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SUPERIOR SYNERGY

MODERN AND FUTURE



MIS2007

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

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Modern and Future

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Only skills that have a typical chance of providing a synergy bonus are listed here. For example, Climb is not listed because its benefits from a high amount of ranks are not likely to apply to other skills except in the most remote and/or wackiest of circumstances.

SUPERIOR SKILL SYNERGY

Did you ever think it odd that a regular, 20-level character can normally purchase as many as 23 ranks in a given skill, yet skill synergy begins and ends at just 5 ranks? Yeah, so did we. Such a restricted range of synergy not only limits the entire cross-over reward for a character's knowledge in a skill to an unusually early period in their career, but it also ignores the many things learned through the course of a character's continuing experience. That is why we have introduced **Superior Synergy**.

Superior synergy operates with the understanding that a character's progress in a skill should continue to increase one's synergy benefits, just as it does at the 5 rank benchmark, as more ranks are gained. To do this, additional benchmarks have been added at 10, 15 and 20 skill ranks. While some of the benefits of skill synergy at these new benchmarks may resemble the simple bonus applied to the basic, 5 rank synergy benchmark, other benefits may also be gained, depending on the skill. These benefits may include (but aren't restricted to) reducing the time needed to perform certain aspects of the synergy skill or increasing the duration of other aspects.

The **Modern** and **Future** variations of the d20 System are different from the **Fantasy** version in that synergy is not always provided in skill listings as a matter of course—often, synergy is a matter to be discussed between the player and Gamemaster to best suit the situation. As such, this product merely provides suggestions for each skill rather than offering absolutes; Gamemasters and players alike should definitely look at the following information as a starting point for their own ideas and not as absolute boundaries.

Skill synergy advancements are not always nec-

essarily the same in their effect, even within the same skill. 10 ranks with a skill may provide a +3 synergy bonus to a second skill but only a +2 bonus with a third become something other than the standard +2 bonus was offered at 5 ranks, for example. This is because superior synergy is about more than providing a range of synergy bonuses from +2 at 5 ranks up to +5 at 20 ranks. Superior skill synergy is about exploring various ways that skills can interact, and that need not always involve uniform bonus advancement.

If you feel that the typical synergy bonus range of +2 to +5 allows for too great a relationship between two skills, you can reduce this by starting with a +1 bonus at 5 ranks up to +4 at 20 ranks. Although this isn't an extraordinary change, it may be significant enough to address your concerns.

Autohypnosis (Psionic Skill)

Synergy (5 ranks): If you have 5 or more ranks in Autohypnosis, you may attempt an Autohypnosis check (DC 15) to gain a +2 bonus on your next Knowledge check, so long as the latter is made directly after the former.

Synergy (10 ranks): If you have 10 or more ranks in Autohypnosis, you may attempt an Autohypnosis check (DC 20) to gain a +3 bonus on your next Knowledge check, so long as the latter is made directly after the former. You may still make lower DC checks to attain a reduced synergy bonus.

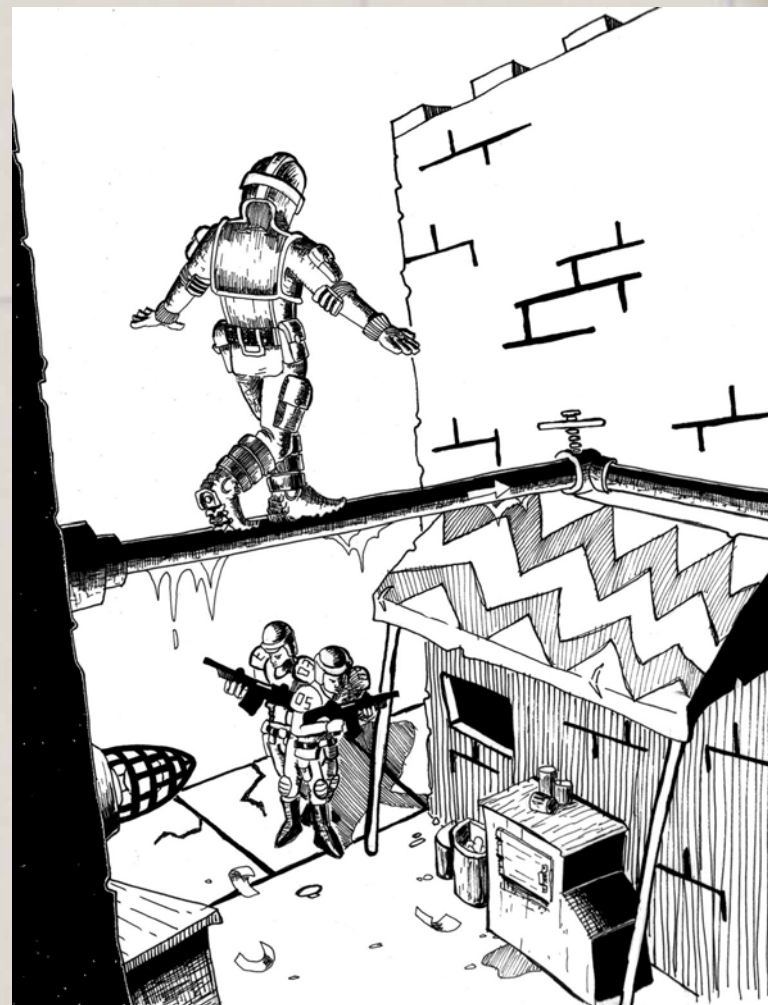
Synergy (15 ranks): If you have 15 or more ranks in Autohypnosis, you may attempt an Autohypnosis check (DC 25) to gain a +4 bonus on your next Knowledge check, so long as the latter is made directly after the former. You may still make lower DC checks to attain a reduced synergy bonus.

Synergy (20 ranks): If you have 20 or more ranks in Autohypnosis, you may attempt an Autohypnosis check (DC 30) to gain a +5 bonus on your next Knowledge check, so long as the latter is made directly after the former. You may still make lower DC checks to attain a reduced synergy bonus.

Balance

Synergy (5 ranks): If you have 5 or more ranks in Balance, you get a +2 bonus to your Climb check to catch onto something and arrest your fall.

If you have 5 or more ranks in Balance, you get a +2 bonus on Drive checks involving any stunt except *dash* or *hard brake*.



If you have 5 or more ranks in Balance, you get a +2 bonus to your Escape Artist check to get free if suspended in the air, even if upside-down.

If you have 5 or more ranks in Balance, you get a +2 bonus to your Perform (dance) checks.

If you have 5 or more ranks in Balance, you get a +2 bonus to your Tumble checks to *land softly*.

Synergy (10 ranks): If you have 10 or more ranks in Balance, you need a

piton every 5 feet instead of every 3 feet while climbing.

If you have 10 or more ranks in Balance, you may attempt a *wheels up* stunt with your Drive skill. While driving any vehicle with four or more wheels, you may hit an object with the wheels on one side of your vehicle, lifting the other side into the air. The DC for doing so depends on how good a ramp you've chosen; a highly appropriate ramp would be an earthen berm or the like, a moderately appropriate ramp may be a few boxes stacked in steps that easily crunch down to form something of a ramp, while an inappropriate ramp would be another vehicle.

Ramp Type	DC
Highly appropriate	15
Moderately appropriate	20
Inappropriate	25

Undertaking the *wheels up* position reduces the vehicle's effective width by half but increases its height by 50% normal. A Drive check is now required every round, no matter what else the vehicle may be undertaking or how fast, and all such Drive checks increase their DC by +5.

Failing any Drive check with the *wheels up* stunt requires another Drive check (DC 15, plus the amount the previous Drive check failed by) as a free action to recover and allow the vehicle to fall on to all its wheels, at which point speed automatically drops 1 speed category and all Drive checks for the next round are at a -4 penalty. Failing this recovery Drive check means the vehicle flips on its top instead, causing collision damage as if the vehicle had hit another vehicle two sizes smaller; if the recovery Drive check failed by 10 or more, the vehicle rolls instead.

If you have 10 or more ranks in Balance, an Escape Artist check requires three-quarters the normal time if suspended in the air, even if upside-down.

If you have 10 or more ranks in Balance, you are allowed one retry as a free action per game session if you fail a Perform (dance) check.

If you have 10 or more ranks in Balance, you treat a fall as if it were 15 feet shorter for determining damage after performing a successful *land softly* maneuver with the Tumble skill.

Synergy (15 ranks): If you have 15 or more ranks in Balance, you get a +4 bonus to your Climb check to catch onto something and arrest your fall.

If you have 15 or more ranks in Balance, you get a +4 bonus on Drive checks involving any stunt except *dash* or *hard brake*.

If you have 15 or more ranks in Balance, you get a +4 bonus to your Escape Artist check to get free if suspended in the air, even if upside-down.

If you have 15 or more ranks in Balance, you get a +4 bonus to your Perform (dance) checks.

If you have 15 or more ranks in Balance, you get a +4 bonus to your Tumble checks to *land softly*.

Synergy (20 ranks): If you have 10 or more ranks in Balance, you need a piton every 10 feet instead of every 3 feet while climbing.

If you have 20 or more ranks in Balance, you may make a *wheels up* stunt when attacked instead of driving defensively. Successfully doing so grants a +4 dodge bonus and applies a -4 penalty to attack rolls made by the vehicle's occupants.

If you have 20 or more ranks in Balance, an Escape Artist check requires half the normal time if suspended in the air, even if upside-down.

