

## RULES

At the start of each session, shuffle this deck of cards and place it where everyone can reach it. Whenever the GM would give you a Hero Point, including the one granted at the start of each session, draw a card from the deck instead. Don't reveal the card to the other players until you play it.

Each card tells you when you can use it and what effect it has on the game, but you can also spend the card for any one of the standard Hero Point effects! Remember that if you're forced to spend all of your Hero Points, usually to avoid death, you must spend all of your cards as well. These cards don't use any of your character's actions or reaction (although some might allow you to spend future actions in a special way).

If the deck runs out of cards, shuffle the discard pile to create a new deck. At the end of each session, all Hero Point cards are returned to the deck. You get new cards at the start of each game!

## OPTIONAL RULES

Your group can use the Hero Point cards in your game in a number of ways. Discuss the following optional rules as a group before implementing them at the table.

- The cards are revealed to the table as soon as they are drawn, and players can trade them.
- Instead of dealing out cards to each player, turn three cards face up at the start of the session and place them at the center of the table. All players can use these cards by spending their Hero Points. Discard the cards as they are used and draw a replacement to ensure that three cards are always available.
- Players can keep one Hero Point card at the end of each session, but it counts as one of their cards at the start of the next game.
- Turn the top card of the deck over, so that the players can see what they might earn by performing heroic deeds.

**Design Lead:** Jason Bulmahn

**Additional Design:** Logan Bonner, Lyz Liddell, and Mark Seifter

**Development:** Logan Bonner, James Case, and Mark Seifter

**Graphic Design:** Emily Crowell

**Editors:** Addley C. Fannin, Leo Glass, and Avi Kool

**Illustrator:** Kent Hamilton

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

**Open Game Content:** Except for material designated as Product Identity or External Tools (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

#### **OPEN GAME LICENSE VERSION 1.0A**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that

m #36697316, Kevin Athey, drizztdn@gmail.com> Sep

the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

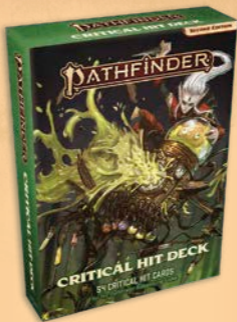
**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Core Rulebook (Second Edition)** © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

**Pathfinder Hero's Point Deck** © 2021, Paizo Inc.; Author: Jason Bulmahn

## SCORE A CRIT!



Transform every critical hit into a bone-crushing, skull-cracking, armor-rending success with the *Pathfinder Critical Hit Deck*! Simply draw a card from this deck of 54 cards, each featuring four different critical hit effects, one for each type of weapon.

The *Pathfinder Critical Hit Deck* is available now from **paizo.com** or your favorite local game store!

# ALWAYS HAVE THE RIGHT SPELL PREPARED



Keeping track of your spells couldn't be easier with *Pathfinder Spell Cards*. Each box features all of the spells from one of the four traditions of magic found in the *Pathfinder Core Rulebook*: arcane, divine, occult, and primal! There's even a deck for all of the focus spells.

You can find the *Pathfinder Spell Cards* at **paizo.com** or your favorite local game store right now! Make sure to check out the *Advanced Player's Guide Spell Deck* too, which offers all the spells from that book in one box!