

D&D 5E 2024 VERSION - FUMBLE TABLE

A Fumble always miss and remaining actions/attacks are lost – plus one of following effects (Roll 1d20)

1D20	FUMBLE	DURATION	DESCRIPTION
1-2	Leg Cramp	Until end of this combat	Your movement is reduced to 50%
3-4	Weapon entangled	1 round	Use next round to get unstuck. No other penalties.
5-6	Muscle strain	2 rounds	Whenever you attempts an action, you must make a DC 15 Constitution saving throw. On a failed save, it loses its action and can't use reactions until the start of its next turn.
7-8	Weapon malfunction	Permanent until repaired	Weapon damaged. -2 to hit until repaired. Permanent until repaired by <i>mending</i> spell
9-10	Armor malfunction	Permanent until repaired	Armor damaged. Armor rating reduced by -2. Permanent until taken off and repaired by <i>mending</i> spell
11-12	Body Cramp	2 rounds	No movement. You have disadvantage on attack rolls and saving throws Attack rolls against you have advantage
13-14	Dizziness	1 round	No actions or reactions. Disadvantage on saving throws. Concentration on Spell is lost. Attack rolls against you have advantage.
15*	Hit friend	Permanent until one long rest	Roll damage and apply to random party member within range. Friend gets 1 level of exhaustion. If no friend in range roll again on this table.
16*	Hit self	Permanent until one long rest	Roll damage and apply to yourself as if you were the target. You get 1 level of exhaustion
17*	Severe hit friend	Permanent until two long rests	Roll damage and apply effect to random party member within range. Friend gets 2 levels of exhaustion. Concentration on Spell is lost. <i>If no friend in range roll again on this table.</i>
18*	Severe hit self	Permanent until two long rests	Roll damage and apply to yourself as if you were the target. Concentration on Spell is lost. You get 2 levels of exhaustion
19*	Critical hit friend	Permanent until two long rests	Roll double damage and apply to random party member within range. Friend gets 2 levels of exhaustion. Concentration on Spell is lost. <i>If no friend in range roll again on this table.</i>
20*	Critical Hit self	Permanent until two long rests	Roll double damage and apply to yourself as if you were the target. Concentration on Spell is lost. You get 2 levels of exhaustion

*Attacker loses 1 Inspiration (if having any)

Exhaustion Levels:

Cumulative each time you receive exhaustion levels. If you reach Exhaustion level 6 you die.

Finishing a long rest removes 1 exhaustion level.

For each exhaustion level 1-5:

- 1) **All D20 test:** -2 modifier per exhaustion level
- 2) **Movement Speed:** -5 feet per exhaustion level