If you have 20 or more ranks in Balance, you are allowed two retries as a free action per game session if you fail a Perform (dance) check, although both cannot be used on the same failed check.

If you have 20 or more ranks in Balance, you treat a fall as if it were 20 feet shorter for determining damage after performing a successful *land softly* maneuver with the Tumble skill.

BLUFF

Synergy (5 ranks): If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Bluff, you get a +2 bonus on Gamble checks.

If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks made when you know you're being observed and you try to act in charac-

ter.

Synergy (10 ranks): If you have 10 or more ranks in Bluff, you can change the attitudes of others with Diplomacy in roughly three-quarters the normal time.

If you have 10 or more ranks in Bluff, you consider your Wealth bonus to be one rank higher for the sake of purchasing a gambling stake (see the Gamble skill.)

If you have 10 or more ranks in Bluff, the effects of a successful Intimidation last 20 minutes.

If you have 10 or more ranks in Bluff, the Search check bonus of anyone frisking you is reduced from +4 to +2 (see the Concealed Weapons and Objects description.)

If you have 10 or more ranks in Bluff, you are allowed to use a Bluff to cancel one failed Disguise check against a specific individual when you know you're being observed and are trying to act in character.

Synergy (15 ranks): If you have 15 or more ranks in Bluff, you get a +3 bonus on Diplomacy checks.

If you have 15 or more ranks in Bluff, you get a +3 bonus on Gamble checks.

If you have 15 or more ranks in Bluff, you get a +3 bonus on Intimidate checks.

If you have 15 or more ranks in Bluff, you get a +3 bonus on Sleight of Hand checks.

If you have 15 or more ranks in Bluff, you get a +3 bonus on Disguise checks made when you know you're being observed and you try to act in character.

Synergy (20 ranks): If you have 20 or more ranks in Bluff, you can change the attitudes of others with Diplomacy in roughly half the normal time.

If you have 10 or more ranks in Bluff, you consider your Wealth bonus to be 2 ranks higher for the sake of purchasing a gambling stake (see the Gamble skill.)

If you have 20 or more ranks in Bluff, the effects of a successful Intimidation last 30 minutes.

If you have 20 or more ranks in Bluff, the Search check bonus of anyone frisking you is negated.

If you have 20 or more ranks in Bluff, Spot checks are made against your Disguise immediately upon meeting you and every two hours thereafter instead of every hour.

Computer Use

Synergy (5 ranks): If you have 5 or more ranks in Computer Use, you can use a computer with appropriate software in place of a forgery kit.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to your Craft (electronic) check when using AutoCAD or similar design software.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to your Craft (mechanical) check when using AutoCAD or similar design software.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to your Craft (structural) check when using AutoCAD or similar design software.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to your Craft (visual art) checks involving digital artwork.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to your Decipher Script checks when using code-breaking software.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to your Gamble check if using probability software to cheat.

If you have 5 or more ranks in Computer Use, at the Gamemaster's discretion you may use the Internet (or equivalent) and/or other, local databases to make Gather information checks without beating the streets. Doing so takes 2d4+2 hours.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to your Investigate checks to *analyze clue* when using forensic computers and/or databases.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to any Knowledge check if using the Internet (or equivalent) and/or other, appropriate databases for reference and to assist your memory.

If you have 5 or more ranks in Computer Use, you may make an Intelligence check to spoof the Read/Write Language skill (but only to read and only for

contemporary languages) if you have access to the Internet (or equivalent) and/or other, appropriate databases or translation software. A simple message is DC 15, a moderately complex message is DC 20, whereas a complex message is DC 25. Short messages take 1d4 minutes, a few pages take 1d4 hours, a short novel would take 1d4 days, etc.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to Repair checks if using appropriate computers to diagnose an electrical or mechanical problem.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to any Research check if using the Internet (or equivalent) and/or other, appropriate databases for reference.

If you have 5 or more ranks in Computer Use, you get a +2 bonus to Treat Injury checks if using appropriate computers to diagnose an injury or illness.

Synergy (10 ranks): If you have 10 or more ranks in Computer Use, you get a +2 bonus to your Forgery check when using appropriate computer equipment.

If you have 10 or more ranks in Computer Use, you build items with your Craft (electronic) check in three-quarters the usual time when using AutoCAD or similar design software.

If you have 10 or more ranks in Computer Use, you build items with your Craft (mechanical) check in three-quarters the usual time when using AutoCAD or similar design software.

If you have 10 or more ranks in Computer Use, you get a +3 bonus to your Craft (structural) check when using AutoCAD or similar design software.

If you have 10 or more ranks in Computer Use, you build items with your Craft (visual arts) check in three-quarters the usual time when using AutoCAD or similar design software.

If you have 10 or more ranks in Computer Use, you get a +3 bonus to your Decipher Script checks when using code-breaking software.

If you have 10 or more ranks in Computer Use, you get a +3 bonus to your Gamble check if using probability software to cheat.

If you have 10 or more ranks in Computer Use, you get a +2 bonus to Gather Information checks if using the Internet (or equivalent) and/or other, appropriate databases rather than beating the streets.

If you have 10 or more ranks in Computer Use, the *analyze clue* aspect of Investigate checks requires a standard action instead of a full-round when using forensic computers and/or databases.

If you have 10 or more ranks in Computer Use, you get a +3 bonus to any Knowledge check if using the Internet (or equivalent) and/or other, appropriate databases for reference and to assist your memory.

If you have 10 or more ranks in Computer Use, you may make an Intelligence check to spoof the Read/Write Language skill (but only to read) if you have access to the Internet (or equivalent) and/or other, appropriate databases or translation software. Short messages take 2d10 rounds, a few pages take 2d6x10 minutes, a short novel would take 6d8x10 hours, etc.

If you have 10 or more ranks in Computer Use, you get a +3 bonus to Repair checks if using appropriate computers to diagnose an electrical or mechanical problem.

If you have 10 or more ranks in Computer Use, you take three-quarters the usual time to make a Research check if using the Internet (or equivalent) and/or other, appropriate databases for reference.

If you have 10 or more ranks in Computer Use, you get a +3 bonus to Treat Injury checks if using appropriate computers to diagnose an injury or illness.

Synergy (15 ranks): If you have 15 or more ranks in Computer Use, a Forgery check using appropriate computer software is allowed one retry at half the time needed for the original check.

If you have 15 or more ranks in Computer Use, you get a +3 bonus to your Craft (electronic) check when using AutoCAD or similar design software.

If you have 15 or more ranks in Computer Use, you get a +3 bonus to your Craft (mechanical) check when using AutoCAD or similar design software.

If you have 15 or more ranks in Computer Use, you get a +4 bonus to your Craft (structural) check when using AutoCAD or similar design software.

If you have 15 or more ranks in Computer Use, you get a +3 bonus to your Craft (visual art) checks involving digital artwork.

If you have 15 or more ranks in Computer Use, you get a +4 bonus to your Decipher Script checks when using code-breaking software.

If you have 15 or more ranks in Computer Use, you get a +4 bonus to your

Gamble check if using probability software to cheat.

If you have 15 or more ranks in Computer Use, you may use the Internet (or equivalent) and/or other, local databases to make Gather information checks without beating the streets. Doing so takes 1d4+1 hours.

If you have 15 or more ranks in Computer Use, you get a +3 bonus to your Investigate checks to *analyze clue* when using forensic computers and/or databases.

If you have 15 or more ranks in Computer Use, you get a +4 bonus to any Knowledge check if using the Internet (or equivalent) and/or other, appropriate databases for reference and to assist your memory.

If you have 15 or more ranks in Computer Use, you may make an Intelligence check to spoof the Read/Write Language skill (but only to read and only for contemporary languages) if you have access to the Internet (or equivalent) and/or other, appropriate databases or translation software. A simple message is DC 10, a moderately complex message is DC 15, whereas a complex message is DC 20.

If you have 15 or more ranks in Computer Use, you get a +4 bonus to Repair checks if using appropriate computers to diagnose an electrical or mechanical problem.

If you have 15 or more ranks in Computer Use, you get a +3 bonus to any Research check if using the Internet (or equivalent) and/or other, appropriate databases for reference.

If you have 15 or more ranks in Computer Use, you get a +4 bonus to Treat Injury checks if using appropriate computers to diagnose an injury or illness.

Synergy (20 ranks): If you have 20 or more ranks in Computer Use, you get a +3 bonus to your Forgery check when using appropriate computer equipment.

If you have 20 or more ranks in Computer Use, you build items with your Craft (electronic) check in half the usual time when using AutoCAD or similar design software.

If you have 20 or more ranks in Computer Use, you build items with your Craft (mechanical) check in half the usual time when using AutoCAD or similar design software.

If you have 20 or more ranks in Computer Use, you get a +5 bonus to your



Craft (structural) check when using AutoCAD or similar design software.

If you have 20 or more ranks in Computer Use, you build items with your Craft (visual arts) check in half the usual time when using AutoCAD or similar design software.

If you have 20 or more ranks in Computer Use, you get a +5 bonus to your Decipher Script checks when using code-breaking software.

If you have 20 or more ranks in Computer Use, you get a +5 bonus to your Gamble check if using probability software to cheat.

If you have 20 or more ranks in Computer Use, you get a +3 bonus to Gather Information checks if using the Internet (or equivalent) and/or other, appropriate databases rather than beating the streets.

