon handling.
1-2	The attacker must make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check (attacker's choice) to keep its balance. If it fails, the attacker falls over onto an ally in an adjacent space. If possible, the attacker must perform a shove action against that ally. If there is no adjacent ally the attacker falls Prone in its space. If the check succeeds, there is no further effect.
1-3	Ouch! A stray blow from the attacker hits a random ally in a space adjacent to the attacker in the leg. That ally reduces its movement by half (rounded up) on the next turn while the pain subsides. If there are no allies in an adjacent space, there is no effect.
1-4	The attacker must make a DC 15 Dexterity (Acrobatics) check to keep its balance after a wild blow. If it fails, the attacker loses balance so badly that it topples into an adjacent space. Pick a random unoccupied space adjacent

SEVERED HEADS AND BROKEN BLADES

	to the attacker. The attacker topples into that space and falls Prone.
1-5	The target parries the attack and is better prepared for the next one. The target gains its Athletics or Acrobatics ranks (whichever is higher) as a circumstance bonus to AC the next time the attacker attacks it.
1-6	Double blow: The attacker and the target strike each other. The attacker deals weapon damage only (i.e., no Strength modifier or other damage bonuses) to the target. The target deals normal damage to the attacker. The target may not make an attack on its next turn. If the attacker made a ranged attack, there is no effect unless the target also wields a ranged weapon (in which case, resolve as above).
2-2	A wild blow places the attacker out of position to make another attack. The attacker must make a DC 15 Dexterity (Acrobatics) check [Pathfinder: Reflex save] to re-adjust its position. If it succeeds, attacker may continue to attack as normal. If it fails, the attacker loses its next attack.
2-3	The attacker's shield is caught up in the clash of arms. The attacker must make a DC 10 Strength (Athletics) save. If it fails, the shield breaks and it may no longer serve its normal function. [Pathfinder 2E: Treat the shield as Broken]. If the attacker is not using a shield, there is no effect.

SEVERED HEADS AND BROKEN BLADES

2-4	Sneezing fit! Combat stirs up a lot of irritants in the environment. The attacker must make a DC 20 Wisdom check [Pathfinder: Will save] to hold it in. If it fails, the attacker suffers a -2 penalty to all Dexterity-related checks and saves, including AC and ranged weapon attacks [Pathfinder 2E: Clumsy +2], until it makes a successful DC 15 Wisdom check [Pathfinder: Will save] at the end of its turn, starting with its next turn. If this first check succeeds, there is no further effect.
2-5	The shock of striking the target's armor without penetrating it radiates up the attacker's hand and sprains that wrist (or other appropriate body part, if using a natural weapon). The attacker suffers a -1 circumstance penalty to all Strength-related checks and saves (including attack rolls) for the rest of the encounter. Magical healing ends this effect immediately.
2-6	The chaos of battle kicks up a lot of particulates. Grit gets into the attacker's eyes. The attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it succeeds, there is no further effect. If it fails, the attacker is Blinded for the next turn.
3-3	Attacker pulls an upper-body muscle. Attacker loses the Ability modifier bonus to all physical attacks [Pathfinder 2E: Cramped +2] for the rest of the encounter. Magical healing ends this effect immediately.

SEVERED HEADS AND BROKEN BLADES

3-4	<p>The attacker's weapon gets damaged. The attacker must make a DC 15 Dexterity (Sleight of Hand) check [Pathfinder: Reflex save] to handle it with the proper care. If it succeeds, there is no effect and the weapon continues to function as normal. If it fails, further attacks made with that weapon must forego the attacker's Ability modifier to both attack and damage rolls until it is repaired [Pathfinder 1E: Treat weapon as Broken]. <i>Mend</i> or a similar spell also ends this effect.</p>
3-5	<p>The adrenaline rush from the onset of battle dissipates. The attacker must make a DC 15 Constitution save [Pathfinder: Fortitude save]. If it fails, the attacker suffers -1 status penalty to AC and saving throws [Pathfinder: Fatigued] for the remainder of the encounter. If it succeeds, there is no further effect.</p>
3-6	<p>The blow strikes the strongest part of the target's armor and this literally staggers the attacker. The attacker must make a DC 15 Strength (Athletics) save. If it fails, the attacker must move one space backward on its next turn. If that space is occupied, the attacker falls Prone in its current space instead.</p>
4-4	<p>The attacker's weapon tangles with the target's weapon or gear, and it's stuck fast. The struggle to get it loose can affect both the attacker and the target. The attacker must make a DC 15 Strength (Athletics) or Dexterity (Sleight of Hand) check (attacker's choice) to free the weapon [Pathfinder 1E: Disable Device; Pathfinder 2E: Thievery instead of Sleight of Hand]. If it succeeds, combat proceeds as normal. If it fails, the attacker has a choice: Abandon the weapon and let it drop, or try to free the</p>

