

D&D 5.0 FUMBLE TABLE

A Fumble always miss – plus one of following effects (Roll 1d20)

1D20	FUMBLE	ROUND	DESCRIPTION
1	Weapon entangled in armor/clothes	1 round	Use next round to get unstuck. No other penalties.
2	Fall prone	1 round	You fall prone. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage. Use one round to stand up.
3	Disoriented	1d4 rounds	Loose all DEX bonus to AC
4	Panic attack	1d4 rounds	You get overwhelmed by a panic attack and is frightened. Disadvantage on Ability Checks and attack rolls
5	Strained muscle	1d4 rounds	Movement speed reduced to 1/3. Disadvantage on DEX related ability checks and DEX saving throws
6	Abdominal pains	1d4 rounds	Disadvantage on attack rolls. Disadvantage on CON related ability checks and CON saving throws
7	Sudden illness	1d4 rounds	You get significantly dizzy. You have to remain still until it clears. No movement. Disadvantage on attack rolls. Disadvantage on DEX related ability checks and DEX saving throws
8	Weapon malfunction	Permanent until repaired	Weapon handle breaks and useless. Permanent until spending 1 round to repair it by casting a <i>mending</i> spell
9	Armor malfunction	Permanent until repaired	Armor damaged. Armor rating reduced by 3. Permanent until spending 1 round to repair it by casting a <i>mending</i> spell
10	Throat stun	24 hours	You damage your throat with the weapon handle. Cannot speak. Cannot cast verbal spells
11	Temporary deafness	24 hours	Cannot hear anything. Automatically fails listen checks. 30% spell failure when casting spells with “verbal” component. Cannot succeed on ability checks that rely on listening. Disadvantage on perception checks and opponents has advantage on stealth checks
12	Leg muscle rupture	24 hours	You get a pulled muscle in the leg. Movement speed halved. Disadvantage on ability checks relying on DEX and DEX saving throws. You can’t jump or take dash action.
13	Dirt in eyes - infection	24 hours	You get dirt in your eyes causing an infection. Vision and Darkvision halved. Disadvantage on Perception checks. Disadvantage on attack rolls and DEX saving throws against visible effects.
14*	Head blow	2 rounds	Hit your head with weapon handle. Stunned. Can’t take actions or reactions. Can’t move and can speak only falteringly. You automatically fail STR and DEX Saving Throws. Attack rolls against you have advantage.
15*	Cut yourself - Light wound	Permanent until in control	Cut your self – bleeding 10% of max. HP/round until successful DC 15 <i>Medicine</i> check is made to control wound.
16*	Cut yourself- Severe wound	Permanent until in control	Cut your self – bleeding 20% of max. HP/round until successful DC 15 <i>Medicine</i> check is made to control wound.
17*	Hit friend	Instant	Hit friend – roll damage and apply effect to random party member within range. If no one within range roll again twice.
18*	Hit self	Instant	Hit self – roll damage and apply effects on yourself as if you were the target
19**	Hit friend - Critical	Instant	Critical hit friend – roll on critical table and apply effect to random party member within range. If no one within range roll again twice.
20**	Hit self - Critical	Instant	Critical hit self – roll on critical table and apply effect to yourself

*Attacker loses 1 Inspiration (if having any) ** Party lose all gained Inspirations