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in almost no sense 6-7 -2 Badgers, trolls, firefly, Bears are not interesting, rude and it is often unpleasant to be around 8-9 , terrible pig, manticore, gorgon Something in a hole or slightly disturb people 10-11 +0 human, wolverine, dretch social interactions and relatively acceptable social conditions 12-13 +1 Treant, roper, doppel understands the contracts mostGanger Slightly interesting, usually 14-15 +2 Storm giant, barghest, medusa Interesting, almost always knows what to say 16-17 +3 Ogre mage, fairy, harpy, achaierai Popular, gets greetings and conversations on the street 18-19 +4 Great barghest , nixie can be loved immediately by many people, the subject of positive speech 20-21 +5 Astral deva, kraken Life of the party, able to entertain people for hours 22-23 +6 Kirin, adult crystal dragon, hamadryad, phoenix Can be loved by almost anyone 24-25 +7 Marilith demon, star drake, sun, nymph intelligence, celebrity for personality and / or looks 32-33 +11 Great wyrn golden dragon Skill Points Grow some and increase your abilities The skill score increases by 1 day or less only to give temporary bonuses. For both points of increase to a single ability, apply a +1 bonus to the skills and statistics listed with the relevant capability. Do Temporary Skill Score Increases affect DCs on the monster and PC supernatural abilities of these skill scores? Alhovever, the definition of temporary skill score bonuses is referred to only in increasing magic DRs, but it is a legacy of some old game terminology that is updated as new features are added to these rules. Temporary skill score increases should affect supernatural talent DCs based on skill scores such as medusa's gaze attack or witch's hexas. [Source] Temporary Bonuses Power: Temporary increases to your power rating give you a bonus of Power-based skill controls, melee attack rolls, and weapon damage rolls (if they rely on Power). The bonus also applies to your Combat Maneuver Bonus (if you are small or larger) and your Battle Maneuver Defense. Dexterity: Temporary inns to your Dexterity score, Dexterity-based skill checks, intermittent attack rolls, interference controls, and Reflex save shots give you the bonus. The bonus also applies to Armor Class, Combat Maneuver Bonus (if you are smaller or smaller) and Battle Maneuver Defense. Constitution: Temporary increases to your Constitutional score give you a bonus on Fortitude savings shots. In addition, multiply by total Roll the dice on this bonus and add that amount to your current and total hit points. When the bonus ends, remove this total from your current and total hit points. Intelligence: Temporary increases to your Intelligence score give you a bonus on Intelligence-based skill controls. This bonus also applies to all Intelligence-based writing DMEs. Wisdom: Temporary inns in wisdom score give wisdom-based skill controls a bonus and will throw savings. This bonus also applies to any spelling DCs based on Wisdom. Charisma: Temporary increases to your Charisma score give you a bonus on Charisma-based skill controls. This bonus also applies to any spelling DCs based on Charisma and DC to resist channeled energy. Permanent Bonus Ability bonus with a period greater than 1 day actually increase the relevant skill score after 24 hours. Change all skills and statistics related to this capability. This skill can cause you to earn points, hit points and other bonuses. These bonuses must be specified as a plus in cases where they are removed. Skill Points Damage Diseases, poisons, spells, and other abilities can deal damage points directly. This damage does not actually diminish a ability, but do not apply a penalty for skill and statistics based on this ability. For every 2 damage points you receive for a single ability, apply a -1 penalty to the skills and statistics listed with the relevant skill. If the amount of skill damage you receive is equal to or exceeds your skill score, you immediately lose consciousness until the damage is less than your skill score. The only exception is your constitutional score. If the damage to your Constitution is equal to or greater than your Constitutional score, you will die. Unless otherwise noted, skill scores improve by 1 per day for each damaged skill score. Skill damage can heal through spells such as less restoration. Power: The damage to your power score will result in penalties for Power-based skill controls, melee attack rolls, and weapon damage rolls (if they trust the Force). The penalty also applies to the Combat Maneuver Bonus (if you are small or larger) and Combat Maneuver Defense. 0 A character with power points is too weak and unconscious to move in any way. Some creatures do not have a Power score and have no modifiers for Power-based skills or controls. Dexterity: Damage to your Dexterity score will result in penalties for Dexterity-based skill checks, intermittent attack rolls, interference controls, and Reflex save shots. The penalty also applies to Armor Class, Combat Maneuver Bonus (if you are smaller or smaller) and Battle Maneuver Defense. 0 A character with a Dexterity score is incapacitated and effectively immobile (but not unconscious). Damaging your Constitution score will punish your Fortitude savings shots. In addition, multiply your total Hit Dice by this penalty and remove that amount from your current and total hit point. Lost hit points come back when damage to your Constitution heals. A character with a constitutional score of 0 is dead. Intelligence: Damage to your Intelligence score will cause you to be penald for Intelligence-based skill controls. This penalty also applies to all Writing DNS based on Intelligence. A character with an intelligence score of 0 is in a coma. Wisdom: Wisdom points damage wisdom-based skill controls and will save throws cause you to take penalties. This penalty also applies to any spelling DCs based on Wisdom. 0 A character with a wisdom score is incapable and unconscious of rational thought. Charisma: Your charisma score is damaged, causing you to be penalated for charisma-based skill controls. This penalty also applies to DCs of any magic based on Charisma and DC off to resist channeled energy. A character with a charisma score of 0 is in no way able to apply himself and is unconscious. Skill Points Penalties Cause some spells and abilities to receive a skill penalty for a limited time. In fact, these penalties function as ability damage, but can't cause you to fall unconscious or die. In essence, penalties can't minimize your skill score of 1. Skill Drainage Ability drainage actually reduces the skill score related to it. Change all skills and statistics related to this capability. This skill can cause you to lose points, hit points and other bonuses. The ability may have been cured by the use of magic, such as drainage restoration. Restoration.

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