SEVERED HEADS AND BROKEN BLADES

	weapon in lieu of making an attack on its next turn. If the latter, the next and all subsequent attempts to free the weapon have a DC of 15. However, as long as the attacker’s weapon remains entangled in this manner, the attacker makes its attacks at Disadvantage [Pathfinder: Attacker makes two attack rolls, must use worse result].
4-5	Attacker pulls a lower-body muscle. Attacker’s movement is reduced by 1/2 (rounded down) for the rest of the encounter. Magical healing ends this effect immediately.
4-6	Sweaty hands? The weapon slips in the attacker’s hand. The attacker must make a DC 15 Dexterity (Sleight of Hand) check [Pathfinder: Reflex save] to retain a firm grip. If it fails, the attacker’s next attack against any target is made at Disadvantage [Pathfinder: Attacker makes two attack rolls, must use worse result]. If it succeeds, the attacker loses the proficiency bonus or Ability modifier bonus, whichever is greater, to its next attack against any target. If the attacker uses a natural weapon, this result reflects a slight loss of balance rather than a problem with weapon handling.
5-5	A wild blow places the attacker out of position to make another attack. The attacker must make a DC 15 Dexterity (Acrobatics) check [Pathfinder: Reflex save] to re-adjust its position. If it succeeds, attacker may continue to attack as normal. If it fails, the attacker loses its next attack.

SEVERED HEADS AND BROKEN BLADES

5-6	The god of battles deserts you! The attacker must make a DC 20 Intelligence (Religion) save. If it fails, the attacker's next attack roll against any target receives a circumstance penalty equal to that attacker's Charisma modifier and it is made at Disadvantage [Pathfinder: Attacker makes two attack rolls, must use the worse result].
6-6	Your enemy's gods smile upon them! The attacker must make a DC 20 Intelligence (Religion) save. If it fails, the next attack roll against the attacker receives a circumstance bonus equal to that attacker's Charisma modifier and it is made at Advantage [Pathfinder: Attacker makes two attack rolls, may use better result].



FUMBLES

Table 2C

Roll 2d6. Read the result as [lowest die]-[highest die].

SEVERED HEADS AND BROKEN BLADES

ROLL	RESULT
1-1	Attacker loses balance and falls over onto adjacent ally. If possible, the attacker must perform a shove action against that ally. If there is no adjacent ally, the attacker falls Prone in its space.
1-2	A wild blow places the attacker out of position to make another attack. Attacker may not make an attack on its next turn.
1-3	Double blow: The attacker and the target strike each other. The attacker deals weapon damage only to the target (i.e., no Strength modifier or other damage bonuses). The target deals normal damage to the attacker. If the attacker made a ranged attack, there is no effect. However, if the target also wields a ranged weapon, resolve as above.
1-4	The target parries the attack and is better prepared for for the next one. The target gains its proficiency bonus + either Athletics or Acrobatics skill ranks (whichever is higher) as a circumstance bonus to AC the next time the attacker attacks it.
1-5	The attacker must make a DC 20 Dexterity save [Pathfinder: Reflex save]. If it fails, the attacker stumbles into a random unoccupied adjacent space and falls Prone. If no such space exists, the attacker falls Prone in its space and suffers 1 damage from the uncontrolled fall. If the save succeeds, the attacker falls Prone in its space and there is no further effect.

SEVERED HEADS AND BROKEN BLADES

1-6	Friendly fire! If this is a melee attack, choose a random ally of the attacker that is within reach of the attacker's weapon. If this is a missile attack, choose a random ally that is within 10 feet of the target. If there are no available allies within range of the attacker, the attack misses and there is no further effect. If a target is available, the attacker must make an attack against this ally. The ally receives no Dexterity bonus to AC [Pathfinder: Treat the targeted ally as Flat-Footed]. This attack may cause a critical hit.
2-2	Attacker pulls an upper-body muscle. Attacker loses the proficiency bonus to all physical attacks [Pathfinder 2E: Cramped +4] for the rest of the encounter. Magical healing ends this effect immediately.
2-3	The attacker drops a valuable, breakable item. Choose a random potion) or any other item that qualifies as valuable and breakable) carried on the attacker's person. The attacker must make a DC 15 Dexterity save [Pathfinder: Reflex save]. If it fails, the container shatters, destroying the potion. If the save succeeds, the attacker drops the potion but there is no further effect.
2-4	The blow strikes the strongest part of the target's armor and this literally staggers the attacker. The attacker must make a DC 20 Strength (Athletics) save. If it fails, the attacker must move one space backward and fall Prone on its next turn.

