

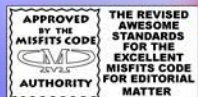
REQUIRES THE MUTANTS AND MASTERMINDS RPG
BY GREEN RONIN FOR USE



#3

STEVEN
TRUSTRUM

SUPERIOR SYNERGY SUPERHEROIC



MIS5005



SUPERIOR SYNERGY SUPERHEROIC

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AUTHOR'S ACKNOWLEDGEMENT

I'd like to thank the playtesters, the reviewers and everyone else who just left a comment on a messageboard or email to let me know what they've thought so far of the Superior Synergy series. Your feedback has changed the product line's development and helped improve it with each new release. You've found ways to improve everything from the presentation to what you wanted to see included. Thank you very much and keep the opinions coming.

SUPERIOR SKILL SYNERGY

Aside from the radical reduction in number of skills and the way they've been reorganized in the latest iteration of the M&M System, perhaps the biggest change to the way skills work is the complete removal of skill synergy. There are reasons for this, of course. Aside from the aforementioned reorganization and restructuring of skills in the game mechanics, the fact that skill ranks may now be purchased on a +4:1 PP ratio makes it far easier to attain high skill levels. Another factor is the **check bonus** aspect of *extra effort*. However, there are undoubtedly going to remain people who will miss skill synergy and desire a way to represent the natural way that skills can complement each other.

Only skills that have a typical chance of providing a synergy bonus are listed here. Also, it is entirely possible that you will agree with the designer of the Second Edition M&M system and not want to include skill synergy in your game. That is fine, as most of the other synergy elements in this work are not tied to skill synergy and may operate as presented without problems.

We have attempted to maintain the original designers appeal to balance while bringing back the spirit of what the skill synergy system was originally designed for. Furthermore, because a PL 20 character may have 25 ranks in a skill, **Superior Synergy: Superheroic** also extends its superior synergy effects to 25 ranks rather than stopping at 20, as is normal for the rest of the series.

HEY, WHAT HAPPENED TO FEAT SYNERGY?

Feat synergy has been one of the more popular aspects of previous **Superior Synergy** books, but is not found in **Super Synergy: Superheroic** because the restructuring of feats in the latest version of the **M&M** rules already accounts for most such effects, in part or in whole, although at the cost of purchasing a feat rather than gaining the effect for free. Feat ranking and the point-buy nature of **M&M**, not to mention the streamlined and simplified nature of the rules, would make most feat synergies redundant, unnecessary or overly complex. As such the system has been cut entirely although the author believes the rest of this work more than compensates for the loss of such a fan favorite.

THE EXTRA EFFORT OPTION

Skill synergy may be seen as an extension of *extra effort's check bonus*, which already begins with a +2 bonus, and so some Gamemasters may wish to only allow skill synergy through the use of *extra effort*. This means all the skill rank bonuses presented in a skill synergy listing must at least begin at +3 to represent a benefit beyond the +2 bonus available to anyone through the **check bonus extra effort**. In most cases this means raising the provided synergy bonus by +1 what is listed (+2 to +3 at 5 ranks, for example.) However, gaining a bonus beyond the normal +2 does not increase *extra effort's* adverse effects. For example, having 5 ranks of Acrobatics grants a +3 bonus to stop one's fall with the Climb skill, which is a +1 higher than the usual +2 gained from the **check bonus** application of *extra effort*. This does not, however, make the side-effects of extra effort any worse for the character than if they were using the normal +2 bonus.

If not using skill synergy as an extension of *extra effort's check bonus* option, the latter is still available on top of any bonuses gained from skill synergy.

ACROBATICS

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

Synergy (10 ranks): If you have 10 or more ranks in Acrobatics, you get a +3 bonus to your Climb check to catch onto something and arrest your fall.

If you have 10 or more ranks in Acrobatics, 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 Acrobatics, you gain a re-roll for Perform (dance) checks against the same audience for the same performance, taking the highest of the two rolls.

Synergy (15 ranks): If you have 15 or more ranks in Acrobatics, 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 Acrobatics, you get a +3 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 Acrobatics, you get a +3 bonus to your Perform (dance) checks.

Synergy (20 ranks): If you have 20 or more ranks in Acrobatics, you get a +5 bonus to your Climb check to catch onto something and arrest your fall.

If you have 20 or more ranks in Acrobatics, 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 Acrobatics, you gain up to two re-rolls for Perform (dance) checks against the same audience for the same performance, taking the highest of the three rolls.

Synergy (25 ranks): If you have 25 or more ranks in Acrobatics, you get a +6 bonus to your Climb check to catch onto something and arrest your fall.

If you have 25 or more ranks in Acrobatics, 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 25 or more ranks in Acrobatics, you get a +4 bonus to your Perform (dance) checks.

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 Disguise checks made when you know you're being observed and you try to act in character.

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.

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 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.

If you have 10 or more ranks in Bluff, you are allowed to retry a failed Intimidate check but the DC will be 10 higher than the original check's DC.

If you have 0 or more ranks in Bluff, you only increase a Sleight of Hand retry DC by 5 instead of 10 if the first check failed or was noticed.

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 Disguise checks made when you know you're being observed and you try to act in character.

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.

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

If you have 20 or more ranks in Bluff, you are allowed to retry a failed Intimidate check but the DC will be 5 higher than the original check's DC.

If you have 20 or more ranks in Bluff, your Sleight of Hand DC does not increase when performing a retry.

Synergy (25 ranks): If you have 25 or more ranks in Bluff, you get a +4 bonus on Diplomacy checks.

If you have 25 or more ranks in Bluff, you get a +4 bonus on Disguise checks made when you know you're being observed and you try to act in character.

If you have 25 or more ranks in Bluff, you get a +4 bonus on Intimidate checks.

If you have 25 or more ranks in Bluff, you get a +4 bonus on Sleight of Hand checks.

COMPUTERS

Synergy (5 ranks): If you have 5 or more ranks in Computers, you get a +2 bonus to your Craft (artistic) checks involving digital artwork.

If you have 5 or more ranks in Computers, 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 Computers, you can use a computer with appropriate software in place of forgery equipment when using the Craft skill for *forgery*.

If you have 5 or more ranks in Computers, 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 Computers, 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 Computers, you get a +2 bonus to any skill checks involving encryption or decryption when using code-breaking software.

If you have 5 or more ranks in Computers, 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 Computers, 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 Computers, 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 Computers, you get a +2 bonus to your Knowledge (technology) check to invent when using AutoCAD or similar design software.

If you have 5 or more ranks in Computers, you may make an Intelligence check to spoof the 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 Computers, you get a +2 bonus to Medicine *diagnose* checks if using appropriate computers to diagnose an injury or illness.

Synergy (10 ranks): If you have 10 or more ranks in Computers, you build items with your Craft (artistic) check in three-quarters the usual time when using digital art software.

If you have 10 or more ranks in Computers, 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 Computers, you get a +2 bonus to your Craft check to use *forgery* when using appropriate computer equipment.

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

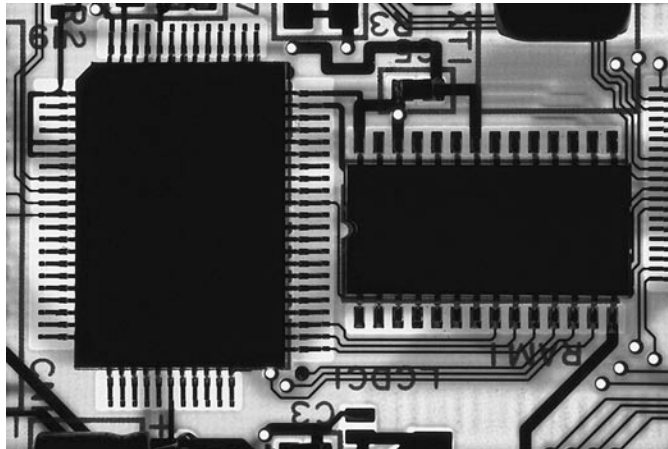
If you have 10 or more ranks in Computers, you get a +3 bonus to your Craft (structural) check when using AutoCAD or similar design software.

If you have 10 or more ranks in Computers, you get a +3 bonus to any skill checks involving encryption or decryption when using code-breaking software.

If you have 10 or more ranks in Computers, 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 Computers, 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 Computers, 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 Computers, you get a +3 bonus to your Knowledge (technology) check to invent when using AutoCAD or similar design software.

If you have 10 or more ranks in Computers, you may make an Intelligence check to spoof the 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 Computers, you get a +3 bonus to *diagnose* Medicine checks if using appropriate computers to diagnose an injury or illness.

Synergy (15 ranks): If you have 15 or more ranks in Computers, you get a +3 bonus to your Craft (artistic) checks involving digital artwork.

If you have 15 or more ranks in Computers, 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 Computers, a *forgery* Craft 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 Computers, 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 Computers, 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 Computers, you get a +4 bonus to any skill checks involving encryption or decryption when using code-breaking software.

If you have 15 or more ranks in Computers, 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 Computers, 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 Computers, 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 Computers, you get a +4 bonus to your Knowledge (technology) check to invent when using AutoCAD or similar design software.

If you have 15 or more ranks in Computers, you may make an Intelligence check to spoof the 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 Computers, you get a +4 bonus to *diagnose* Medicine checks if using appropriate computers to diagnose an injury or illness.

