

This document contains a new fumble table for DCC, along with some house rules regarding fumbles.



Fumbling Revamped

Description: These are alternate and expanded combat fumble rules for DCC. The below table is a little more harsh than the standard one, and makes an effort to be more generally situationally applicable. For Judges, this table is best used in conjunction with our previous article covering monster fumble dice (available [here](#)).

You can either replace the DCC rulebook fumble table (pg. 80) with this one, or use it as intended with the additional ruling that each point of negative Luck modifier increases the fumbler's fumble die by one step on the dice chain. For example, a combatant in plate mail with a - 2 LCK modifier would roll a d24 on their fumble (d16 for the plate mail, +2d for the LCK mod.).

A note on math: When rolling for fumbles or effect durations, remember that two negatives make a positive! So the above example roll of d24 - (-2) would effectively be a d24 + 2, and the warrior would likely be up the creek without a paddle.

Table A: Revamped Fumbles

Fumble die result - LCKmod.	Effect
0 or less	Your ridiculous ineptitude is enough to amuse or anger even the gods themselves! Roll 50/50 to regain or lose a point of Luck due to divine reaction.
1	Your weaponry fails you! A bowstring becomes loose, a pommel falls off or the soul of a magical armament refuses to cooperate. The weapon you fumbled with is unusable until repaired, which takes 1 turn.
2	You fumble and drop your weapon. Nearby enemies may be allowed opportunity attacks when you retrieve it.

3	There is a flaw in your defense! You suffer a -2 penalty to your AC, which persists for 1d3 - LCK mod. rounds (minimum of 1 round).
4	Your bungling performance trips your nearest ally! They are allowed a DC (10 + your attack bonus) Ref save to stay standing, if they fail they fall prone. If there are no allies nearby apply the effect to yourself.
5	You get distracted and lose your focus. Suffer -1d on all actions for 1d4 - LCK mod. rounds (minimum of 1 round).
6	You overexert yourself, spraining a muscle. Your movement is halved for 1d4 - LCK mod. rounds (minimum of 1 round).
7	You slip and fall prone, suffering 1 point of damage due to embarrassment.
8	You somehow manage to cripple yourself temporarily, becoming incapable of movement for 1d4 - LCK mod. rounds (minimum of 1 round).
9	Your artless flailing damages your armor permanently. It suffers a -4 to AC until repaired by competent hands (if AC reduced to 0 armor is permanently destroyed). Magical armor just becomes loose and suffers the penalty until end of combat.
10	You hit your weapon against something solid and it breaks. Mundane weaponry is destroyed, magical weapons are insulted and refuse to function until end of combat.
11	In a spectacular display of incompetence you hurt your nearest ally, causing the minimum damage of the attack you attempted. If there are no allies nearby apply the damage to yourself.
12	You strike yourself by accident! Suffer the minimum possible damage of the attack you attempted.
13	You leave your defense open for an opportunity attack! The nearest enemy may immediately make a free attack against you. If there are no valid enemies nearby you strike yourself. Roll to hit as normal
14	Your weapon slides out of your hand and you fling it into a random direction. It lands 5' x 1d4 - LCK mod. away (minimum of 5').
15	Your show of absolute incapability stuns your nearest ally. They suffer -1d to all actions for 1d4 - your LCK mod. rounds (minimum of 1 round). If you have no allies apply the effect to yourself.
16	You manage to bonk your head on something hard, probably your own weapon. You lose all remaining actions for this round and are incapable to act during the next one.
17	Focused more on your awkward antics than their own feet, your nearest ally trips and falls prone, suffering 1d6 - your LCK mod. in damage as they do so (minimum of 1 point of damage). If you have no allies, apply the effect to yourself.
18	Your swing goes wild and you hit yourself. Roll for damage normally.

19	In your idiotic eagerness for mayhem you blind your nearest ally! They are allowed a DC (10 + your attack bonus) Ref save to avoid the effect, if they fail they are blinded for the duration of their next round. If you have no allies suffer the effect yourself.
20	You spin about stupidly, dripping sweat into your eyes. You are temporarily blinded for 1d4 - LCK mod. rounds (minimum of 1 round).
21	You smash your weapon against something and it fractures to splinters! The weapon is destroyed and you suffer 1d10 - LCK mod. damage (minimum of 1 point). Even magical weapons are affected, although they may be forged anew; mundane weapons are lost.
22	Your madcap flailing completely decimates your armor and damages you in the process. Suffer 1d10 - LCK mod. damage (minimum of 1 point) and apply a -8 penalty to your AC. Mundane armor reduced to 0 is beyond repair, while magical armor can be forged anew.
23	In a display of unbelievable carelessness you strike your nearest ally for normal damage. If no allies are available apply the damage to yourself.
24	You stumble with your own weaponry, tripping yourself in the process. Suffer normal damage from the attack you attempted, and fall prone.
25	You fumble about and leave your guard down completely, allowing your nearest enemy a free hit! No attack roll is required, roll damage normally. If no suitable enemies are available you damage yourself.
26	In your startling ineptitude you knock you nearest ally unconscious. They are allowed a DC (10 + your attack bonus) Ref save to avoid the effect, if they fail they are immediately rendered unconscious. They can be awakened via mundane means. If you have no allies suffer the effect yourself.
27	In an unbelievable display of clumsiness you smash yourself in the face and are knocked unconscious; you can be awakened via normal means.
28	Failing spectacularly, you strike yourself causing grievous injury. Suffer maximum damage from the attack you attempted.
29	In a dangerous twist of fate your attack goes awry and strikes your nearest ally in a their weak spot! They suffer maximum damage from the attack you attempted. If you have no allies apply the damage to yourself.
30 or more	Your false confidence is costly! You leave your soft parts completely unguarded in a wild lunge, allowing the nearest enemy to strike you fatally. The nearest enemy causes an automatic critical on you, roll for damage and crit effect as normal. If no suitable enemies are available apply a crit on yourself.