If you have 20 or more ranks in Computer Use, the *analyze clue* aspect of Investigate checks is always allowed a retry as a standard action.

If you have 20 or more ranks in Computer Use, you get a +5 bonus to any Knowledge check if using the Internet (or equivalent) and/or other, appropriate databases for reference and to assist your memory.

If you have 20 or more ranks in Computer Use, you may make an Intelligence check to spoof the Read/Write Language skill (but only to read) if you have access to the Internet (or equivalent) and/or other, appropriate databases or translation software. Short messages take 1d10 rounds, a few pages take 1d6x10 minutes, a short novel would take 3d8x10 hours, etc.

If you have 20 or more ranks in Computer Use, you get a +5 bonus to Repair checks if using appropriate computers to diagnose an electrical or mechanical problem.

If you have 20 or more ranks in Computer Use, you take half the usual time to make a Research check if using the Internet (or equivalent) and/or other, appropriate databases for reference.

If you have 20 or more ranks in Computer Use, you get a +5 bonus to Treat Injury checks if using appropriate computers to diagnose an injury or illness.

Concentration

Synergy (5 ranks): If you have 5 or more ranks in Concentration, you get a +1 bonus to Autohypnosis checks.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Computer Use checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to any Craft checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Decipher Script checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Demolitions checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Disable Device checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Forgery checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Investigate checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Knowledge checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Profession checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Repair checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Search checks if you take three times as long to perform the task.

If you have 5 or more ranks in Concentration, you get a +1 bonus to Treat Injury checks if you take three times as long to perform the task.

Synergy (10 ranks): If you have 10 or more ranks in Concentration, you may make two *resist fear* and *memorize* Autohypnosis checks per round.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Computer Use checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to any Craft checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Decipher Script checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Demolitions checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Disable Device checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Forgery checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Investigate checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Knowledge checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Profession checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Repair checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Search checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Treat Injury checks if you take three times as long to perform the task.

Synergy (15 ranks): If you have 15 or more ranks in Concentration, you get a +2 bonus to Autohypnosis checks.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Computer Use checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to any Craft checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Decipher Script checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Demolitions checks if you take twice as long to perform the task. The previous +2 bonus is still available, but still at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Disable Device checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Forgery checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Investigate checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Knowledge checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Profession checks if you take twice as long to perform the task. The previ-

ous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Repair checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Search checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +1 bonus to Treat Injury checks if you take twice as long to perform the task. The previous +2 bonus is still available, but at three times the normal time.

Synergy (20 ranks): If you have 10 or more ranks in Concentration, you may take 20 with Autohypnosis checks.

If you have 10 or more ranks in Concentration, you get a +2 bonus to Computer Use checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +2 bonus to any Craft checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +2 bonus to Decipher Script checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +2 bonus to Demolitions checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +2 bonus to Disable Device checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +2 bonus to Forgery checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +2 bonus to Investigate checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +2 bonus to Knowledge checks if you take twice as long to perform the task.

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If you have 20 or more ranks in Concentration, you get a +2 bonus to Treat Injury checks if you take twice as long to perform the task.

Craft (All Types)

The list of Craft skills found in the rules is hardly exhaustive, and so new types not expressly covered here may later find use in your game. The following is a general guideline for such new Craft types.

Synergy (5 ranks): If you have 5 or more ranks in Craft, you get a +2 bonus to similar Knowledge checks to appraise related items.

If you have 5 or more ranks in Craft, you get a +2 bonus to Repair checks (if appropriate) for related items.

If you have 5 or more ranks in Craft (electronic), you get a +2 bonus to Search checks to scavenge electrical equipment for useful, intact parts and components.

If you have 5 or more ranks in Craft (mechanical), you get a +2 bonus to Search checks to scavenge mechanical equipment for useful, intact parts and components.

If you have 5 or more ranks in Craft (structural), you get a +2 bonus to Demolitions checks when *placing explosive devices* on structures.

If you have 5 or more ranks in Craft (structural), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

Synergy (10 ranks): If you have 10 or more ranks in Craft, you are allowed a re-try on Knowledge checks to appraise related items. This retry takes twice as long as the initial Knowledge appraise check attempt.

If you have 10 or more ranks in Craft, you get a +3 bonus to Repair checks (if appropriate) for related items.

If you have 10 or more ranks in Craft (electronic), you take half the normal time for Search checks to scavenge electrical equipment for useful, intact parts and components.

If you have 10 or more ranks in Craft (mechanical), you take half the normal time for Search checks to scavenge mechanical equipment for useful, intact

parts and components.

If you have 10 or more ranks in Craft (structural), you take three-quarters the normal time to make Demolitions checks when *placing explosive devices* on structures.

If you have 10 or more ranks in Craft (structural), you get a +3 bonus on Search checks made to find secret doors or hidden compartments.

Synergy (15 ranks): If you have 15 or more ranks in Craft, you get a +3 bonus to similar Knowledge checks to appraise related items.

If you have 15 or more ranks in Craft, you get a +4 bonus to Repair checks (if appropriate) for related items.

If you have 15 or more ranks in Craft (electronic), you get a +3 bonus to Search checks to scavenge electrical equipment for useful, intact parts and components.

If you have 15 or more ranks in Craft (mechanical), you get a +3 bonus to Search checks to scavenge mechanical equipment for useful, intact parts and components.

If you have 15 or more ranks in Craft (structural), you get a +3 bonus to Demolitions checks when *placing explosive devices* on structures.

If you have 15 or more ranks in Craft (structural), you get a +4 bonus on Search checks made to find secret doors or hidden compartments.

Synergy (20 ranks): If you have 20 or more ranks in Craft, you are allowed two re-tries on Knowledge checks to appraise related items. Each retry takes twice as long as the initial Knowledge appraise check attempt.

If you have 20 or more ranks in Craft, you get a +5 bonus to Repair checks (if appropriate) for related items.

If you have 20 or more ranks in Craft (electronic), you are considered to have covered twice the actual ground you looked over for the sake of Search checks to scavenge electrical equipment for useful, intact parts and components.

If you have 20 or more ranks in Craft (mechanical), you are considered to have covered twice the actual ground you looked over for the sake of Search checks to scavenge mechanical equipment for useful, intact parts and components.

If you have 20 or more ranks in Craft (structural), you take half the normal time to make Demolitions checks when *placing explosive devices* on structures.

If you have 20 or more ranks in Craft (structural), Search checks made to find secret doors or hidden compartments only take a standard action to perform.

Decipher Script

Synergy (5 ranks): If you have 5 or more ranks in Decipher Script, you get a +2 bonus to Computer Use checks to *scramble/unscramble transmission, defeat computer security, access a site through the Internet, or defeat file security.*

If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device arcane skill checks involving scrolls and written spells.

Synergy (10 ranks): If you have 10 or more ranks in Decipher Script, you get a +3 bonus to Computer Use checks to *scramble/unscramble transmission, defeat computer security, access a site through the Internet, or defeat file security.*

If you have 10 ranks in Decipher Script, you may make a Decipher Script check when trying to employ the *emulate an ability* aspect of the Use Magic Device arcane skill with respect to scrolls instead of making a Use Magic Device check.

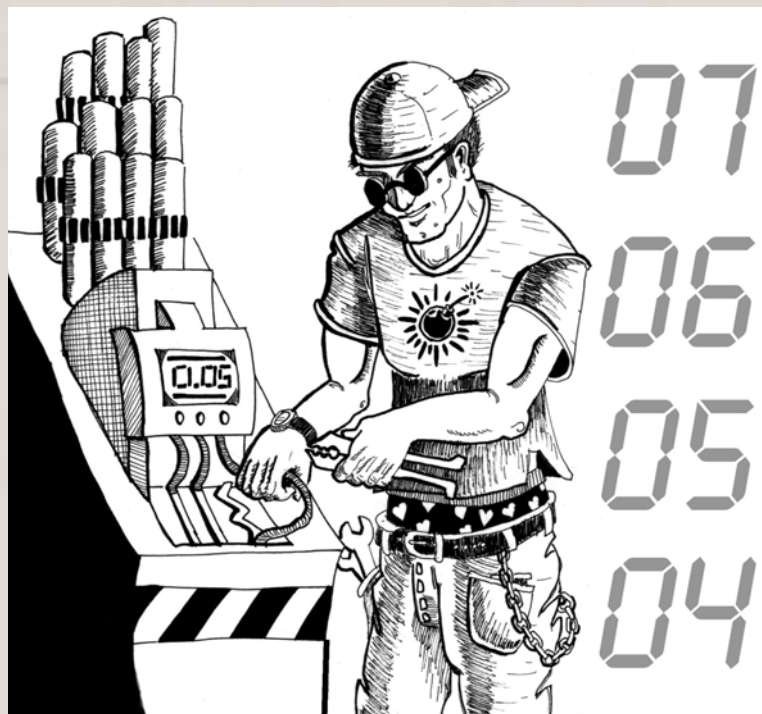
Synergy (15 ranks): If you have 15 or more ranks in Decipher Script, you get a +4 bonus to Computer Use checks to *scramble/unscramble transmission, defeat computer security, access a site through the Internet, or defeat file security.*

If you have 15 or more ranks in Decipher Script, you get a +3 bonus on Use Magic Device arcane skill checks involving scrolls.