Synergy (20 ranks): If you have 20 or more ranks in Computers, you build items with your Craft (artistic) check in half the usual time when using digital art software.

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

If you have 10 or more ranks in Computers, you get a +3 bonus to your Craft check to use *forgery* when using appropriate computer equipment.

If you have 20 or more ranks in Computers, 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 Computers, 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 Computers, you get a +5 bonus to any skill checks involving encryption or decryption when using code-breaking software.

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

If you have 20 or more ranks in Computers, 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 Computers, you get a +5 bonus to your Knowledge (technology) check to invent when using AutoCAD or similar design software.

If you have 20 or more ranks in Computers, you may make an Intelligence check to spoof the 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 Computers, you get a +5 bonus to *diagnose* Medicine checks if using appropriate computers to diagnose an injury or illness.

Synergy (25 ranks): If you have 25 or more ranks in Computers, you get a +4 bonus to your Craft (artistic) checks involving digital artwork.

If you have 25 or more ranks in Computers, you get a +4 bonus to your Craft (electronic) check when using AutoCAD or similar design software.

If you have 25 or more ranks in Computers, a *forgery* Craft check using appropriate computer software is allowed up to one retry at one-quarter the time needed for the original check.

If you have 25 or more ranks in Computers, you get a +4 bonus to your Craft (mechanical) check when using AutoCAD or similar design software.

If you have 25 or more ranks in Computers, you get a +6 bonus to your Craft (structural) check when using AutoCAD or similar design software.

If you have 25 or more ranks in Computers, you get a +6 bonus to any skill checks involving encryption or decryption when using code-breaking software.

If you have 25 or more ranks in Computers, you may use the Internet (or equivalent) and/or other, local databases to make Gather information checks without beating the streets. Doing so takes 1d2 hours.

If you have 25 or more ranks in Computers, you get a +4 bonus to your Investigate checks to *analyze clue* when using forensic computers and/or databases.

If you have 25 or more ranks in Computers, you get a +6 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 25 or more ranks in Computers, you get a +6 bonus to your Knowledge (technology) check to invent when using AutoCAD or similar design software.

If you have 25 or more ranks in Computers, you may make an Intelligence check to spoof the 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 5, a moderately complex message is DC 10, whereas a complex message is DC 15.

If you have 25 or more ranks in Computers, you get a +6 bonus to *diagnose* Medicine 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 +2 bonus to Computers checks if you take three times as long to perform the task.

If you have 5 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 5 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 5 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 5 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 5 or more ranks in Concentration, you get a +2 bonus to Medicine checks if you take three times as long to perform the task.

If you have 5 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 5 or more ranks in Concentration, you get a +2 bonus to Search 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 get a +3 bonus to Computers checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +3 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 +3 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 +3 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 +3 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 +3 bonus to Medicine checks if you take three times as long to perform the task.

If you have 10 or more ranks in Concentration, you get a +3 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 +3 bonus to Search 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 Computers checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +2 bonus to any Craft checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +2 bonus to Disable Device checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +2 bonus to Investigate checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +2 bonus to Knowledge checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +2 bonus to Medicine checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +2 bonus to Profession checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

If you have 15 or more ranks in Concentration, you get a +2 bonus to Search checks if you take twice as long to perform the task. The previous +3 bonus is still available, but at three times the normal time.

Synergy (20 ranks): If you have 20 or more ranks in Concentration, you get a +3 bonus to Computers checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +3 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 +3 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 +3 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 +3 bonus to Knowledge checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +3 bonus to Medicine checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +3 bonus to Profession checks if you take twice as long to perform the task.

If you have 20 or more ranks in Concentration, you get a +3 bonus to Search checks if you take twice as long to perform the task.

Synergy (25 ranks): If you have 25 or more ranks in Concentration, you get a +3 bonus to Computers checks.

If you have 25 or more ranks in Concentration, you get a +3 bonus to any Craft checks.

If you have 25 or more ranks in Concentration, you get a +3 bonus to Disable Device checks.

If you have 25 or more ranks in Concentration, you get a +3 bonus to Investigate checks.

If you have 25 or more ranks in Concentration, you get a +3 bonus to Knowledge checks.

If you have 25 or more ranks in Concentration, you get a +3 bonus to Medicine checks.

If you have 25 or more ranks in Concentration, you get a +3 bonus to Profession checks.

If you have 25 or more ranks in Concentration, you get a +3 bonus to Search checks.

CRAFT (ALL 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 (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 (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 (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 (structural), Search checks made to find secret doors or hidden compartments only take a standard action to perform.

Synergy (25 ranks): If you have 25 or more ranks in Craft, you get a +4 bonus to similar Knowledge checks to appraise related items.

If you have 25 or more ranks in Craft (structural), you get a +5 bonus on Search checks made to find secret doors or hidden compartments.

DIPLOMACY

Synergy (5 ranks): 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.

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, 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.

| SYNERGY BONUS BY DIPLOMACY RANKS | | | | | |
|-----------------------------------------|----------|-----------|-----------|-----------|-----------|
| ATTITUDE | 5 | 10 | 15 | 20 | 25 |
| Hostile | — | — | +1 | +2 | +2 |
| Unfriendly | — | +1 | +2 | +2 | +3 |
| Indifferent | +1 | +2 | +2 | +3 | +4 |
| Friendly | +2 | +2 | +3 | +4 | +5 |
| Helpful | +2 | +3 | +4 | +5 | +6 |
| Fanatic | +3 | +4 | +5 | +6 | +7 |

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 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, 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.

Synergy (25 ranks): If you have 25 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 25 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.

DRIVE

Synergy (5 ranks): If you have 5 or more ranks in Drive, you get a +1 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 Aiding Another Drive check while driving to grant someone else a +1 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 +2 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 Aiding Another Drive check while driving to grant someone else a +2 bonus to their attack roll if they are using vehicle-mounted weapons on the same vehicle.

Synergy (25 ranks): If you have 25 or more ranks in Drive, you get a +3 bonus to attack when firing vehicle-mounted weapons while driving.

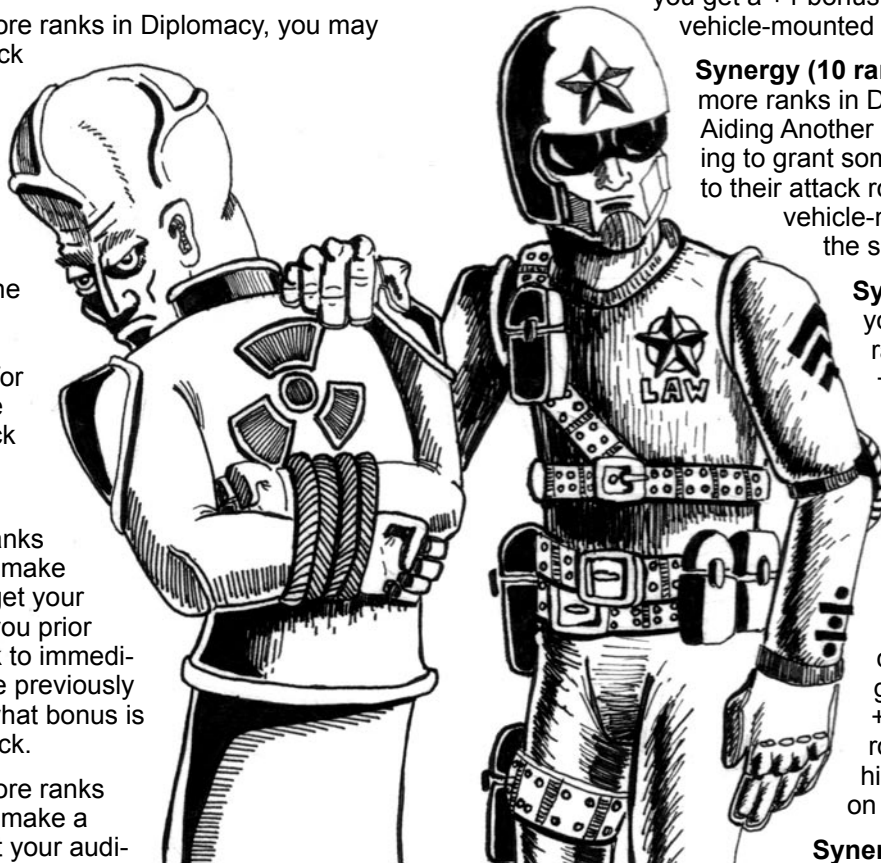
ESCAPE ARTIST

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.

Synergy (25 ranks): If you have 25 or more ranks in Escape Artist, you get a +6 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.

Synergy (25 ranks): If you have 25 or more ranks in Handle Animal, you get a +6 bonus on Ride checks.

INTIMIDATE

Synergy (5 ranks): If you have 5 or more ranks in Intimidate, you get a +2 bonus on Gather Information checks if you're willing to use strong-arm tactics.

Synergy (10 ranks): If you have 10 or more ranks in Intimidate, you get a +3 bonus on Gather Information checks if you're willing to use strong-arm tactics.

Synergy (15 ranks): If you have 15 or more ranks in Intimidate, you get a +4 bonus on Gather Information checks if you're willing to use strong-arm tactics.

Synergy (20 ranks): If you have 20 or more ranks in Intimidate, you get a +5 bonus on Gather Information checks if you're willing to use strong-arm tactics.

