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## SUPERIOR SKILL SYNERGY

Only skills that provide synergy bonuses are listed here. For example, Sleight of Hand is not listed because it benefits from high ranks in Bluff but does not itself pass on any benefits to other skills for sufficient Sleight of Hand ranks.

Did you ever think it odd that a pre-epic 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 that character's career, but it also ignores the many things that character will learn through the course of its continuing experience. That is why we have introduced **Superior Synergy**.

Superior synergy operates with the understanding that one's continued progress in a skill should continue to increase one's synergy benefits, just as it does at the 5 rank benchmark. 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 that is common to the 5 rank synergy benchmark, other benefits may also be gained. 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.

### BLUFF

**Synergy (5 ranks):** If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

**Synergy (10 ranks):** If you have 10 or more ranks in Bluff, you can change the attitudes of others with Diplomacy in roughly half the normal time, the effects of a successful Intimidation lasts 2d6x10 minutes afterward, the Search check bonus of anyone frisking you is reduced from +4 to +2 (see the description for the Sleight of Hands skill), and 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 +4 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as 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 one-quarter the normal time,

the effects of a successful Intimidation lasts 3d6x10 minutes afterward, the Search check bonus of anyone frisking you is negated, and Spot checks are made against your Disguise immediately upon meeting you and every two hours thereafter instead of every hour.

## CRAFT

**Synergy (5 ranks):** If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

**Synergy (10 ranks):** If you have 10 ranks in any Craft skill, you are allowed a re-try on Appraise checks related to items made with that Craft skill. This retry takes twice as long as the initial Appraise attempt.

**Synergy (15 ranks):** If you have 15 ranks in any Craft skill, you gain a +4 bonus on Appraise checks related to items made with that Craft skill.

**Synergy (20 ranks):** If you have 20 ranks in any Craft skill, you are allowed two re-tries on Appraise checks related to items made with that Craft skill. Each retry takes twice as long as the previous Appraise attempt.

## DECIPHER SCRIPT

**Synergy (5 ranks):** If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks involving scrolls.

**Synergy (10 ranks):** 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 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 on Use Magic Device checks involving scrolls.

**Synergy (20 ranks):** If you have 20 ranks in Decipher Script and roll a natural 1 when employing Use Magic Item 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.

## ESCAPE ARTIST

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

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

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

**Synergy (20 ranks):** If you have 20 or more ranks in Escape Artist, you get a +5 bonus on Use Rope 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 and wild empathy checks.

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

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

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

## 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 DC 15 Tumble Check 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 +4 bonus on Tumble checks.

**Synergy (20 ranks):** If you have 20 or more ranks in Jump, for DC 15 Tumble



check 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 (arcana), you get a +2 bonus on Spellcraft checks.

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

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural haz-

ards.

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

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

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

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

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

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

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

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

If you have 10 or more ranks in Knowledge (geography), you get a +3 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

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

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

If you have 10 or more ranks in Knowledge (nature), you get a +3 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).