

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

SUPERIOR SYNERGY

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.

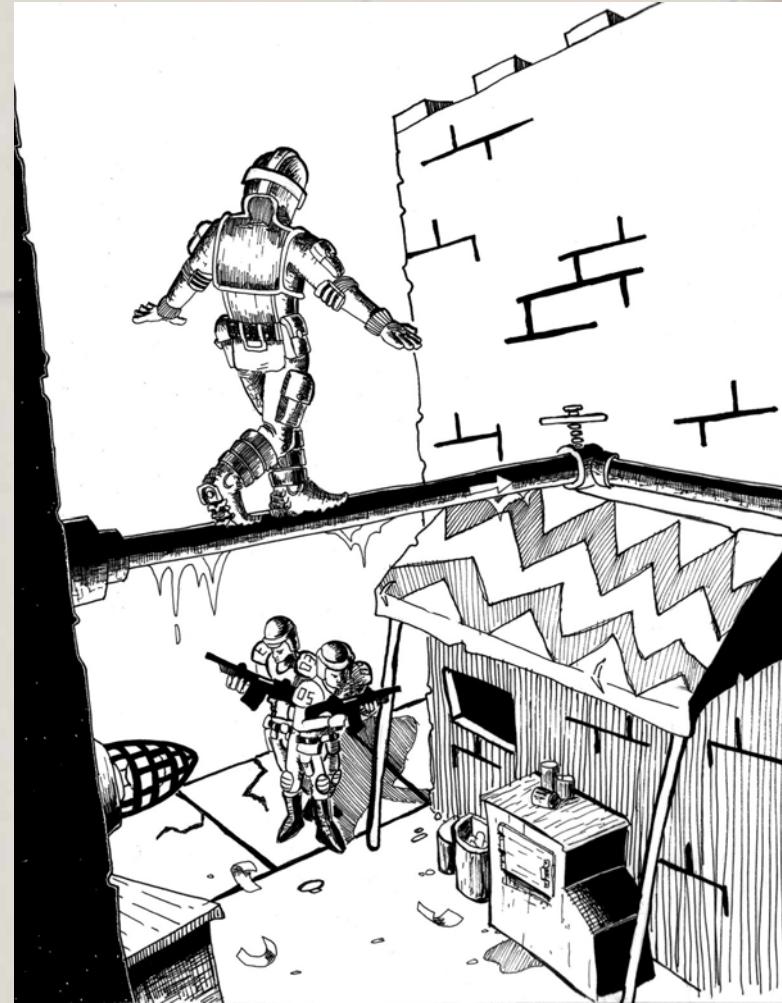
Synergy (15 ranks): If you have 15 or more ranks in Autohypnosis, you may attempt an Autohypnosis check (DC 25) to gain a +4 bonus on your next Knowledge check, so long as the latter is made directly after the former. You may still make lower DC checks to attain a reduced synergy bonus.

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