Synergy (25 ranks): If you have 25 or more ranks in Intimidate, you get a +6 bonus on Gather Information checks if you're willing to use strong-arm tactics.

KNOWLEDGE (BEHAVIORAL SCIENCES)

Synergy (5 ranks): 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.

Synergy (10 ranks): 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.

Synergy (15 ranks): 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.

Synergy (20 ranks): 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.

Synergy (25 ranks): If you have 25 or more ranks in Knowledge (behavioral sciences), you get a +6 bonus on Diplomacy checks.

If you have 25 or more ranks in Knowledge (behavioral sciences), you get a +6 bonus on Sense Motive checks.

KNOWLEDGE (BUSINESS)

Synergy (5 ranks): 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.

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

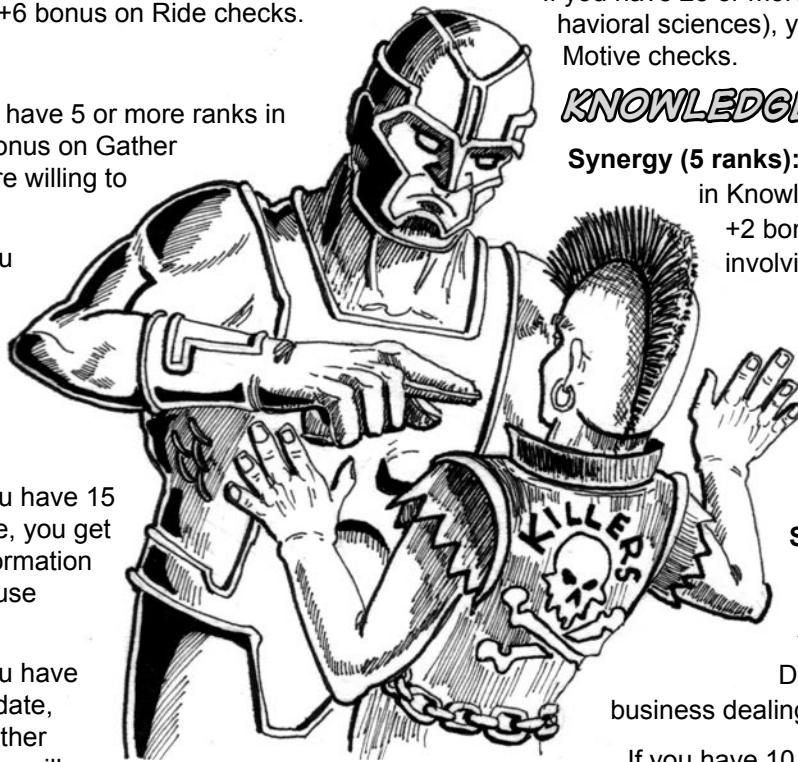
If you have 10 or more ranks in Knowledge (business), you get a +3 bonus on Gather Information checks involving business dealings.

Synergy (15 ranks): 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.

Synergy (20 ranks): 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.



Synergy (25 ranks): If you have 25 or more ranks in Knowledge (business), you get a +6 bonus on Diplomacy checks involving business dealings.

If you have 25 or more ranks in Knowledge (business), you get a +6 bonus on Gather Information checks involving business dealings.

KNOWLEDGE (EARTH SCIENCES)

Synergy (5 ranks): If you have 5 or more ranks in Knowledge (earth 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.

Synergy (10 ranks): If you have 10 or more ranks in Knowledge (earth sciences), you get a +3 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains). You also get a +3 bonus on Survival checks made to keep from getting lost in the wilderness or to avoid natural hazards.

Synergy (15 ranks): If you have 15 or more ranks in Knowledge (earth 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.

Synergy (20 ranks): If you have 20 or more ranks in Knowledge (earth 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 +5 bonus on Survival checks made to keep from getting lost in the wilderness or to avoid natural hazards.

Synergy (25 ranks): If you have 25 or more ranks in Knowledge (earth sciences), you get a +6 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains). You also get a +6 bonus on Survival checks made to keep from getting lost in the wilderness or to avoid natural hazards.

KNOWLEDGE (LIFE SCIENCES)

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

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

Synergy (10 ranks): If you have 10 or more ranks in Knowledge (life sciences), you get a +3 bonus on Craft (chemical) checks involving natural poisons.

If you have 10 or more ranks in Knowledge (life sciences), you get a +3 bonus on Medicine checks involving

xenomorphs (aliens, etc.)

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

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

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

If you have 20 or more ranks in Knowledge (life sciences), you get a +5 bonus on Medicine checks involving xenomorphs (aliens, etc.)

Synergy (25 ranks): If you have 25 or more ranks in Knowledge (life sciences), you get a +6 bonus on Craft (chemical) checks involving natural poisons.

If you have 25 or more ranks in Knowledge (life sciences), you get a +6 bonus on Medicine checks involving xenomorphs (aliens, etc.)

KNOWLEDGE (PHYSICAL SCIENCES)

Synergy (5 ranks): 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.

Synergy (10 ranks): If you have 10 or more ranks in Knowledge (physical sciences), you get a +3 bonus on Craft (chemistry) checks.

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

Synergy (15 ranks): 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.

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

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

Synergy (25 ranks): If you have 25 or more ranks in Knowledge (physical sciences), you get a +6 bonus on Craft (chemistry) checks.

If you have 25 or more ranks in Knowledge (physical sciences), you get a +6 bonus on Craft (structural) checks.

KNOWLEDGE (STREETWISE)

Synergy (5 ranks): 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.

Synergy (10 ranks): If you have 10 or more ranks in Knowledge (streetwise), you get a +3 bonus on Gather Information checks in urban environments.

If you have 10 or more ranks in Knowledge (streetwise), you get a +3 bonus on Survival checks in urban environments.

Synergy (15 ranks): 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.

Synergy (20 ranks): If you have 20 or more ranks in Knowledge (streetwise), you get a +5 bonus on Gather Information checks in urban environments.

If you have 20 or more ranks in Knowledge (streetwise), you get a +5 bonus on Survival checks in urban environments.

Synergy (25 ranks): If you have 25 or more ranks in Knowledge (streetwise), you get a +6 bonus on Gather Information checks in urban environments.

If you have 25 or more ranks in Knowledge (streetwise), you get a +6 bonus on Survival checks in urban environments.

KNOWLEDGE (TACTICS)

Synergy (5 ranks): If you have 5 or more ranks in Knowledge (tactics), you can simultaneously command two minions or characters as a single move action (see “Command”).

If you have 5 or more ranks in Knowledge (tactics), you get a +3 to the save DC if you qualify to assist in a combined attack.

Synergy (10 ranks): If you have 10 or more ranks in Knowledge (tactics), you can simultaneously command three minions or characters as a single move action (see “Command”).

If you have 10 or more ranks in Knowledge (tactics), you grant a +3 bonus to your friend when you successfully Aid them.

Synergy (15 ranks): If you have 15 or more ranks in Knowledge (tactics), you can command a single minion or character as a free action once per round (see “Command”).

If you have 15 or more ranks in Knowledge (tactics), your attack’s bonus needs to be within 7 points of the attack bonus that determines the save DC during a combined attack.

Synergy (20 ranks): If you have 20 or more ranks in Knowledge (tactics), you can simultaneously command two minions or characters as a free action once per round (see “Command”).

If you have 20 or more ranks in Knowledge (tactics), you may Aid a friend as a free action once per round.

Synergy (25 ranks): If you have 25 or more ranks in Knowledge (tactics), you can simultaneously command three minions or characters as a free action once per round (see “Command”).

If you have 25 or more ranks in Knowledge (tactics), your attack’s bonus needs to be within 10 points of the attack bonus that determines the save DC during a combined attack.

KNOWLEDGE (TECHNOLOGY)

Synergy (5 ranks): 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.

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

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

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

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

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

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

Synergy (25 ranks): If you have 25 or more ranks in Knowledge (technology), you get a +6 bonus on Craft (electronic) checks.

If you have 25 or more ranks in Knowledge (technology), you get a +6 bonus on Craft (mechanical) checks.

MEDICINE

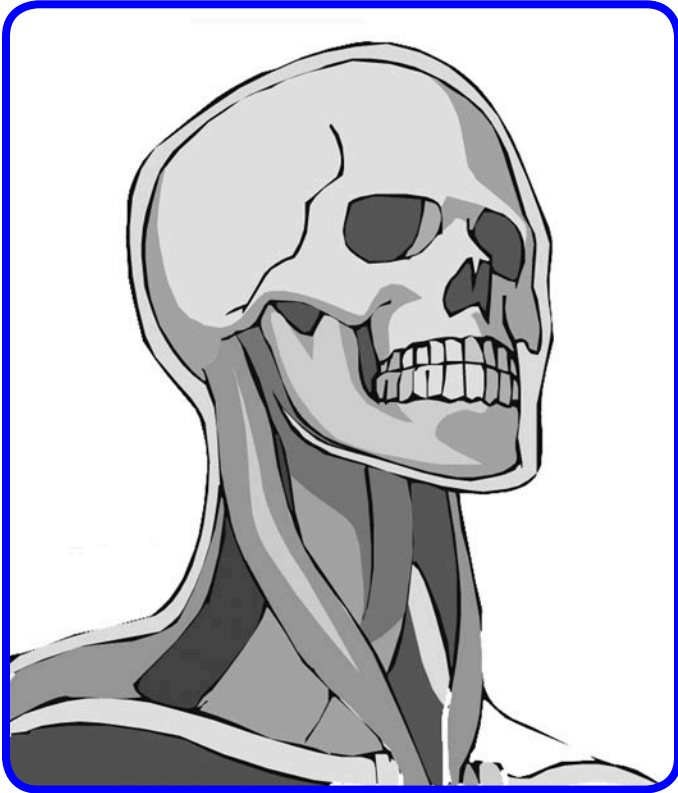
Synergy (5 ranks): If you have 5 or more ranks in Medicine, you get a +2 bonus on Knowledge (earth and life sciences) checks related to biology and medicine.

