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Presents

Drinking Power Cards

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Power Round

KEYWORD		
Minor Action	✱ ✂ ✄ ✄	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

Take a drink for every turn after this one (including every monster turn) until your next one. If you do so, your next attack automatically hits and is a critical hit.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Beer Pong

KEYWORD		
Standard Action	✱ ✂ ✄ ✄	Ranged - Special
ACTION		RANGE
	Vs	Each creature hit by d20
ATTACK	DEFENSE	TARGET

Take a drink, then take five steps away from the table. Throw a d20 at a miniature on the table. Any miniature you hit takes 20 damage plus the number you rolled. If you cause any other damage to the environment, you take another drink.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Break the Seal

KEYWORD		
Minor Action	✱ ✂ ✄ ✄	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

If you have gone to the bathroom during this game so far, take two drinks. Otherwise, take one drink. The next creature hit by one of your attacks takes ongoing 15 damage (save ends.)

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Spiritbending

KEYWORD		
Standard Action	✱ ✂ ✄ ✄	Ranged 10
ACTION		RANGE
	Vs	One creature
ATTACK	DEFENSE	TARGET

Take a drink. You dominate one creature (save ends.) If you get why the title is a bad pun, take an extra drink, or just silently hide your nerd-dom.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Drinking Game

KEYWORD		
Minor Action	✱ ✂ ✄ ✄	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

The DM chooses a word. Whenever you say that word, for the remainder of the encounter, you must take a drink. As long as you do so, you roll an extra d20 to hit, and may take the highest.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Do You Like Pina Coladas?

KEYWORD		
Minor Action	✱ ✂ ✄ ✄	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

Take a drink of something fruity. Your attacks deal +2d6 lightning damage until the end of your next turn.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Gygaxian Salute

KEYWORD		
Free Action	✱ ✂ ✄ ✄	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

Use this when you hit with a weapon attack. Take a drink of Gin. Your attack deals an extra 1[W] damage, or 2[W] damage if you can name an obscure curved sword or polearm that no one else has yet named.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Drunken Wisdom

KEYWORD		
Minor Action	✱ ✂ ✄ ✄	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

Take a drink. You can ask the DM or the audience for a clue, or take 20 on your next skill check.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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Pick-Up Line

KEYWORD		
Free Action	✱ ✂ ✄ ✄	Melee 1
ACTION		RANGE
	Vs	One ally
ATTACK	DEFENSE	TARGET

Use only after your turn has finished. Take a drink. Go find someone who is not playing, and get him or her to write down his or her phone number on a piece of paper. You may use the last digit of the phone number to add to any roll once before the end of the encounter.
Special: You may keep the phone number.

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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KEYWORD		
Immediate Reaction ACTION	✱ ↻ ↓ ⇐	RANGE
ATTACK	Vs DEFENSE	TARGET

ADDITIONAL
The Cans of Time
 Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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KEYWORD		
Standard Action	✱ ✈ ↓ ⇐	Close Burst 3
ACTION		RANGE
	Vs	All creatures in burst
ATTACK	DEFENSE	TARGET

ADDITIONAL
The Cans of Time
 Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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KEYWORD		
Standard Action	✱ ✈ ↓ ⇄	Ranged 10
ACTION		RANGE
	Vs	One creature
ATTACK	DEFENSE	TARGET

ADDITIONAL

The Cans of Time

Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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KEYWORD		
Free Action ACTION	✱ ✈ ⚡ ⚔	RANGE
ATTACK	Vs DEFENSE	TARGET

ADDITIONAL The Cans of Time Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.		
CLASS	LEVEL	PAGE

KEYWORD		
Minor Action	✱ ↻ ↓ ↶	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

ADDITIONAL The Cans of Time Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.		
CLASS	LEVEL	PAGE

KEYWORD			
Immediate Interrupt ACTION	✱ ✈ ↓ ⇄	RANGE	
ATTACK	Vs	DEFENSE	TARGET

ADDITIONAL
The Cans of Time
 Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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KEYWORD		
Immediate Interrupt ACTION	✱ ↻ ↓ ⇐	RANGE
ATTACK	Vs DEFENSE	TARGET

ADDITIONAL
The Cans of Time
 Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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KEYWORD		
Minor Action	✱ ✈ ↓ ↩	
ACTION		RANGE
	Vs	
ATTACK	DEFENSE	TARGET

ADDITIONAL
The Cans of Time
 Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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KEYWORD		
Minor Action	✱ ✎ ↓ ⇄	Melee 1
ACTION		RANGE
	Vs	One ally
ATTACK	DEFENSE	TARGET

ADDITIONAL
The Cans of Time
 Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.

CLASS	LEVEL	PAGE
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