Synergy (20 ranks): If you have 20 or more ranks in Decipher Script, you get a +5 bonus to Computer Use checks to *scramble/unscramble transmission, de-*

feat computer security, access a site through the Internet, or defeat file security.

If you have 20 ranks in Decipher Script and roll a natural 1 when employing Use Magic Device on a scroll you may then roll another d20. Only if the second roll also comes up a natural 1 are you prevented from trying again for 24 hours.



Demolitions

Synergy (5 ranks): If you have 5 or more ranks in Demolitions, you get a +2 bonus to Disable Device checks when using *traps and sabotage* involving explosives. This does not involve the explosives themselves, but deals entirely with the trap that is tied to the explosives.

If you have 5 or more ranks in Demolitions, you get a +2 bonus to Craft (chemical) checks to make explosives.

If you have 5 or more ranks in Demolitions, you get a +2 bonus to Search checks to find hidden explosives.

Synergy (10 ranks): If you have 10 or more ranks in Demolitions, you require half the normal time to make Disable Device checks when using *traps and sabotage* involving explosives. This does not involve the explosives themselves, but deals entirely with the trap that is tied to the explosives.

If you have 10 or more ranks in Demolitions, it takes you three-quarters the normal time to perform Craft (chemical) checks to make explosives.

If you have 10 or more ranks in Demolitions, you get a +3 bonus to Search checks to find hidden explosives.

Synergy (15 ranks): If you have 15 or more ranks in Demolitions, you get a +3 bonus to Disable Device checks when using *traps and sabotage* involving explosives. This does not involve the explosives themselves, but deals entirely with the trap that is tied to the explosives.

If you have 15 or more ranks in Demolitions, you get a +3 bonus to Craft (chemical) checks to make explosives.

If you have 15 or more ranks in Demolitions, you get a +4 bonus to Search checks to find hidden explosives.

Synergy (20 ranks): If you have 20 or more ranks in Demolitions, if you fail a Disable Device check when using *traps and sabotage* involving explosives by 5 or more you are allowed a Reflex save (DC 15, plus the amount the Disable Device check failed by) to prevent the trap from springing. This does not involve the explosives themselves, but deals entirely with the trap that is tied to the explosives.

If you have 20 or more ranks in Demolitions, if you fail a Craft (chemical) check by 10 or more rather than by 5 or more when making explosives, the explosives detonates as it is being made.

If you have 20 or more ranks in Demolitions, you get a +5 bonus to Search checks to find hidden explosives.

Diplomacy

Synergy (5 ranks): If you have 5 or more ranks in Diplomacy, you get a +1 bonus to your Intimidate checks to Aid Another by playing the role of “good cop” to their “bad cop.”

If you have 5 or more ranks in Diplomacy, you may make a Diplomacy check to get your subject to warm up to you prior to making a Bluff check to immediately follow. The resulting bonus to your Bluff check depends on the attitude the Diplomacy check alters the subject to.

Synergy Bonus by Diplomacy Ranks				
Attitude	5	10	15	20
Hostile	—	—	+1	+2
Unfriendly	—	+1	+2	+2
Indifferent	+1	+2	+2	+3
Friendly	+2	+2	+3	+4
Helpful	+2	+3	+4	+5

If you have 5 or more ranks in Diplomacy, you may make a Diplomacy check to get your audience warmed up to you prior to making a Perform check to follow. The resulting bonus to your Perform check depends on the

attitude the Diplomacy check alters the subject to; use the same table as is used for Bluff. The required time for this Diplomacy check is twice normal.

Synergy (10 ranks): If you have 10 or more ranks in Diplomacy, your Aid Another bonus for Interrogation checks increases to +3 by playing the role of “good cop” to their “bad cop.”

If you have 10 or more ranks in Diplomacy, you may make a Diplomacy check to get your subject to warm up to you prior to making a Bluff check to immediately follow. Consult the previously provided table to see what bonus is gained by the Bluff check.

If you have 10 or more ranks in Diplomacy, you may make a Diplomacy check to get your audience warmed up to you prior to making a Perform check to follow. The resulting bonus to your Perform check depends on the attitude the Diplomacy check alters the subject to; use the same table as is used for Bluff. The required time for this Diplomacy check is twice normal.

Synergy (15 ranks): If you have 15 or more ranks in Diplomacy, you get a +2 bonus to Intimidate checks to Aid Another by playing the role of “good cop” to their “bad cop.”

If you have 15 or more ranks in Diplomacy, you may make a Diplomacy check to get your subject to warm up to you prior to making a Bluff check to immediately follow. Consult the previously provided table to see what bonus is gained by the Bluff check.

If you have 15 or more ranks in Diplomacy, you may make a Diplomacy check to get your audience warmed up to you prior to making a Perform check to follow. The resulting bonus to your Perform check depends on the attitude the Diplomacy check alters the subject to; use the same table as is used for Bluff. The required time for this Diplomacy check is twice normal.

Synergy (20 ranks): If you have 20 or more ranks in Diplomacy, your Aid Another bonus for Interrogation checks increases to +4 by playing the role of “good cop” to their “bad cop.”

If you have 20 or more ranks in Diplomacy, you may make a Diplomacy check to get your subject to warm up to you prior to making a Bluff check to immediately follow. Consult the previously provided table to see what bonus is gained by the Bluff check.

If you have 20 or more ranks in Diplomacy, you may make a Diplomacy check to get your audience warmed up to you prior to making a Perform check to follow. The resulting bonus to your Perform check depends on the

attitude the Diplomacy check alters the subject to; use the same table as is used for Bluff. The required time for this Diplomacy check is twice normal.

Disable Device

Synergy (5 ranks): If you have 5 or more ranks in Disable Device, you get a +2 bonus to Demolitions checks when *disarming explosive devices*.

Synergy (10 ranks): If you have 10 or more ranks in Disable Device, the explosive detonates if you fail your Demolitions check to *disarm explosive device* by more than 10 rather than by more than 5.

Synergy (15 ranks): If you have 15 or more ranks in Disable Device, you get a +3 bonus to Demolitions checks when *disarming explosive devices*.

Synergy (20 ranks): If you have 20 or more ranks in Disable Device, you may take 20 with Demolition checks when *disarming explosive devices*.

Drive

Synergy (5 ranks): If you have 5 or more ranks in Drive, you get a +2 bonus to attack when firing vehicle-mounted weapons while driving.

Synergy (10 ranks): If you have 10 or more ranks in Drive, you can make an Aid Another Drive check while driving to grant someone else a +1 circumstance bonus to their attack roll if they are using vehicle-mounted weapons on the same vehicle.

Synergy (15 ranks): If you have 15 or more ranks in Drive, you get a +3 bonus to attack when firing vehicle-mounted weapons while driving.

Synergy (20 ranks): If you have 20 or more ranks in Drive, you can make an Aid Another Drive check while driving to grant someone else a +2 circumstance bonus to their attack roll if they are using vehicle-mounted weapons on the same vehicle.

Escape Artist

Synergy (5 ranks): If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Dex checks to bind someone.

Synergy (10 ranks): If you have 10 or more ranks in Escape Artist, you get a +3 bonus on Dex checks to bind someone.

Synergy (15 ranks): If you have 15 or more ranks in Escape Artist, you get a +4 bonus on Dex checks to bind someone.

Synergy (20 ranks): If you have 20 or more ranks in Escape Artist, you get a +5 bonus on Dex checks to bind someone.

Handle Animal

Synergy (5 ranks): If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Synergy (10 ranks): If you have 10 or more ranks in Handle Animal, you get a +3 bonus on Ride checks.

Synergy (15 ranks): If you have 15 or more ranks in Handle Animal, you get a +4 bonus on Ride checks.

Synergy (20 ranks): If you have 20 or more ranks in Handle Animal, you get a +5 bonus on Ride checks.

Hide

Synergy (5 ranks): If you have 5 or more ranks in Hide, you get a +2 bonus on Knowledge (tactics) checks involving ambushes and the like.

Synergy (10 ranks): If you have 10 or more ranks in Hide, you get a +3 bonus on Knowledge (tactics) checks involving ambushes and the like.

Synergy (15 ranks): If you have 15 or more ranks in Hide, you get a +4 bonus on Knowledge (tactics) checks involving ambushes and the like.

Synergy (20 ranks): If you have 20 or more ranks in Hide, you get a +5 bonus on Knowledge (tactics) checks involving ambushes and the like.

Intimidate

Synergy (5 ranks): If you have 5 or more ranks in Intimidate, the purchase DCs for Gather Information checks are changed to the following when you use intimidation and strong arm tactics to aid in setting a price.

Gather Information Purchase DC by Intimidate Ranks

Info	5	10	15	20
General	4	4	3	2
Specific	9	8	6	5
Restricted	14	12	10	8
Protected	19	16	13	10

Synergy (10 ranks): If you have 10 or more ranks in Intimidate, you reduce the information's purchase DC to the DC provided in the previous table.

Synergy (15 ranks): If you have 15 or more ranks in Intimidate, you reduce the information's purchase DC to the DC provided in the previous table.

Synergy (20 ranks): If you have 20 or more ranks in Intimidate, you reduce the information's purchase DC to the DC provided in the previous table.

Jump

Synergy (5 ranks): If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

Synergy (10 ranks): If you have 10 or more ranks in Jump, for completing a Tumble check (DC 15) you treat a fall as if it were 15 feet shorter than it really is when determining damage.