Synergy (10 ranks): If you have 10 or more ranks in Medicine, 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 Medicine, 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 Medicine, you get a +5 bonus on Knowledge (earth and life sciences) checks related to biology and medicine.

Synergy (25 ranks): If you have 20 or more ranks in



Medicine, you get a +6 bonus on Knowledge (earth and life sciences) checks related to biology and medicine.

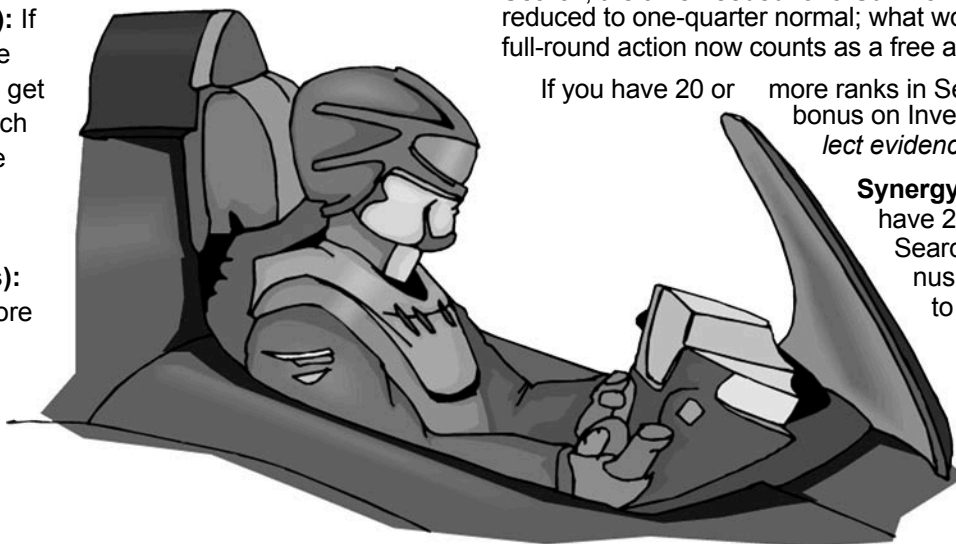
NOTICE

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

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

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

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



Synergy (25 ranks): If you have 25 or more ranks in Notice, you get a +6 bonus on Search rolls to pat someone down for concealed items.

PILOT

Synergy (5 ranks): If you have 5 or more ranks in Pilot, you get a +1 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 Aiding Another Pilot check while piloting to grant someone else a +1 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 +2 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 Aiding Another Pilot check while piloting to grant someone else a +2 bonus to their attack roll if they are using vehicle-mounted weapons on the same aircraft.

Synergy (25 ranks): If you have 25 or more ranks in Pilot, you get a +3 bonus to attack when firing aircraft-mounted weapons while piloting.

SEARCH

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

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

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.

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

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.

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

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.

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

Synergy (25 ranks): If you have 25 or more ranks in Search, you get a +4 bonus on Survival checks to find or follow tracks.

If you have 25 or more ranks in Search, you get a +6 bonus on Investigate checks to *collect evidence*.

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.

Synergy (25 ranks): If you have 25 or more ranks in Sense Motive, you get a +6 bonus on Diplomacy checks.



POWER SYNERGY

Much the same as how skills may form relationships to allow for additional benefits, so too my powers. This happens when two or more powers combine to create the possibility of an additional effect not accounted for in the individual powers' descriptions. Each power lends something to the power synergy effect, making the individual components necessary to that end. Some power synergy effects may also require that one or more of the powers also have a power feat or power modifier, or it may require *extra effort* or the like (Gamemasters are free to ignore the *extra effort* requirement if they like, or perhaps even apply it to *all* power synergy effects.) Regardless of their requirements, each instance of power synergy shines a light on a new way for characters to utilize their powers.

The power synergy effects provided here are far from extensive and so players and Gamemasters alike are encouraged to experiment and create their own.

If, at any time, the character is denied access to one of the powers needed to create the synergy effect, that effect cannot be accessed until such time as that power returns to normal use.

OPTIONAL EXTRA—NO EXTRA EFFORT (+1 MODIFIER)

If the game uses *extra effort* in conjunction with power synergy effects, either through use of *extra effort* requirements for individual power synergy effects or by employing the Extra Effort option (pg. 14), applying this Extra means the power synergy effect now works without that requirement.

Power synergy can easily get out of hand if the Gamemaster and players have different opinions on how far the rules concerning power use should be extended. In cinematic games that are played as fast and loose as possible, it is suggested that power synergy be allowed as a matter of course; merely possessing the required powers is sufficient to access the power synergy effect. Ignoring

SIMULTANEOUS POWER ACTIVATION

Most power synergy effects require their component powers be active at the same time. Often this may be done by activating the powers in turn, but in some instances it is favorable to activate them simultaneously. Doing so increases any power check DCs for both (or more) powers by +3 per power to be simultaneously activated beyond the first. Any powers with an Action other than reactive do not activate until the longest action listing of all the powers being simultaneously activated has passed. For example, simultaneously activating three powers, with Actions of Free, Move and Full would each increase their power check DCs by +6 and would all require the same full-found action.

STEALTH

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

Synergy (25 ranks): If you have 25 or more ranks in Stealth, you get a +6 bonus on Knowledge (tactics) checks involving ambushes and the like.

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.

Synergy (25 ranks): If you have 25 or more ranks in Survival, you get a +6 bonus on Knowledge (earth and life sciences) checks.

LIST OF SYNERGIES BY POWER

| POWER | SYNERGY NAME |
|---------------------|-----------------------------------------------------------------------------------------------------|
| Absorption | Adaptive Battery, Emotional Buffet, Self-Charger, Siphon, Taste of Power |
| Adaptation | Adaptive Battery, |
| Alternate Form | Living Rail Gun |
| Anatomic Separation | Telegraphed Attack |
| Animal Mimicry | Beast Charmer |
| Animate Objects | Attack Drone, Scout Drone, Spontaneous Bomb |
| Astral Form | Astral Possession |
| Blast | Attack Drone, Blasting Stop, Electro Whip, Power Breaker, Rocket Jump, Self-Charger, Tunnel Blaster |
| Boost | Attack Drone |
| Burrowing | Tunnel Blaster |
| Communication | Scout Drone |
| Create Object | Phantom Object |
| Datalink | Computer Psychology, Electrical Link |
| Deflect | Blasting Stop, Body Shield, Rocket Jump |
| Density | Living Rail Gun |
| Drain | Siphon |
| Elongation | Body Shield, Spin Launcher, Tremor |
| Electrical Control | Electrical Link, Electro Whip |
| Elemental Control | Shooting Cork |
| Emotion Control | Emotional Buffet |
| Enhanced Ability | Beast Charmer, Bullet-Breath, Computer Psychology, Wink |

| POWER | SYNERGY NAME |
|-------------------|-------------------------------------|
| ESP | Foe Scan, Scout Drone, Share Sense |
| Flight | Flying Ram, Telegraphed Attack |
| Friction Control | Power Skating |
| Immovable | Anchor |
| Immunity | Electrical Link |
| Insubstantial | Phantom Object |
| Kinetic Control | Spontaneous Bomb |
| Magnetic Control | Living Rail Gun |
| Mind Control | Astral Possession |
| Nullify | Power Breaker, Taste of Power |
| Power Control | Taste of Power |
| Snare | Anchor, Electro Whip, Power Breaker |
| Spatial Control | Wink |
| Speed | Power Skating |
| Spinning | Spin Launcher |
| Strike | Flying Ram, Power Breaker, Tremor |
| Super-Senses | Foe Scan |
| Super-Speed | Power Skating |
| Super-Strength | Bullet-Breath |
| Swimming | Shooting Cork |
| Telekinesis | Blasting Stop, Rocket Jump |
| Telepathy | Share Sense |
| Time Control | Wink |
| Transfer | Emotional Buffet |
| Vibration Control | Tremor, Wink |

any *extra effort* requirements is also likely to work best in such games. However, if the Gamemaster wants to keep a tighter leash on his game and is unwilling to give anything for free, there are several options available. (See the attached sidebar.)

ADAPTIVE BATTERY [EXTRA EFFORT]

No matter how cliché deathtraps may be these days, you never stopped to appreciate them until you found yourself caught within one. You search for an exit but all you see are numerous barrels, hoses, nozzles and tubes sliding out of the walls, floor and ceiling—all to point in your direction. And then they unleash various gouts of flame, cold, poisons and other tools with which to bring about your end. Grunting from the effort, you concentrate on absorbing as much of it as you can while forcing your physiology to protect you against the rest. It seems to be working, but you don't know how long you can keep it up ...

