### Attribute and Skill Modification

Characters can have their primary attributes reduced due to poison, wounds, disease and spells. If a character loses points in a primary attribute, his secondary attributes can be affected, as well as a number of his skills. The amount of recalculation required to determine the effects of a –2 STR or DEX would be tedious.

To avoid recalculating a dozen scores anytime an attribute is modified, the following chart has been devised. To determine the modification to a skill or figured stat due to a temporary change in a primary attribute, look up the attributes that control the skill level or stat, add up all modifications to those attributes, then look up the total change on the following chart. If a statistic is changed permanently, then the skills and figured attributes should be recalculated as per the normal rules instead of using this chart.

***Example of Skill Modification****: Vorlund is stung by a gazzle fly and fails his TOU save to resist the poison. His DEX, AGI and SPD all drop by 3 points. Vorlund generally uses a sword in combat. Sword skill is determined by DEX, AGI and PER. Vorlund has lost 3 points in both DEX and AGI, for a total of –6. Looking at the table, we see that this means his sword skill is reduced by 2 points until he recovers.*

###### Attribute Modification Chart

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| **Total Change** | **Change to Skills or Figured Stats** |
| +16 or more | +6 |
| +13 to +15 | +5 |
| +10 to +12 | +4 |
| +7 to +9 | +3 |
| +4 to +6 | +2 |
| +1 to +3 | +1 |
| 0 | 0 |
| -1 to -3 | -1 |
| -4 to -6 | -2 |
| -7 to -9 | -3 |
| -10 to -12 | -4 |
| -13 to -15 | -5 |
| -16 or more | -6 |