Synergy (15 ranks): If you have 15 or more ranks in Jump, you get a +3 bonus on Tumble checks.

Synergy (20 ranks): If you have 20 or more ranks in Jump, for completing a Tumble check (DC 15) you treat a fall as if it were 20 feet shorter than it really is when determining damage.

Knowledge

Synergy (5 ranks): If you have 5 or more ranks in Knowledge (arcane lore), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (behavioral sciences), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (behavioral sciences), you get a

+2 bonus on Sense Motive checks.

If you have 5 or more ranks in Knowledge (business), you get a +2 bonus on Diplomacy checks involving business dealings.

If you have 5 or more ranks in Knowledge (business), you get a +2 bonus on Gather Information checks involving business dealings.

If you have 5 or more ranks in Knowledge (earth and life sciences), you get a +2 bonus on Craft (chemical) checks involving natural poisons.

If you have 5 or more ranks in Knowledge (earth and life sciences), you get a +2 bonus on Craft (pharmaceutical) checks involving natural drugs.

If you have 5 or more ranks in Knowledge (earth and life sciences), you get a +2 bonus on Treat Injury checks involving xenomorphs (aliens, etc.)

If you have 5 or more ranks in Knowledge (earth and life sciences), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains). You also get a +2 bonus on Survival checks made to keep from getting lost in the wilderness or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on Arcane Research (items) checks.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on Decipher Script checks involving ancient languages.

If you have 5 or more ranks in Knowledge (physical sciences), you get a +2 bonus on Craft (chemistry) checks.

If you have 5 or more ranks in Knowledge (physical sciences), you get a +2 bonus on Craft (structural) checks.

If you have 5 or more ranks in Knowledge (streetwise), you get a +2 bonus on Gather Information checks in urban environments.

If you have 5 or more ranks in Knowledge (streetwise), you get a +2 bonus on Survival checks in urban environments.

If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Craft (electronic) checks.

If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Craft (mechanical) checks.

If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Repair checks.

If you have 5 or more ranks in Knowledge (theology and philosophy), you get a +2 bonus on turning checks against undead.

Synergy (10 ranks): If you have 10 or more ranks in Knowledge (arcane lore), you get a +3 bonus on Spellcraft checks.

If you have 10 or more ranks in Knowledge (behavioral sciences), you get a +3 bonus on Diplomacy checks.

If you have 10 or more ranks in Knowledge (behavioral sciences), you get a +3 bonus on Sense Motive checks.

If you have 10 or more ranks in Knowledge (business), you get a +3 bonus on Diplomacy checks involving business dealings.

If you have 10 or more ranks in Knowledge (business), you get a +3 bonus on Gather Information checks involving business dealings.

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If you have 10 or more ranks in Knowledge (technology), you get a +3 bonus on Repair checks.

If you have 10 or more ranks in Knowledge (theology and philosophy), you get a +3 bonus on turning checks against undead.

Synergy (15 ranks): If you have 15 or more ranks in Knowledge (arcane lore), you get a +4 bonus on Spellcraft checks.

If you have 15 or more ranks in Knowledge (behavioral sciences), you get a +4 bonus on Diplomacy checks.

If you have 15 or more ranks in Knowledge (behavioral sciences), you get a +4 bonus on Sense Motive checks.

If you have 15 or more ranks in Knowledge (business), you get a +4 bonus on Diplomacy checks involving business dealings.

If you have 15 or more ranks in Knowledge (business), you get a +4 bonus on Gather Information checks involving business dealings.

If you have 15 or more ranks in Knowledge (earth and life sciences), you get a +4 bonus on Craft (chemical) checks involving natural poisons.

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If you have 15 or more ranks in Knowledge (earth and life sciences), you get a +4 bonus on Treat Injury checks involving xenomorphs (aliens, etc.)

If you have 15 or more ranks in Knowledge (earth and life sciences), you get a +4 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains). You also get a +4 bonus on Survival checks made to keep from getting lost in the wilderness or to avoid natural hazards.

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If you have 15 or more ranks in Knowledge (physical sciences), you get a +4 bonus on Craft (chemistry) checks.

If you have 15 or more ranks in Knowledge (physical sciences), you get a +4 bonus on Craft (structural) checks.

If you have 15 or more ranks in Knowledge (streetwise), you get a +4 bonus on Gather Information checks in urban environments.

If you have 15 or more ranks in Knowledge (streetwise), you get a +4 bonus on Survival checks in urban environments.

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If you have 15 or more ranks in Knowledge (technology), you get a +4 bonus on Craft (mechanical) checks.

If you have 15 or more ranks in Knowledge (technology), you get a +4 bonus on Repair checks.

If you have 15 or more ranks in Knowledge (theology and philosophy), you get a +4 bonus on turning checks against undead.

Synergy (20 ranks): If you have 20 or more ranks in Knowledge (arcane lore), you get a +5 bonus on Spellcraft checks.

If you have 20 or more ranks in Knowledge (behavioral sciences), you get a +5 bonus on Diplomacy checks.

If you have 20 or more ranks in Knowledge (behavioral sciences), you get a +5 bonus on Sense Motive checks.

If you have 20 or more ranks in Knowledge (business), you get a +5 bonus on Diplomacy checks involving business dealings.

If you have 20 or more ranks in Knowledge (business), you get a +5 bonus on Gather Information checks involving business dealings.

If you have 20 or more ranks in Knowledge (earth and life sciences), you get a +5 bonus on Craft (chemical) checks involving natural poisons.

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If you have 20 or more ranks in Knowledge (earth and life sciences), you get a +5 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains). You also get a +2 bonus on Survival checks made to keep from getting lost in the wilderness or to avoid natural hazards.

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If you have 20 or more ranks in Knowledge (history), you get a +5 bonus on Decipher Script checks involving ancient languages.

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If you have 20 or more ranks in Knowledge (physical sciences), you get a +5 bonus on Craft (structural) checks.

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If you have 20 or more ranks in Knowledge (technology), you get a +5 bonus on Craft (mechanical) checks.

If you have 20 or more ranks in Knowledge (technology), you get a +5 bonus on Repair checks.

If you have 20 or more ranks in Knowledge (theology and philosophy), you get a +5 bonus on turning checks against undead.

Navigate

Synergy (5 ranks): If you have 5 or more ranks in Navigate, you get a +2 bonus on Survival checks made to keep from getting lost in the wilderness.

Synergy (10 ranks): If you have 10 or more ranks in Navigate, you get a +3 bonus on Survival checks made to keep from getting lost in the wilderness.

Synergy (15 ranks): If you have 15 or more ranks in Navigate, you get a +4 bonus on Survival checks made to keep from getting lost in the wilderness.

Synergy (20 ranks): If you have 20 or more ranks in Navigate, you get a +5 bonus on Survival checks made to keep from getting lost in the wilderness.

Pilot

Synergy (5 ranks): If you have 5 or more ranks in Pilot, you get a +2 bonus to attack when firing aircraft-mounted weapons while piloting.

Synergy (10 ranks): If you have 10 or more ranks in Pilot, you can make an Aid Another Pilot check while piloting to grant someone else a +1 circumstance bonus to their attack roll if they are using vehicle-mounted weapons on the same aircraft.

Synergy (15 ranks): If you have 15 or more ranks in Pilot, you get a +3 bonus to attack when firing aircraft-mounted weapons while piloting.

Synergy (20 ranks): If you have 20 or more ranks in Pilot, you can make an Aid Another Pilot check while piloting to grant someone else a +2 circumstance bonus to their attack roll if they are using vehicle-mounted weapons on the same aircraft.

Research

Synergy (5 ranks): If you have 5 or more ranks in Research, you get a +2 bonus to Knowledge checks by first spending 1d4 hours with appropriate research resources.

Synergy (10 ranks): If you have 10 or more ranks in Research, you get a +3 bonus to Knowledge checks by first spending 1d4 hours with appropriate research resources.

Synergy (15 ranks): If you have 15 or more ranks in Research, you get a +4 bonus to Knowledge checks by first spending 1d4 hours with appropriate research resources.

Synergy (20 ranks): If you have 20 or more ranks in Research, you get a +5 bonus to Knowledge checks by first spending 1d4 hours with appropriate research resources.

Search

Synergy: If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

Synergy (10 ranks): If you have 10 or more ranks in Search, the time needed for a Survival check to find tracks is halved; what would typically take a full-round action now takes a standard action.

Synergy (15 ranks): If you have 15 or more ranks in Search, you get a +3 bonus on Survival checks to find or follow tracks.

Synergy (20 ranks): If you have 20 or more ranks in Search, the time needed for a Survival check to find tracks is reduced to one-quarter normal; what would typically take a full-round action now counts as a free action.

Sense Motive

Synergy (5 ranks): If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

Synergy (10 ranks): If you have 10 or more ranks in Sense Motive, you get a +3 bonus on Diplomacy checks.

Synergy (15 ranks): If you have 15 or more ranks in Sense Motive, you get a +4 bonus on Diplomacy checks.

Synergy (20 ranks): If you have 20 or more ranks in Sense Motive, you get a +5 bonus on Diplomacy checks.

Spellcraft (Arcane Skill)

Synergy (5 ranks): If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Synergy (10 ranks): If you have 10 or more ranks in Spellcraft, you may take 10 with Use Magic Device checks.

Synergy (15 ranks): If you have 15 or more ranks in Spellcraft, you get a +3 bonus on Use Magic Device checks related to scrolls.