Powers: Absorption (with Energy Storage), Adaptation (with Reaction)

When you are struck by multiple harmful effects in the same round you are normally only able to adapt to the first one. However, this synergy effect allows you to spend points of energy stored by Absorption to purchase the necessary powers at Adaptation's normal rate (rank x 5) in order to adapt to a second (or more) form of harmful effect. Powers purchased through Adaptation in this manner cost double the normal amount per rank, however, and lose their ranks at the normal rate for Absorption's Energy Storage ability. If a similar adaptation is forced before the energy is totally lost, only the difference between what is left from the first instance and the new instance need be spent.

Each additional harmful effect to be reactively adapted to beyond the first requires a separate power check to activate; increase the power check's DC by +2 per harmful effect beyond the first.

This power synergy effect requires *extra effort*, requiring

THE DYNAMIC ARRAY/LINKED OPTION

Perhaps the easiest alternate method of controlling power synergy is to rule that only powers that are linked or active within the same dynamic Alternate Power array are able to use power synergy effects. This option ensures the necessary powers are able to work together while underscoring the cooperative nature of the powers contributing to a power synergy effect.

THE POWER FEAT OPTION

Power synergy, no matter how logical the result of a power combination may turn out to be, may seem too close to creating new, power-spanning power feats at no cost. Therefore, a Gamemaster may rule that it is more appropriate and balanced for a character to spend 1 PP on attaining a single power synergy instance/effect before they may use it, in much the same fashion as they must purchase power feats.

If this option is used, power synergy effects not yet purchased as power feats may be utilized as a power stunt using *extra effort*, as is normal for power feats.

THE EXTRA OPTION—SYNERGY (+1 MODIFIER/STEP)

A Gamemaster wanting players to spend PP on power synergy effects rather than granting them for free may wish to introduce Synergy as a new extra. As an extra, Synergy allows the power to create power synergy effects with other powers so long as they also have the Synergy extra. The Synergy extra applies to any Alternate Powers in the power's array. However, other powers in an array (or even the base power, for that matter) cannot participate in a synergy effect with other powers in the array unless they are dynamic, allowing them to be active simultaneously.

THE EXTRA EFFORT OPTION

If not using the previous options, a Gamemaster who still doesn't like the idea of giving anything for free may instead rule that **all** power synergy effects require *extra effort* to use, regardless of whether or not their description says they require *extra effort*. This maintains some level of risk and personal investment when employing power synergy effects without taking it to the degree where the effect costs something.

one use regardless of the additional Adaptation instances this power synergy effect implements.

ADAPTIVE BATTERY EXAMPLE

A character with **Absorption 4** (Power Feats: Slow Fade [1 minute]; Extras: Energy Storage [40 points]) and **Adaptation 4** (20 points; Extras: Reaction) is currently at full capacity with 40 points of stored energy. He is first hit with a cold attack, allowing him to adapt Immunity 5 (cold) as a normal matter of the power's operation, but in the same round he is also hit by a chemical attack quickly followed by a fire attack. The chemical attack requires adapting Immunity 2 (chemical) whereas the fire attack requires adapting Immunity 5 (fire.) Adapting against the chemical attack requires an Adaptation power check with a +2 DC increase and the spending of 4 points from energy storage (2 ranks x 2 points per rank) while adapting against the fire attack requires a power check at +4 DC and the spending of 10 points from energy storage (5 ranks x 2 points per rank.)

The adaptation to the chemical and fire attacks will discontinue in one minute when the amount of energy spent on them degrades below that which is necessary to pay for their respective Immunity. If another fire attack were to be made three minutes from the initial adaptation, requiring Immunity 5 (fire) would only cost 3 points of stored energy because 7 points were still remaining to it and had not yet faded.

ANCHOR

You knock out the last stormtrooper just in time to see a rocket soldier grab the spear and jet towards the tower's broken window. Without thinking, you draw your trusty whip and lash it around your flying foe's boot just as he is about to make good his escape. You hope your reputation for sturdiness proves true today as you bear down and strain your muscles with the effort to keep him from making off with his prize.

Powers: Immovable (including ranks gained from Density, etc.), Snare (with Engulf or Tether)

By using your snare on a moving target you may attempt to arrest its movement away from you by utilizing your immovable nature. Doing so requires a successful Snare attack and then the subject must reach the furthest extent of that snare's current maximum range (in other words, the snare must be taut), at which point your subject makes a DC (10 + Immovable ranks) Strength check, applying their current rank from active movement powers such as Flight or Super-Speed as a bonus to their roll. As a full-round action, you can try to actively anchor the snared target by adding your own Strength modifier to their Strength check's DC, otherwise the DC remains as previously outlined. Make this check every round to see if the subject remains anchored or if you are pulled along (as described in the following.)

If the subject's Strength check succeeds, they pull you in the direction they were traveling as though their move-

ment had as many ranks as their normal movement ranks minus your Immovable ranks, with a minimum of 5 feet. If they fail they are held at the full extent of the snare. Anchoring risks breaking the snare due to the strain placed upon it, allowing the subject a free chance to break free each round, but instead of their Strength the subject uses the movement rank they would be traveling at were they not so anchored.

As a full-round action you may begin to reel in the subject by making a DC (10 + the subject's movement ranks were they not anchored) Strength check. Success means you pull them in closer by 5 feet, plus 5 feet per every point higher than the DC your check's result is.

ANCHOR EXAMPLE

Character A with Immovable 4 and Strength 18 (+4) manages to land a tether (Snare 4) on airborne Character B with Flight 5 and Strength 10. Character B makes a DC 14 Strength check with a +5 bonus and fails, indicating he is anchored. A free action is taken by Character B to see if the tether breaks (+5 damage bonus against the snare's +4 toughness bonus) and again fails.

In the next round no attack roll is needed for the Snare and Character B again rolls a DC 14 Strength check, this time succeeding, pulling Character A at a speed of 10 mph (Flight 5 – Immovable 4.) Character A decides to reel in Character B a bit by making a DC 15 Strength check, rolling a 17. Character B is pulled 15 feet closer to Character A. Once again, the Snare fails to break and the tug of war continues in this fashion.

through the wall back towards your physical body where you left it, blocks away in a warehouse.

Powers: Astral Form, Mind Control

While traveling in your astral form, you may attempt slipping into a sentient being to take over their mind *and* body directly, effectively possessing them. Doing so requires a full-round action and the subject's saving throw gains a +2 bonus. Treat such control as Conscious (see the Mind Control power), and the subject is allowed a new saving throw every round thereafter, regardless of when a save is normally allowed, with a cumulative +1 bonus beyond the first round.

On the up side, acting while possessing someone uses up the same actions as if it were your own body rather than using a move action for each command, and different languages and other impediments to communicating are not an issue. No access is gained to the person's knowledge or skills.

A move action is used to voluntarily leave the possessed body.

This power synergy effect requires *extra effort* to initiate, but is not needed to maintain.

ATTACK DRONE

The thing you hate most about getting captured by an evil mastermind is how they all want nothing more than to talk your ear off about their insidious plot.

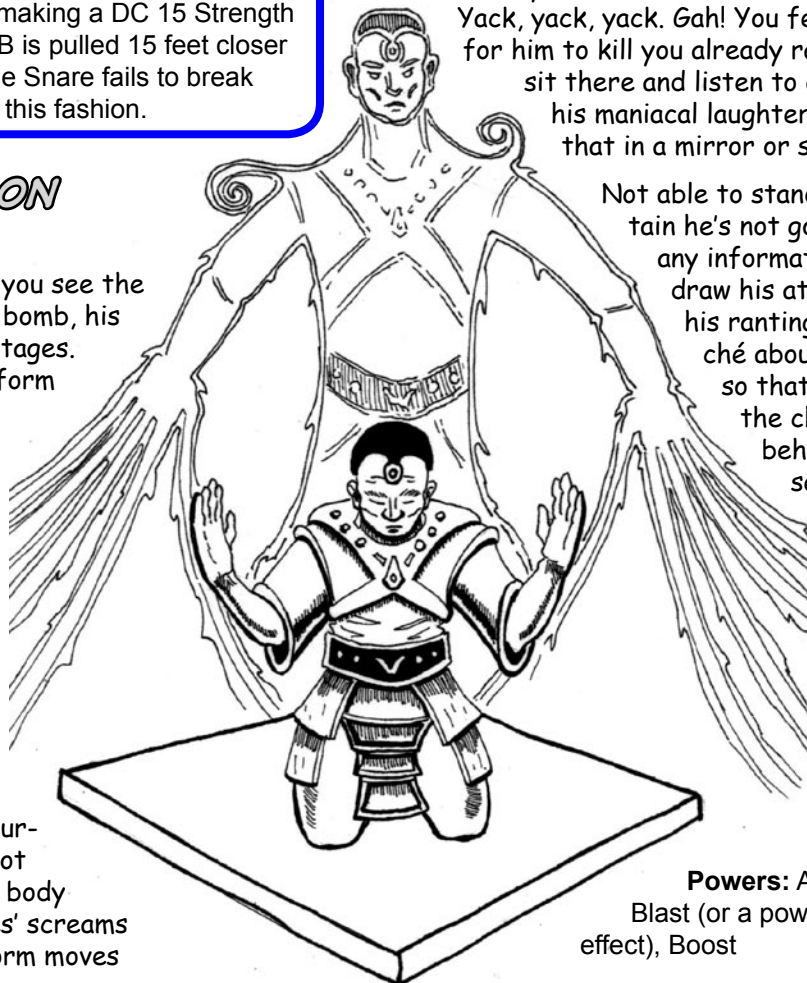
Yack, yack, yack. Gah! You feel like screaming for him to kill you already rather than having to sit there and listen to one more minute of his maniacal laughter (does he practice that in a mirror or something? Yeesh.)

