


Finger Difference

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You have fingers atypical for your ancestry. Choose or roll on the following table. This trait is typically permanent. Except for Undergrowth and Missing, gauntlets and other handwear need to be custom made and cost 50–100 percent more than usual.


d20	Finger Difference
1–4	Shape Diversity
5–8	Missing Fingers
9–10	Overgrowth
11–13	Polydactyly
14–15	Syndactyly
16	Talons
17–18	Undergrowth
19–20	Webbed

- **Shape Diversity.**  1d10 of your fingers bend in odd directions, curving sideways or even backwards. (Roll 1d10 for the number of fingers, then 1d10 for each to determine which finger.) Depending how many fingers are diversely shaped from each hand, you have penalties to any action using your hands. The GM should determine the penalties but can use -1 per 2 fingers on each hand. Each atypically shaped thumb gives a -1 penalty itself. If most or all of

your fingers curve backwards, you may be mistaken for a [Rakshasa](#).

- **Missing Fingers.**  You are missing 1d10 fingers. (Roll 1d10 for the number of fingers, then 1d10 for each to determine which finger.) Depending how many fingers are missing from each hand, you have penalties to any action using your hands. The GM should determine the penalties but can use -1 per 2 missing fingers on each hand. Each missing thumb gives a -1 penalty itself.
- **Overgrowth.**  1d10 of your fingers are longer than expected for your ancestry. This has no immediate game mechanic but will lead to confusion, fear, or other social effects, depending on the situation.
-  You have (IE) extra fingers on your hand(s). You have a +(IE) bonus to Dexterity (Sleight of Hand) checks and Charisma (Performance) checks to play fingered musical instruments. This may lead to confusion, fear, or other social effects, depending on the situation.
- **Syndactyly.**  1 + (IE) of your fingers are fused together. This gives you a -(IE) penalty to Dexterity (Sleight of Hand) checks.
- **Talons.**  Your fingers end in claws or talons. This allows you to make an unarmed strength attack that does 2 (1d4) slashing damage. This also gives you a -(IE) penalty on Dexterity (Sleight of Hand) checks.
- **Undergrowth.**  1d10 of your fingers are smaller and weaker than expected. (Roll 1d10 for the number of fingers, then 1d10 for each to determine which finger.) Depending how many fingers are undergrown from each hand, you have penalties to any action using your hands. The GM should determine the penalties but can use -1 per 2 undergrown fingers on each hand. Each undergrown thumb

gives a -1 penalty itself.

- **Webbed.**  Your fingers are webbed and give you advantage on Strength (Athletics) checks on swimming. This also gives you a -(IE) penalty to Dexterity (Sleight of Hand) checks. Note: In the real world, human webbed digits do not give swimmers any noticeable benefits.)

Real-world Examples

Clubhand, Syndactyly, Congenital Constriction Band Syndrome, Polydactyly, Symbrachydactyly, Arthritis, Swan-Neck Deformity, Boutonnière Deformity, Dupuytren Contracture, Down Syndrome

Assistive Options

An enterprising artisan might be able to make prosthetic fingers that bend with other fingers, but these would have no feeling and no advantage on game rolls.