Synergy (20 ranks): If you have 20 or more ranks in Spellcraft, you may take 20 with Use Magic Device checks.

Spot

Synergy (5 ranks): If you have 5 or more ranks in Spot, you get a +2 bonus on Search rolls to pat someone down for concealed items.

If you have 5 or more ranks in Spot, you get a +2 bonus on Investigate checks to *collect evidence*.

Synergy (10 ranks): If you have 10 or more ranks in Spot, you get a +3 bonus on Search rolls to pat someone down for concealed items.

If you have 10 or more ranks in Spot, you get a +3 bonus on Investigate checks to *collect evidence*.

Synergy (15 ranks): If you have 15 or more ranks in Spot, you get a +4 bonus on Search rolls to pat someone down for concealed items.

If you have 15 or more ranks in Spot, you get a +4 bonus on Investigate checks to *collect evidence*.

Synergy (20 ranks): If you have 20 or more ranks in Spot, you get a +5 bonus on Search rolls to pat someone down for concealed items.

If you have 20 or more ranks in Spot, you get a +5 bonus on Investigate checks to *collect evidence*.

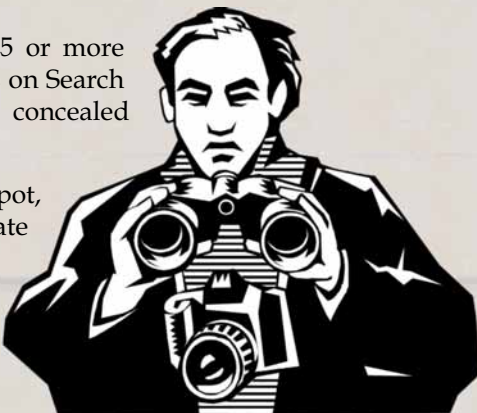
Survival

Synergy (5 ranks): If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (earth and life sciences) checks.

Synergy (10 ranks): If you have 10 or more ranks in Survival, you get a +3 bonus on Knowledge (earth and life sciences) checks.

Synergy (15 ranks): If you have 15 or more ranks in Survival, you get a +4 bonus on Knowledge (earth and life sciences) checks.

Synergy (20 ranks): If you have 20 or more ranks in Survival, you get a +5 bonus on Knowledge (earth and life sciences) checks.



Treat Injury

Synergy (5 ranks): If you have 5 or more ranks in Treat Injury, you get a +2 bonus on Knowledge (earth and life sciences) checks related to biology and medicine.

Synergy (10 ranks): If you have 10 or more ranks in Treat Injury, you get a +3 bonus on Knowledge (earth and life sciences) checks related to biology and medicine.

Synergy (15 ranks): If you have 15 or more ranks in Treat Injury, you get a +4 bonus on Knowledge (earth and life sciences) checks related to biology and medicine.

Synergy (20 ranks): If you have 20 or more ranks in Treat Injury, you get a +5 bonus on Knowledge (earth and life sciences) checks related to biology and medicine.

Tumble

Synergy (5 ranks): If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5 or more ranks in Tumble, you get a +1 bonus on Perform (dance) checks.

Synergy (10 ranks): If you have 10 or more ranks in Tumble, you add +3 to the Balance DC if a narrow surface is angled or slippery and add +8 if it is both angled and slippery.

If you have 10 or more ranks in Tumble, you may perform a *hop jump* (see the Jump skill) at the cost of 5 feet of movement and you need only make a Reflex save (DC 10) to grab an edge of a gap when failing a *long jump* attempt by less than 5.

If you have 10 or more ranks in Tumble, you require three-quarters the usual time needed with a Perform (dance) check to get the desired result.

Synergy (15 ranks): If you have 15 or more ranks in Tumble, you get a +3 bonus on Balance checks.

If you have 15 or more ranks in Tumble, you get a +3 bonus on Jump

checks.

If you have 15 or more ranks in Tumble, you get a +2 bonus on Perform (dance) checks.

Synergy (20 ranks): If you have 20 or more ranks in Tumble, you add +2 to the Balance DC if a narrow surface is angled or slippery and add +5 if it is both angled and slippery.

If you have 20 or more ranks in Tumble, you only take a -4 penalty for every 10 feet of speed less than 30 feet while making Jump checks. You also gain a +6 bonus for every 10 feet of speed beyond 30 feet.

If you have 20 or more ranks in Tumble, you require half the usual time needed with a Perform (dance) check to get the desired result.

Use Magic Device (Arcane Skill)

Synergy (5 ranks): If you have 5 or more ranks in Use Magic Device, you get a +2 bonus to Arcane Research (scrolls) checks made to research spell scrolls.

Synergy (10 ranks): If you have 10 or more ranks in Use Magic Device, Arcane Research (scrolls) checks take three-quarters the normal time to perform.

Synergy (15 ranks): If you have 15 or more ranks in Use Magic Device, you get a +3 bonus to Arcane Research (scrolls) checks made to research spell scrolls.

Synergy (20 ranks): If you have 10 or more ranks in Use Magic Device, Arcane Research (scrolls) checks take half the normal time to perform.

FEAT SYNERGY

Aside how the way many feats are designed to interact with skills, the advantages some give characters in other regards, such as improving combat or spellcasting ability, overlap with each other to grant additional abilities or allow for spectacular maneuvers and deeds. Using feat synergy in your

games will introduce an entirely new level of possibilities. Gamemaster are encouraged to use the following as examples from which to design their own feat synergy results, especially when using third-party feats not covered in the core book (and thus not considered in this work.)

Feat Synergy Warning

In a way, allowing synergy between feats acts as an additional feat unto itself. If you feel feat synergy treads too closely to replacing feats, simply ignore it.

(UA) indicates a feat from the d20 Modern urbanized magic setting material

(F) indicates a feat from the Future supplemental material

Acrobatic and Athletic

With preternatural agility, you twist your body in midair to grab the window ledge, saving yourself a 15-story fall.

Should you fall while climbing, the Climb check DC to catch yourself is the wall's DC +10 instead of the wall's DC +20 (the wall's DC +5 on a slope instead of the wall's DC +10.)

When falling into water, the Reflex saving throw to halve damage is (DC 10, +1 for every 20 feet fallen.)

Acrobatics, Dodge and Focused

At the last second you realize the goon was merely a distraction to draw your attention—you notice the knife in time and manage to duck beneath its flashing strike.

Once you have designated an opponent to receive your dodge bonus to Defense against, as a free action you may designate someone else who is currently making an attack on you so long as the dodge bonus hasn't already aided you since you made your initial designation. You alter the des-

ignated opponent by making a successful Reflex saving throw against the attack roll of the incoming attack from the opponent you wish to change the designation to. If this saving throw succeeds, the Dodge bonus now applies against the new subject. Failing the saving throw negates the Dodge bonus altogether for that round.

Acrobatic, Animal Affinity and Focused

With some flailing of your arms, you manage to stay atop your horse. Funny, but you don't remember any cowboys in the westerns coming so close to falling while leaping into the saddle.

You may use a single retry as a free action if you fail a *fast mount* or *dismount* (see the Ride skill.)

Acrobatic, Combat Expertise, Combat Martial Arts, Combat Reflexes, Dodge, Mobility, Spring Attack and Whirlwind Attack

Bold in your attack, your blade swirls about you, slicing into the crowd. Deciding that it's all or nothing time, you push farther into the throng and continue your dervish-like assault.

If you use Whirlwind Attack, you may attack everything in reach of your starting position then make a 5-foot step and attack all *new* targets within range of that spot (meaning you cannot attack for a second time anyone you've already attacked that round from your original position) if you succeed at a Tumble check (DC 20) while performing the move and spend an action point. Failing the Tumble check means you cannot move, your actions that round ends, and you waste the action point. You also leave yourself somewhat open as you suffer a penalty to your Defense equal to the amount you failed the Tumble check by. This Defense penalty lasts until it is again your turn to act.

Acrobatic, Defensive Martial Arts, Dodge, Improved Grapple (UA) and Mobility

Not willing to pit yourself against the bouncer's barrel-thick arms, you opt to twist and squirm free of his grip rather than meet him on his own terms.

Instead of using your Strength modifier you may use your Tumble ranks (no Dex modifier or benefits from feats or similar sources) while opposing a grapple check against you.

Acrobatic and Zero-G Training (F)

Dive off the lunar mountain's hundred foot cliff or face a dozen or so hostile aliens bounding towards you with bloodthirsty intent. Tough choice, but you decide to take your chances with the cliff.

When falling in low-g environments, you only suffer 1d4 of damage per 20 feet of falling.

Advanced Firearms Proficiency, Burst Fire, Double Tap, Focused and Personal Firearms Proficiency

Two targets. One gun. You hate making hasty decisions, so perhaps it would be best to drill them both full of holes, real quick like.

Instead of firing two shots of a single bullet each with the Double Tap feat, you may use the feat to fire two five (or three, depending on the weapon) round bursts. Instead of the usual -4 penalty for Burst Fire or -2 penalty for Double Tap, each double tap burst suffers a -6 penalty to attack.

Advanced Firearms Proficiency, Focused, Personal Firearms Proficiency, Strafe and Weapon Focus

Fighting the machine gun's desire to buck and bounce all over, you struggle to retain tight control while laying down fire upon your oncoming foe.