Not able to stand any more, and certain he's not going to actually spill any information you can use, you draw his attention by returning his ranting with some glib cliché about evil never winning so that he won't notice the chair coming to life behind him. Before your self-styled nemesis can blink, the chair is focusing your force blast into the back of his head and knocking him out. With a sigh you make a nearby pair of scissors walk over and cut you free.

Powers: Animate Objects, Blast (or a power with an equivalent effect), Boost

ASTRAL POSSESSION [EXTRA EFFORT]

Floating through the hallways, you see the terrorist standing next to the bomb, his gun pointed at the nearest hostages. Brazenly, your invisible astral form floats down the corridor and dramatically moves as though to dive towards the terrorist. You feel yourself slide into his flesh and there is a brief fight for control, but the weak-willed never put up much of a fight. Using your-hands-that-are-not-your-hands, you turn off the bomb, disconnect your-body-that-is-not-your-body's dead man's switch, and then raise the gun to shoot yourself in your-head-that-is-not-your-head. Not even bothering to wait for the body to hit the floor or the hostages' screams to stop, your invisible astral form moves



As a full-round action you may use your connection to an object you've animated to invisibly broadcast your Blast's energy to it, allowing it to then use your Blast instead of the attack coming directly from you. This requires making a Concentration check as well as a power check, although both use the same DC. Broadcasting your blast in this fashion requires you spend the same action as would normally be required to use the power, after which the object must spend the same amount of time to unleash the energy you've given it. You are still limited to aiming based on your own perceptions (unless you otherwise have the ability to sense what the object's perception makes it aware of), and the attack suffers a -2 penalty to attack because of the awkwardness of aiming remotely.

The maximum number of ranks you may transmit to an animated object in this fashion is limited by your Boost power; you may only transmit 1 PP of Blast per rank of Boost, meaning Blast powers with high costs per rank due to extras may require many ranks of Boost just to transmit a single rank's worth of Blast energy.

BEAST CHARMER

You want to kick yourself. Honestly, what sort of hero falls into an evil mastermind's trapdoor these days? That's so 1960-ish. And that's when you hear the growling, shortly followed by the two lions entering the small chamber as the gate to your left opens. Deciding to fight claw with claw, you transform your fists into the lion paws just as the two oversized cats move to attack. Oddly, your choice of weapons brings them up short. Tilting their head to you in what you assume to be a question, you turn your clawed paws over, palms up, and slowly begin to walk towards them, muttering "nice kitty" in what you can only hope is a placating tone.

Powers: Animal Mimicry, Enhanced Charisma

Each rank of Animal Mimicry grants a +1 bonus to Handle Animal checks concerning animals of the same type while Animal Mimicry is active.

BLASTING STOP

Your errant force blast blows a massive hole in the plane's side, sucking you out into the open sky. You watch as the ground gets ever closer and can't help wonder what you'll look like after you hit. Will you go splat or bounce? And that's when the idea comes to you. Just as the ground is close enough for you to begin making out details, you unleash a continuous stream of force at it and slowly you begin to slow down. It looks like it will be a bounce, but hopefully it will now be a bounce you'll survive.

Powers: Blast (or a power with an equivalent effect, e.g.: Electrical Control; must be Sustained or Continuous; must be capable of delivering knockback), Deflect (ranged) or Telekinesis

By focusing your blast downward and making a DC (15 + fall's current damage bonus) Dex check to stop from flying out of control, you can begin to slow your rate

WHY THE REQUIREMENTS FOR BLAST?

The concept behind this power synergy effect is providing a force to oppose the momentum gained during the character's fall. A blast power that manifests as a gun or arrow, or one that isn't sustained or continuous, simply doesn't have any connection back to the character through which to transfer that opposition—once such a blast is fired it is gone on its way and has no further relation to the character. Gamemasters should carefully consider how the character explains their blast's operation before deciding whether it will work with this power synergy effect.

of descent. To see if your blast can support your weight, consider it to have a Strength of (rank x 3) and compare the character's weight to the maximum load column of the Carrying Capacity table (e.g., Blast 1 is a Strength of 3, Blast 2 a Strength of 6, Blast 5 a Strength of 15, and so on.) If the blast's "Strength" is up to the task of carrying the weight, the rate of descent slows by reducing the fall's damage bonus by 1 per round of successfully maintaining the Blasting Stop power synergy effect. Increase the damage bonus reduction by 1 point per round per 3 points of "Strength"/1 rank of Blast being used than is more than the minimum needed to carry your weight. Once the damage bonus is reduced to 0, you are considered to be in a controlled fall and will not suffer harm when you touch down, so long as you continue to successfully maintain this power synergy effect or otherwise maintain a damage bonus of 0 due to falling.

Of course, a Blasting Stop is only possible when the blast touches the ground (or whatever surface the character is in risk of falling onto.) If the ground is not yet within the blast's range, this power synergy effect cannot (yet) be attempted because there is no opposing force to slow the fall.

BLASTING STOP EXAMPLE

Let's say the character weighs in at 210 lbs. This requires 11 Strength to carry, meaning a minimum sustained or continuous Blast power of 4 ranks is needed to perform a Blasting Stop and reduce the fall's damage bonus by 1 point per round of descent. If Blast 6 was used, the fall's damage bonus would be reduced by 3 points per round.

BODY SHIELD

Reaching out, your arm stretches and swats the assassin's arrow from the air, roughly 50 feet distant, before it can strike the governor as he gives his speak upon the distant platform.

Powers: Elongation, Deflect

You can use your ability to stretch and form a blocking shield that can deflect ranged attacks, as limited by your Deflect specifics, such as still needing to purchase

the Ranged Extra to block attacks at someone else. Your block check with the deflect power suffers a -2 penalty per Elongation range increment the block attempt is being made at.

BULLET-BREATH [EXTRA EFFORT]

Whoever the mad scientist may be, his horde of automatons has taken notice of you and moves to swarm you under. You've seen how their stabilizers make it difficult to knock them over with your super-breath so you decide to try something new. Swallowing a handful of bullets from your belt, you inhale deeply and then begin to rake your head from side to side as you strafe their ranks, literally spitting bullets at them. You continue popping bullets into your mouth and spitting them right back out until the entire hall is cleared.

Powers: Enhanced Dexterity, Super-Strength (with the Super-Breath extra)

You can place bullets or similar projectiles in your mouth and use your super-breath to fire them out as though they'd been shot from a gun. The typical damage bonus for such projectiles is equal to your Super-Strength's ranks, although the Gamemaster may alter this to represent the material and/or types of projectiles used (a maximum of the projectile's normal damage bonus +1 is reasonable.) Bullet-Breath is not incredibly accurate, imposing a -4 penalty to attack rolls with it (-2 if Super-Strength has the Precise power feat.) Autofire is possible if the extra has been applied to your super-breath.

The Gamemaster should decide how many projectiles can fit into the character's mouth at a time without crowding to the point of not being able to use them, although 8 pistol bullets for a Medium character should be about right. A fair guideline is to double this per size category larger and halve it per size smaller; a value of less than one means a pistol bullet is too big. Adjust this amount to suit other projectile types.

This power synergy effect can be dangerous to the user, however. If you don't have at least 1 rank of Protection (or Impervious Toughness), you risk tearing your own flesh with each "shot." Consider yourself attacked with each shot by an attack of a damage bonus equal to one-quarter that of the Bullet-Breath attack.

This power synergy effect requires *extra effort*.

COMPUTER PSYCHOLOGY

"Open up" you tell the voice recognition pad rather simply, your reward coming moments later as the concealed door to the secret lab slides open with the hiss of air cycling.

Powers: Enhanced Charisma, Datalink

You are able to use Datalink on any computer system capable of understanding speech (and the language being spoken) merely by talking to it. All commands and actions normally allowed through Datalink can now operate purely with speech rather than using Mental Communications.

ELECTRICAL LINK [EXTRA EFFORT]

Desperate for the information that will clear your name, you realize it will take you too long to search every computer in the precinct, so you opt for plan B. Quietly zapping the lock to the precinct house's basement, you open the power cage, remove a fuse and insert your finger. Quickly and quietly, you follow the current to each computer in the building, telling the machines to tell you what you need to know.

