

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	Confused	Instant	End your turn and move to the bottom of the initiative order at the start of the next round.
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**	Hit friend	Instant	Roll damage and apply effect to random party member within range. If no friend in range roll again on this table.
16*	Hit self	Instant	Roll damage and apply to yourself as if you were the target.
17**	Severe hit friend	Permanent until long rest	Roll damage and apply effect to random party member within range. Friend gets 1 level of exhaustion. If no friend in range roll again on this table.
18*	Severe hit self	Permanent until long rest	Roll damage and apply to yourself as if you were the target. You get 1 level of exhaustion
19**	Devastating hit friend	Permanent until long rests	Roll damage and apply to random party member within range. Friend gets 2 levels of exhaustion. If no friend in range roll again on this table.
20*	Critical Hit self	Permanent until long rests	Roll double damage and apply to yourself as if you were the target. You get 2 levels of exhaustion (No roll on critical table)

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