

Foot Difference

August 2, 2022



Your feet don't fit within the range of shapes typical for your ancestry. Choose or roll on the following table. These are usually permanent conditions without an IE.

d20	Foot Difference
1-7	Arch Irregularity
8-9	Claw Heel
10-13	Clubfoot
14	Hooves
15	Prehensile Feet
16-20	Toe Walking

- **Arch Irregularity.** The arch in your foot is either too high or too flat (player's choice). This causes foot and back pain when walking long distances, reducing your travel distance when walking by 20 percent.
- **Claw Heel.** Your toes fan out more than usual, and your big toe replaces your heel. This gives you advantage on Dexterity (Acrobatics) checks to balance on unstable surfaces, but you can't wear most footwear, and you can't walk long distances, reducing your walking travel distance by 20 percent.
- **Clubfoot.** Your foot is twisted vertically or even upside-down. This causes a limp and reduces your movement speed

by 5 feet.

- **Hooves.** Your feet are hooves, giving you a -1 penalty on Dexterity checks related to balance since the rest of your frame is not designed for hooves, but your hooves cause 2 (1d4) plus your Strength modifier bludgeoning damage.
- **Prehensile Feet.** Your feet look like hands (without opposable thumbs, so unable to use melee weapons) and give you advantage on Dexterity (Acrobatics) checks, but you can't wear most footwear, and you can't walk long distances, reducing your walking travel distance by 20 percent.
- **Toe Walking.** While not deformed, you've walked on your toes since infancy, and your leg muscles have adapted themselves accordingly. You have difficulty retaining your balance while standing still. You have a -1 penalty on Dexterity checks related to balance, and your walking travel distance is reduced by 10 percent.

Real-world Examples

Clubfoot, Pes Cavus, Pes Planus, Autism

Assistive Options

Custom boots, costing an additional 50–100 percent, can assist with some of these. The cobbler must succeed on a DC 8 Proficiency check. Failure ruins the pair, and the cobbler must start over, requiring you to pay for time and materials regardless for each attempt. The boots will look noticeably different (DC 8 Wisdom (Perception) check).