Powers: Datalink, Electrical Control, Immunity (electricity)

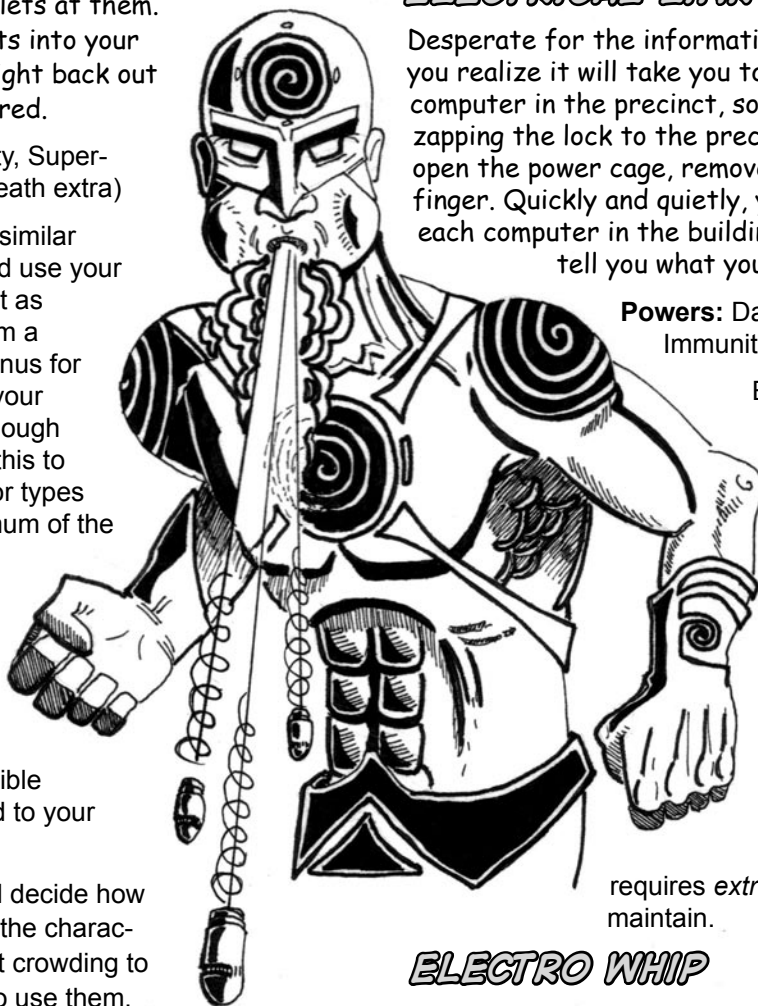
By "plugging yourself in" to an active electrical circuit or data line (essentially anything currently passing electricity through it), allowing it's electricity to pass through you, you are able to use Datalink on any computer drawing power from that circuit/data line so long as that computer is within range of your Electrical Control power and the electricity is passing through your body.

This power synergy effect requires *extra effort* to initiate but not maintain.

ELECTRO WHIP

You spin your magical chain, wrapping it around the psychotic android's legs. Not wasting any time, you send Thor's lightning through the chain and into the machine even as it begins to tumble. The android struggles to remove the links as you continue to pump your patron's electrical might through the enchanted metal. Just as it nearly frees itself the android falls over, dark smoke trailing from its head and melted rubber running down its metal skin in small rivers.

Powers: Electrical Control or Blast (or a power with an equivalent effect) with an electricity/lightning descriptor, Snare (with Tether)



As a standard action, you may deliver your electrical blast through your tether against anyone it has snared. This electrical attack does not require an attack roll so long as the target remains ensnared. Following this initial electrical attack, further electrical damage may be delivered once each round as a free action so long as the target remains ensnared and you remain in contact with the tether.

EMOTIONAL BUFFET [EXTRA EFFORT]

As much as you hate the parasitic nature of your powers, you realize the only way you'll beat your foe is to draw from the fear of nearby bystanders. Reaching out, you touch their terror and draw it into yourself, building the energy up for one big blast.

Powers: Absorption, Emotion Control, Transfer

Instead of using Transfer on a target's traits, you use it on their emotions. If the target's save versus Transfer fails, you remove one point from the affected trait and transfer 0.5 points to you. This transfer ratio increases to 1:1 if the save fails by the amounts indicated for the relevant emotion under the Emotion Control power (usually by 10 or 5), meaning they are in an enhanced emotional state and thus offer more to feed upon.

This power synergy effect requires *extra effort* to initiate, but the Gamemaster should remove this requirement if you take flaws to otherwise drastically reduce the related powers' usefulness beyond combining them for the sake of this power synergy effect. Common Limited flaws would be applying Only Affects Emotions to Transfer and/or Only Transfer (Emotion Type.)

FLYING RAM

Having recovered from the blow that nearly sent you into orbit, you shake the cobwebs from your head and spot your target, still tearing up downtown. With grim determination, you rocket straight at him, your electro-sheath causing your entire body to glow a bright red as it envelops you in its burning energy. Like a comet from the heavens, you reach full speed before slamming into your foe from above, driving you both through the street as the impact and electro-sheath do their work.

Powers: Flight, Strike (with Aura)

You turn yourself into a living missile by performing a flying slam against your target. If successful, you add your Strike damage to your Flight ranks and damage bonus. Do

not add the Strike's damage to that which you will suffer from the slam. So, a slam attack that would normally be +6 but gains a +8 bonus from the Strike power inflicts +14 damage against your target but you only suffer +3 damage.

FOE SCAN [EXTRA EFFORT]

Although you recognize the need for the concert, you still aren't convinced your enemies won't strike at you while you're on stage. Extending your senses outward across the crowd, you get the strong feeling of something not quite right. You concentrate and get a flash of something definitely being amiss in the general direction

of the bleachers to the stage's left. With a subtle signal, you warn your off-stage bodyguards of the threat even as you begin to belt out the opening verse of the evening's first song.

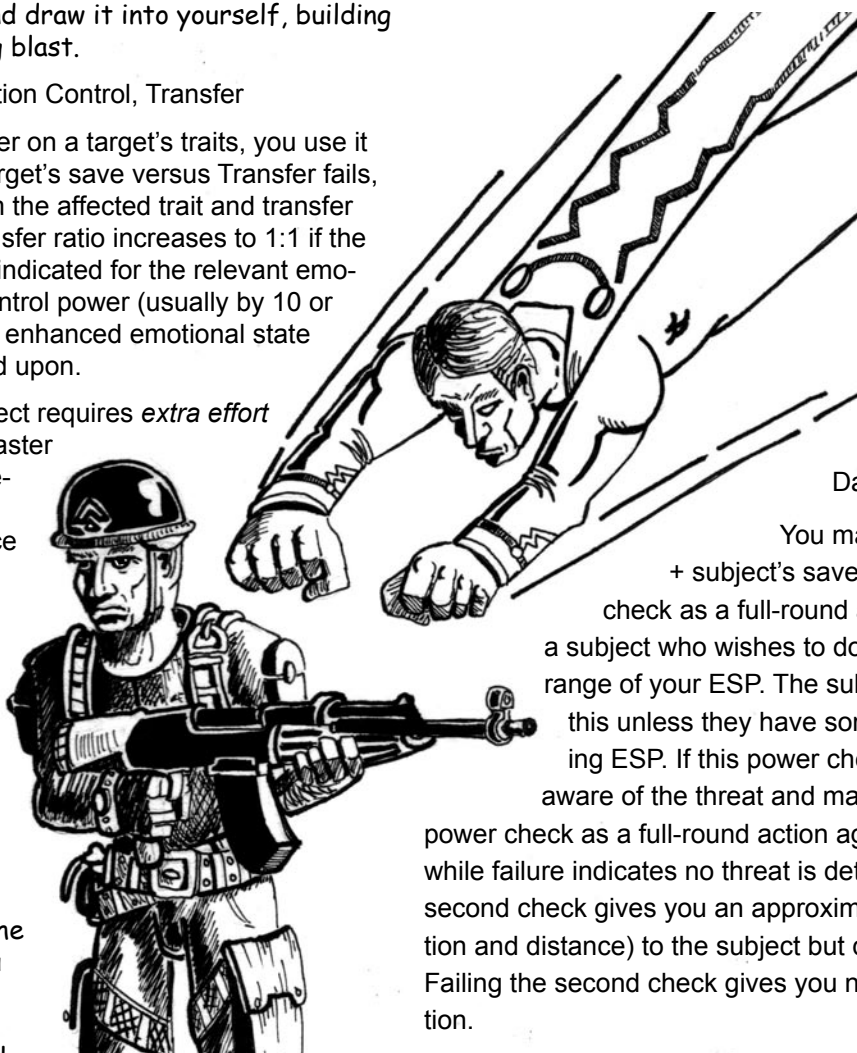
Powers: ESP, Danger Sense

You may make a DC (10 + subject's save bonus) ESP power check as a full-round action to search for a subject who wishes to do you ill and is within range of your ESP. The subject is unaware of this unless they have some means of detecting ESP. If this power check succeeds, you are aware of the threat and may attempt a second power check as a full-round action against the same DC, while failure indicates no threat is detected. Success on this second check gives you an approximate location (direction and distance) to the subject but does not identify him. Failing the second check gives you no additional information.

This power synergy effect requires *extra effort* to initiate but not maintain.

LIVING RAIL GUN

The hover tank turns the corner and its turret quickly traverses to fire a sonic blast into you. Good thing you'd already shifted into your steel form. Grinning at what you know is to come, you build the magnetic fields around you into an invisible spiral that you then jump into. You feel yourself gripped by your magnetic creation as it accelerates you, throwing you into the hover tank like a bullet striking tissue paper.



Powers: Alternate Form (solid-metal), Density (Alternate Power for or Linked to Magnetic Control), Magnetic Control

If your Magnetic Control has sufficient ranks to lift and move your body in its metal state you may “throw” yourself at a target, causing you to perform a slam attack as though you had a Flight speed of your Magnetic Control ranks minus your Density ranks (minimum of 1 rank.) You suffer a -4 penalty to attack with this power synergy effect (reduce to -2 if you have the Precise power feat for Magnetic Control.)