When using the firearm to which Weapon Focus applies with an automatic rate of fire, your control is such that any targets within the autofire's area of affect risks getting hit by two bullets instead of one. Therefore, anyone in that area makes two Reflex saves (DC 15) against being struck. Once all the autofire's bullets are accounted for, no more targets may be harmed by the attack.

Agile Riposte, Dodge, Personal Firearms Proficiency and Point Blank Shot

You can only smile at the bodyguard's stupidity as he takes your bait and swings a haymaker. Ducking back and away from the blow, you don't waste any time in putting your pistol beneath his chin and pulling the trigger.

When the opportunity presents itself to make an Agile Riposte, you may instead make an attack of opportunity with a firearm (possibly drawing an attack of opportunity yourself, however.) Otherwise treat as an Agile Riposte.

Agile Riposte, Combat Throw, Defensive Martial Arts and Dodge

You slide into the attack, allowing the thug's knife to slide over your head. Bracing yourself against his side, you use yourself as a fulcrum, turning his own momentum against him as you toss the overzealous street punk over your shoulder and to the ground.

When the opportunity presents itself to make an Agile Riposte, you may in-

stead attempt either a grapple or trip. Otherwise treat as an Agile Riposte.

Alertness and Blind-Fight

The muffled sound of the silencer from the pitch dark alcove alerts you just in time to dive out of the bullet's path. While the result may not be as dignified as you'd like, at least you're not dead.

You may make a Listen check as a free action against a ranged attack from an invisible opponent, using the normal DC of the attack's degree of sound +5. If the Listen check succeeds, the attacker's bonus for being invisible is negated.

Alertness and Trustworthy

Your first instinct is to think that Rocko was stupid enough to pull a fast one, but just as the thought begins building you notice the package in the dumpster next to the one you're searching through.

If you fail either a Spot or Search check to find or notice something you recently made a Gather Information check concerning (GM's discretion as to the exact, acceptable time between events), you are allowed one re-try on the roll as a free action.

Animal Affinity and Focused

Okay, so maybe it wasn't your best dismount, but at least only your pride and butt were hurt rather than your neck.

When failing to take a soft fall from a mount (see the Ride skill) you only suffer 1d4 damage, this includes when falling while trying to make your mount leap.

Athletic and Endurance

While struggling to control your breathing while also fighting against the river's current, you finally manage to spring the lock on the great sealing access to the facility's sewage system.

You can make a single standard action with no other actions (including free actions) in a round when you are holding your breath without losing an additional 1 round of breath if you make a Constitution check (DC 10 + previ-

ous rounds you've already held your breath for).

Athletic, Endurance and Great Fortitude

Dive school sure is easy. You don't know why all those SEALs complained about it.

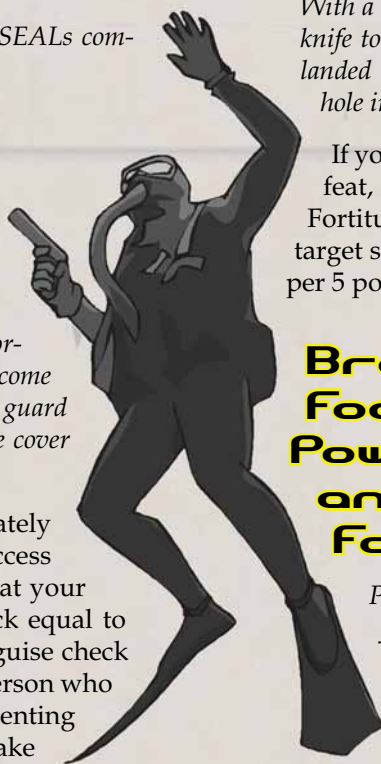
You can hold your breath for 50% longer than normal.

Attentive, Confident, Deceptive and Trustworthy

The guard eyeballs you more than you like as you walk forward. You can only hope your false moustache hasn't become lopsided or worse. Yep, there goes the raised eyebrow. The guard is definitely suspicious. Time to think fast and lay on the cover story.

If your disguise fails against someone, you may immediately make a Sense Motive check (DC 20) as a free action. Success allows you to make a Bluff check as a standard action at your earliest opportunity. Apply a penalty to the Bluff check equal to the amount the subject's Spot check defeated your Disguise check by in order to see through the disguise. So long as the person who succeeded in the Spot check does not take action preventing such an outcome before you have the opportunity to make this Bluff check (such as by ripping your disguise off), a successful Bluff will convince the subject your disguise is genuine—making the subject second guess their initial deduction, essentially. Failing the Bluff check has the same result as the disguise failing to begin with.

This Sense Motive and Bluff combination to convince someone of the validity of an otherwise failed disguise may only be attempted once per day on the same person per disguise. Each different disguise allows another attempt for that day on that person should the new disguise also fail to convince the subject.



Brawl, Combat Martial Arts, Knockout Punch, Power Crit (UA) and Weapon Focus

With a burst of insight, you see a hole in the thug's defenses and drive your knife towards his temple. Satisfied, you not only see the blood of a cut well landed but you also seem to have disoriented him. Now there's a very big hole in his defenses as he staggers through blurred vision.

If you successfully land the critical hit initiated through the Power Crit feat, instead of a critical hit you can force the attack's target to make a Fortitude save (DC 10, plus the damage caused.) If the save succeeds the target suffers no additional effects, but if it fails he is *stunned* for 1 round per 5 points of damage caused (round down; minimum of 1 round.)

Brawl, Focused, Power Attack and Weapon Focus

People say there's a limit to how far you can drive a knife into a human body. You enjoy proving them wrong.

When using the melee weapon to which Weapon Focus applies, you cause an additional die of damage on a successful attack where the attack roll is higher than the target's Defense by 10 or more. For example, rolling a 25 or higher to strike a target with a Defense of 15 would inflict the additional damage. The damage caused depends on the damage the weapon normally causes. This represents a near absolute familiarity with the weapon in question.

This damage is always added after additional damage effects, such as a critical hit.

Normal Damage	Additional Damage
1d3 or less	None
1d4	1 point
1d6	1 point
1d8	1d2
2d4	1d2
1d10	1d3
1d12	1d4
2d6	1d4
2d8	1d6
3d6	1d6
2d10	1d8
3d8	1d10
4d8	2d6

Brawl, Renown and Streetfighting

It would appear that luck is with you: the guy you need to speak to seems to remember how you wailed on the bodyguards of his predecessor. He almost looks eager to help you.

Gain a +1 circumstance bonus to your Reputation against anyone who has seen you win an unarmed combat.

Builder, Cautious, Focused and Iron Will

Thankfully, you found the bomb with plenty of time to spare. The detonator's construction is elusive, so you begin prodding through the components to see if anything strikes you as familiar before the time comes to snip a wire or remove a lead contact.

You may attempt to take 20 with a Demolitions check, but doing so first requires a Knowledge (technology) check against the same DC. Failure means your trial and error causes the same result as failing the Demolitions check.

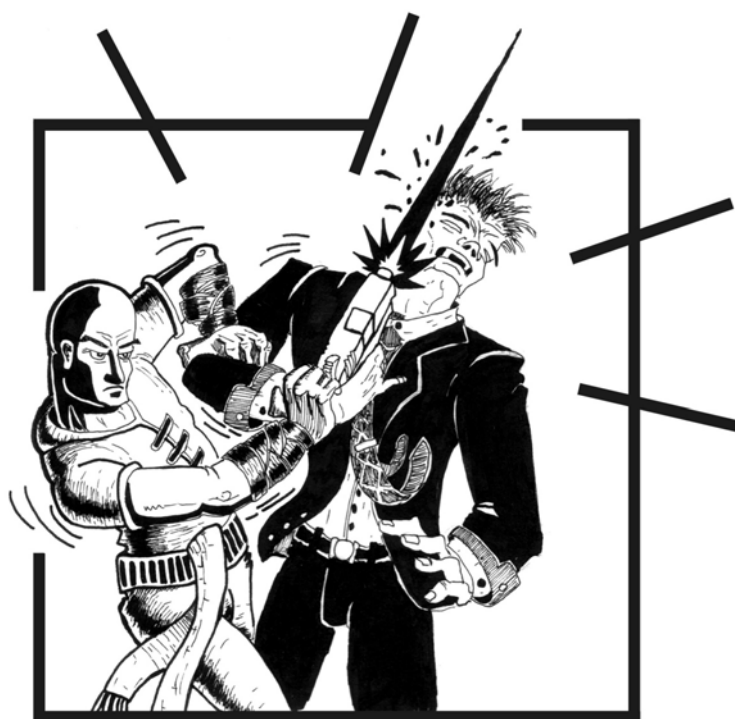
Cautious, Focused and Nimble

Yep, just as you thought. It shouldn't be too difficult to sabotage the car so that it busts down where you need it to, but just as you get to it you hear footsteps coming in your direction. You'd better make it quick..

The time needed to perform Disable Device actions may be rushed to half the normal time by accepting a -4 penalty to your roll.

Combat Expertise, Dodge, Improved Disarm, Improved Grapple (UA)

Having caught the terrorist by surprise, you move in close while he is still turning his submachine gun towards you. He brings it up to fire, but you grab hold and twist the weapon about to point into his chest before squeezing his hand to force him to pull the trigger.