SEVERED HEADS AND BROKEN BLADES

2-5	The attacker must make a DC 20 Dexterity save [Pathfinder: Reflex save]. If it fails, the melee weapon wielded by the attacker slips out of its hand(s) with such force that it lands in an adjacent space. However, if the attacker wields a ranged weapon, it drops into the same space. If the save succeeds — or if the attacker uses a natural weapon — there is no effect.
2-6	Panic attack! The attacker must make a DC 20 Wisdom save [Pathfinder: Will save]. If it fails, the attacker suffers a -4 penalty to all checks (including attack rolls) and saves, beginning on the next turn [Pathfinder 2E: Frightened +4]. Beginning at the end of the attacker's next turn, this penalty decreases by 1 each turn until it reaches 0.
3-3	Double blow: The attacker and the target strike each other. The attacker deals weapon damage only to the target (i.e., no Strength modifier or other damage bonuses). The target deals normal damage to the attacker. If the attacker made a ranged attack, there is no effect. However, if the target also wields a ranged weapon, resolve as above.
3-4	The god of battles deserts you! The attacker must make a DC 10 Intelligence (Religion) save. If it fails, the attacker's future attack rolls against the target receive a circumstance penalty equal to that target's Charisma modifier and it is made at Disadvantage [Pathfinder: Attacker makes two attack rolls, must use worse result]. This effect lasts until the target is killed, or until the end of the encounter, whichever comes first.

SEVERED HEADS AND BROKEN BLADES

3-5	Attacker pulls a lower-body muscle. Attacker's movement is reduced by 2/3 (rounded down) for the rest of the encounter. Magical healing ends this effect immediately.
3-6	The adrenaline rush from the onset of battle dissipates. The attacker suffers a -1 status penalty to AC and saving throws [Pathfinder : Fatigued] for the remainder of the encounter. If it succeeds, there is no further effect.
4-4	The target tries to disarm the attacker. The attacker and the target must make a Strength (Athletics) check contest [Pathfinder 2E : Make an Athletics check with a DC equal to the target's Strength + Athletics ranks]. If the attacker wins, the attacker holds on and there is no further effect. If the target wins, the target wrests the weapon away from the attacker; whether it then equips itself with the attacker's weapon or drops it and keeps wielding its own depends on which one does more damage. If the weapon in question is a natural weapon or a missile weapon being used outside the target's reach, then there is no effect.
4-5	You fall under an unlucky star. If the attacker is reduced to 0 hp during this encounter, treat it as if it has already failed one death saving throw [Pathfinder 2E : Doomed 1]. This effect expires at the end of the encounter.
4-6	The god of battles deserts you! The attacker must make a DC 25 Intelligence (Religion) save. If it fails, the attacker's next attack roll against any target receives a circumstance penalty equal to that target's Charisma modifier and it is made at Disadvantage [Pathfinder : Attacker makes two attack rolls, must use worse result].

SEVERED HEADS AND BROKEN BLADES

5-5	Friendly fire! If this is a melee attack, choose a random ally of the attacker that is within reach of the attacker's weapon. If this is a missile attack, choose a random ally that is within 10 feet of the target. If there are no available allies within range of the attacker, treat the result as a miss. If a target is available, the attacker must make an attack against this ally. The ally receives no Dexterity bonus to AC [Pathfinder: Treat the targeted ally as Flat-Footed]. This attack may cause a critical hit. If there are no such allies of the attacker available, there is no further effect.
5-6	An unfortunate deflection. The blow bounces off the target with such force that it actually targets an ally of the attacker in a space adjacent to the target, but still within reach of the attacker's weapon. The attacker immediately makes an attack against that ally. this attack may result in a critical hit.
6-6	Your enemy's gods smile upon them! The attacker must make a DC 25 Intelligence (Religion) save. If it fails, the next attack roll against the attacker receives a circumstance bonus equal to that attacker's Charisma modifier and it is made at Advantage [Pathfinder: Target makes two attack rolls, may use better result]; the damage roll also receives a circumstance bonus equal to that attacker's Charisma modifier.

SEVERED HEADS AND BROKEN BLADES



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Let's be honest: If you stick to the core rules of either D&D or Pathfinder, critical hits and fumbles (critical failures, as Pathfinder calls them) are dull. You get to multiply damage on a critical hit, but that's it. In Pathfinder, a critical failure on an attack is just another miss, and D&D 5E doesn't even mention fumbles. Where's the fun in that?

A critical hit or a fumble is an extraordinary event.

It's something for a player to savor and a moment for the DM/GM to work up to add a bit of excitement to the game. Personally, I have always considered them to be important parts of RPG combat.

With that in mind, we present a compact, but flavorful system for critical hits and fumbles called Severed Heads and Broken Blades. It includes a total of over 100 different critical hit results and roughly 100 different fumble results that vary by severity and frequency.

Maybe you'll get the drop on your foe and a bonus to your next attack — or maybe you'll cut off its head and kill it instantly (if it only has one head, that is). Or maybe you'll lose your grip on your weapon — or maybe you'll deal a severe wound to an ally!

Severed Heads and Broken Blades is guaranteed compatible with Dungeons & Dragons 5th Edition, Pathfinder 1st Edition and Pathfinder 2nd Edition.