When an opponent provokes an attack of opportunity from you by using a firearm, you may attempt a disarm instead of a melee attack without provoking an attack of opportunity of your own from that opponent (you may still draw an attack of opportunity from other qualifying opponents.) If you win the disarm attempt, instead of actually getting rid of the weapon you turn it on your opponent and make an attack with it as a free action. This attack suffers a -(2 plus the opponent's Str bonus; do not account for a +0 or negative Str modifier) penalty in addition to any other penalties, such as from opting to fire a burst.

Combat Expertise, Focused Improved Disarm, Point-Blank Shot and Precise Shot

Sighting down the scope, you target the pistol held to the girl's head. You inhale one last time and gently squeeze the trigger. The glock goes spinning from the terrorist's hand and the rest of your team surges forward for the takedown.

You may attempt a disarm using a ranged weapon attack. To do so, roll to disarm as normal but with a -8 penalty and do not use the normal bonus due to weapon size. Instead, if the ranged weapon being used to disarm is a Tiny or Small ranged weapon apply an additional -4 penalty with no modifier for Medium or larger ranged weapons.

Combat Martial Arts, Defensive Martial Arts, Improved Initiative, Quick Draw and Lightning Reflexes

You hear a creaking floorboard behind the door as soon as you enter the otherwise silent room. Even as you sense someone rushing for you, your foot swings back reflexively in the hopes of connecting with ... something ... before something connects with you.

If caught unaware during a surprise round, you remain flat-footed with regards to your Dex bonus and Defense, but you may attempt a Reflex save using the highest initiative roll amongst your opponents as the DC. If this saving throw succeeds, the unaware character is allowed a single attack action during the surprise round but at a -4 penalty. No other action may be taken by the character during the surprise round.

Combat Martial Arts, Improved Bull Rush, Improved Grapple (UA) and Power Attack

People have been known to point and laugh at you, calling you everything from "dwarf" to "small fry" to "midget." The over-sized bruiser with arms bigger than your waist opted for "pipsqueak." You don't hold his lack of originality against him as you barrel him over, slamming his body into the wall with bone-crunching satisfaction.

You may bull rush an opponent who is two size categories larger than you, the same size, or smaller.

Combat Throw, Defensive Martial Arts, Dodge, Improved Grapple (UA) and Mobility

The police officer charges you with his nightstick held forward with the obvious intent of slamming you back into the wall. As you use his own momentum to slam him face first into the floor, you think it a shame you can't see the look on his face.

If you successfully block an overrun attempt against you or if a bull rush attempt against you fails, you may immediately attempt a trip against your opponent as a free action without it drawing an attack of opportunity. This may only be used once per round.

Dead Aim, Far Shot, Focused, Personal Firearms Proficiency and Weapon Focus

Willing your heart rate and breath to slow, you channel all your concentration down the rifle's scope until the only two things left in your world are the crosshairs and your prey.

When using the Dead Aim feat with the firearm for which you have the Weapon Focus feat, you may opt to continue lining up your shot beyond the initial full-round that grants the +2 bonus. This is done under the same restrictions as Dead Aim, with each additional round requiring a Concentration check (DC 13, +2 per additional round beyond the first). If the Concentration check succeeds, you increase the bonus by another +1. Failing this check means you lose all bonuses acquired up to that point, including the initial +2.

You cannot increase the +2 bonus by more than your Wisdom modifier. This means a character with Wisdom 13 could gain a maximum +3 bonus from Dead Aim after two rounds and one successful Concentration check (DC 15), whereas a character with Wisdom 18 could gain a maximum +6 bonus after five rounds and four Concentration checks (DC 15, 17, 19 and 21, respectively.)



Deceptive, Nimble and Stealthy

Laying on the charm, you note with satisfaction how your smile keeps your target's attention away from the hand sliding into her handbag.

If you make a successful Bluff check against a particular subject, you get an additional bonus to Sleight of Hand checks equal to your Charisma bonus. This bonus only applies against that subject in your next immediate action and only if that action uses a Sleight of Hand check. This bonus stacks with any benefits of synergy between Bluff and Sleight of Hand.

Deceptive, Low Profile and Trustworthy

Wonderful. Nothing like trying to hustle one of these people when you're known to be one of the city's more talented guns for hire. As you move towards the gangsters' table, you do your best to send any message with your body language other than your usual, deadly confidence. A soft touch, you keep reminding yourself, sometimes works better than a large caliber.

By completing a Bluff check (DC 15, plus subject's Will save modifier), you may decrease your next Reputation check against the subject by an amount equal to the amount the Bluff check succeeds by (so rolling the same as the DC grants no benefits.) The Reputation check must be made within as many rounds of the Bluff check as is equal to the character's Charisma bonus (minimum of 1 round.)

Deceptive, Renown and Trustworthy

You contain your disappointment as you see your mark slide right past the front of the line, beyond the bouncer, and into the city's most exclusive nightclub. There's no help for it, though: you can't afford to lose him. Straightening your hair and tie, you saunter forward doing your best to look like you belong—to look like you're somebody worth allowing past the incredibly long queue of waiting people.

By completing a Bluff check (DC 15, plus subject's Will save modifier), you may increase your next Reputation check against the subject by an amount equal to the amount the Bluff check succeeds by (so rolling the same as the DC grants no benefits.) The Reputation check must be made within as many rounds of the Bluff check as is equal to the character's Charisma bonus (minimum of 1 round.)

Dodge, Heroic Surge, Improved Initiative and Lightning Reflexes

The door explodes inwards, showering you and your bed with splinters that rouse you from your sleep as surely as the echoing boom rolling through the room. With little time for anything else, you roll off the mattress onto the

floor as bullets begin to spray across the walls in all directions.

By spending an action point and making a Reflex save using the highest initiative roll amongst your opponents as the DC, when caught unaware during a surprise round you may retain your Dex bonus to your Defense.

Dodge, Spacer (F), Zero-G Training (F)

Thanks to your relative weightlessness, your jump allows you to leap over the slug that would have otherwise hit you in the stomach and punctured your suit, if not worse.

When applying your Dodge feat's bonus in a zero-g environment, you may make a Reflex save as a move action using that opponent's attack roll against you as the DC. If the save succeeds, you increase the feat's dodge bonus to +2 for that round.

Endurance, Great Fortitude, Lightning Reflexes, Toughness and Vehicle Expert

Bracing yourself in your seat, you grind your teeth in anticipation of crunching your finely tuned, Detroit-built machine against the oncoming semi that seems unable to swerve out of your way.

When in a vehicle collision, you only take one-third damage if you make a successful Reflex save (DC 15.)

Endurance, Guide and Planetary Adaptation (F)

Looking out at the alien jungle, you realize how much like home the flora and fauna happen to be. It's like a memory with a twist here and a turn there. It shouldn't take too long to find some food and shelter.

Survival checks for anything other than tracking that are made on a planet of the type for which you have taken the Planetary Adaptation feat require half the normal amount of time, to a minimum of one standard action.

Fleet of Foot, Improved Overrun (UA), Power Attack and Run

Whatever the thing is, it's nearly twice as big as you and is also the only thing between you and the door. There's no help for it, so you stick your head down, shoulder forward, and make like a fullback covering a rush to the goal line.

You may overrun opponents who are one or two size categories larger than you, the same size, or smaller.

Focused, Greater Spell Focus (UA), Magical Affinity (UA) and Spell Focus (UA)

As the blade slashes deeply into your arm, you struggle to recite the words in your mind so that they do not slip from memory.

If acting defensively to cast a spell covered by Greater Spell Focus and your concentration is broken (you fail a Concentration check against an attack, for example), you may make another Concentration check (DC 10, + damage suffered + spell level) to prevent you from also wasting and losing the spell.

Focused, Great Fortitude, Surgery and Toughness

Biting down on the belt's worn leather, you draw your survival knife to cut away your pant leg. You then take the sewing needle from the survival knife's hilt compartment, thread it with the dental floss you found in the bathroom, and begin closing the gaping bite wound in your thigh.

You only suffer a -2 penalty when making Treat Injury checks on yourself.

Gearhead, Meticulous, Salvage (F) and any Vehicle Operation Feat

Looking over the wreck of your crashed spacefighter, you quickly assess what parts you can salvage to trade on the backwater world upon which you find yourself.

Salvage times related to vehicles for which you have the operation feat are halved.

Improved Initiative, Lightning Reflexes and Quick Draw

You weren't expecting company when you came home, but you knew something wasn't right as soon as you opened the door. You could hear them moving around in the darkness beyond the foyer, giving you just enough time to slip into the closet before they charge, hopefully giving you the chance to surprise them from behind.

If caught unaware during a surprise round, you remain flat-footed with regards to your Dex bonus and Defense, but you may attempt a Reflex save using the highest initiative roll amongst your opponents as the DC. If this saving throw succeeds, the unaware character is allowed a single move action during the surprise round. No other action may be taken by the character during the surprise round.

Improved Initiative, Nimble, Quick Reload and Two-Weapon Fighting

Clips held in opposing palms tight against your prized pistols' custom grips, you release the old ammo jackets and slide the new ones into the pistol of the opposing hand in one fluid motion. And who says that watching Hong Kong action films can't be educational?

By making a Dex check (DC 20) you are able to reload two one-handed firearms, such as pistols, simultaneously as a free action if you already have a filled box magazine or speed loader for each. If one or both weapons don't have a speed loader or have an internal magazine, a total of one move action is required instead. Any attacks made with the weapon suffer a -2 penalty to attack rolls for that round. Failing the Dex check requires the weapons to be reloaded normally, but doing so takes twice as long if you don't drop the second weapon.

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