Following use of Living Rail Gun you must make a DC (10 + Living Rail Gun’s damage bonus) Dexterity check or you become flat-footed for (Living Rail Gun’s damage bonus – one-half your Toughness save bonus) rounds.

PHANTOM OBJECT

Needing a distraction, you create a simple sphere between the two guards. They notice it at roughly the same time as the nearest moves to pick it up, only to discover his hand passes through it. Each spends the next few seconds taking swipes at it, refusing to believe their eyes, giving you all the time you need to pass across the hall they were supposed to be watching and move through the opposite wall to the safety of the room beyond.

Powers: Create Object, Insubstantial 4

At your discretion, the objects you create can be incorporeal. Such objects may be interacted with normally by anything else that is incorporeal. Making the objects become incorporeal counts as a free action if you are also incorporeal, otherwise a standard action is required.

POWER BREAKER [EXTRA EFFORT]

The fight against Lightning Lord is slowly wearing you down, so you decide to move in close to use your energy gauntlet. You deliver a solid right hook with the device and use it to interfere with your opponent’s bio-electrical field, leaving you a momentary opening to attack while his powers are down.

Powers: Blast (or a power with an equivalent effect, e.g.: Electrical Control) or Snare or Strike, Nullify

By suffering a -3 attack penalty while using your primary power (Blast Strike, etc.), you can choose to use Nullify through the attack as a free action without spending the normal action to activate the power. A power check is still required for the Nullify power to work, although the power check DC is increased by +3.

Optionally, the Gamemaster may choose to grant you a +1 bonus to your Nullify power check per level of damage effect the primary power inflicted. For example, a *bruised* damage condition against the target would grant a +1 bonus to the Nullify power check whereas *staggered* would grant a +3 bonus.

This power synergy effect requires *extra effort*.

POWER SKATING

Weaving between the obstacles strewn across the street, you pursue the fleeing battlewagon as the aliens fire from its rear hatchways. Thankfully, the street’s roughness seems as glass once you’ve countered the natural friction between it and the soles of your boots, allowing you to slide between blaster bolts as easily as around the rubble.

Powers: Friction Control, Speed or Super Speed

Either by affecting yourself or the ground in front of you, you are able to skate across the surface at high speeds. (Note that this works best if Friction Control requires a free action to use, otherwise your attention will be greatly divided by needing to maintain the frictionless surface.) This allows you to double your movement rate while moving across such a surface, although doing so requires a DC (10 + current movement rank) Dexterity check to stop from tripping/sliding out of control; Gamemasters may increase this DC to suit the circumstances, such as frequent obstacles. You can also take evasive action rather effortlessly, granting a +2 bonus to defense at the cost of a +5 increase to your Dexterity check DC.

ROCKET JUMP [EXTRA EFFORT]

Horried, you watch as the dying alien drops the detonator. If you don’t catch it before it strikes the street below, the device will likely go off, exploding the alien bomb hovering over the city and leaving nothing but a radioactive crater for miles. Desperate, you target your force blast at the concrete sidewalk beneath your feet and let it rip with all you got. Ignoring the sidewalk being torn apart beneath you, you allow the blast to lift you into the air on a trajectory you can only hope will intercept the detonator in time.

Powers: Blast (or a power with an equivalent effect, e.g.: Electrical Control; must be Sustained or Continuous; must be capable of delivering knockback), Deflect (ranged) or Telekinesis

WHY THE REQUIREMENTS FOR BLAST?

The concept behind this power synergy effect is providing a force to push the character up and away from the ground. A blast power that manifests as a gun or arrow, or one that isn’t sustained or continuous, simply doesn’t have any connection back to the character through which to transfer that opposition—once such a blast is fired it is gone on its way and has no further relation to the character. Gamemasters should carefully consider how the character explains their blast’s operation before deciding whether it will work with this power synergy effect.

Named for a popular maneuver used in the “shooter” style of video games (no actual rocket need be used), you direct your blast at the ground upon which you’re standing and use the force to propel you in a leap. To see if your blast can propel your weight, consider it to have a Strength of rank x 3 and compare the character’s weight to the maximum load column of the Carrying Capacity table (e.g., Blast 1 is a Strength of 3, Blast 2 a Strength of 6, Blast 5 a Strength of 15, and so on.) If the blast’s “Strength” is up to the task of lifting the weight, you gain the equivalent of Leaping 1 for that particular use of Blast with the jump distance base being 10 feet (actual Strength is not a factor and getting a running start has no affect.) Increase the ranks of Leaping by 1 rank per round per 3 points of “Strength”/1 rank of Blast being used than is more than the minimum needed to lift your weight.

Being able to jump in this manner and directing where you’ll land are two different matters, however. Landing upon the desired location requires a (DC 10 + Blast ranks used + 1 per 1/5 of the maximum jumping distance traveled) Dexterity check. If this check fails roll 1d8 and compare it to the **Rocket Jump Scatter Diagram** to see in which direction from the intended target you land. The distance away from the intended landing spot you end up in this direction is 1/10 of the maximum jumping distance per point the check failed by. Round fractions up.

This power synergy effect requires *extra effort*.

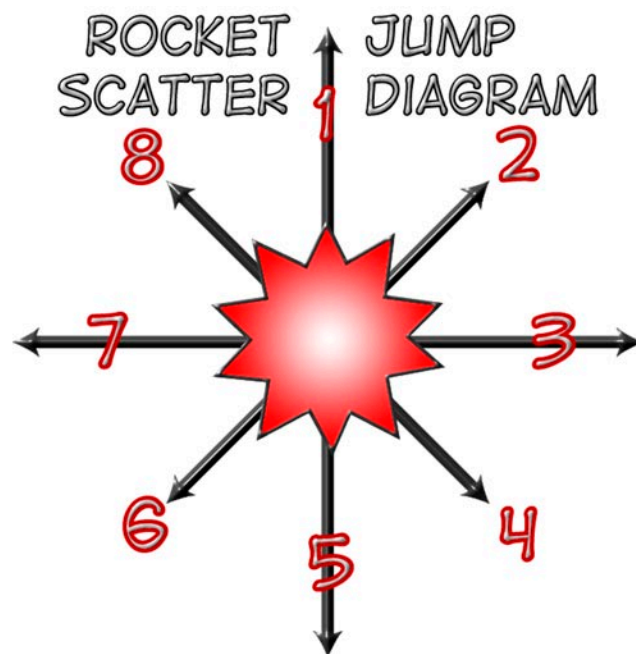
ROCKET JUMP EXAMPLES

Let’s say the character weighs in at 210 lbs. This requires 11 Strength to lift, meaning a minimum sustained or continuous Blast power of 4 ranks is needed to perform a Rocket Jump, providing Leaping 1 (20 feet.) This would require a DC 14 Dexterity check, increasing the DC by +1 for every 4 feet the character wished to jump. Failing this check would mean missing the target by 2 feet per point below the Dexterity check DC.

If Blast 6 was used, the character would gain the equivalent of Leaping 3 (100 feet), requiring a DC 16 Dexterity check, increasing the DC by +1 for every 20 feet he wished to jump. Failing this check would mean missing the target by 10 feet per point below the Dexterity check DC.

SCOUT DRONE

Unsure of what awaits you down the dark stairs you found hidden beneath the tattered rug, you extend your consciousness and bring a nearby chair to life. As it begins to walk down the steps, you maintain your link to the chair and focus through it as though it were a mobile camera. And a good thing too, because the chair “sees” the machine gun-armed guards hiding below, waiting for you. Obviously surprised to see a chair moving on its own, they all pause a moment before opening fire. The chair is quickly destroyed but it has already served its purpose: now you know what to expect and from where.



Powers: Animate Objects, Communication, ESP

An animated object becomes a remote sensory probe, allowing you to use that object as a medium for your ESP (see ESP for information on the Medium flaw.) This works even if the animated object is beyond your ESP’s normal range so long as it remains within range of your Communication power.

SELF-CHARGER [EXTRA EFFORT]

Sometimes a situation calls for the precision of your electro-scalpel blast and sometimes it requires your brute strength. Looking at what remains of the high-rise following the quake, you doubt your electro-scalpel will be of much use. Well, that’s not entirely true. You concentrate as you unleash your blast into yourself, containing it by sheer force of will and then channeling its energy into your muscles. You push yourself as much as you feel you can without risking passing out before turning to use your enhanced strength to lift the rubble in a search for survivors.

Powers: Absorption (with Energy Storage), Blast (or a power with an equivalent effect, e.g.: Electrical Control)

As a full-round action, you may internalize your blast so that you absorb and store the energy directly rather than channeling it outwards in an attack, as normal. Optionally, the Gamemaster may require a DC (10 + Blast power rank) Concentration check to do so. This is not without risks, however, as a Toughness save is still required against the Blast as though you were attacked by it, although it is within your control to use the Blast at a lower, safer rank even if it means self-charging at a slower rate.

This power synergy effect requires *extra effort* per round of blasting yourself.

SHARE SENSE

Forcing your way into the delivery man's mind, you use his eyes to scan the office's interior. You take note of the guards by the door to the rear before retreating back into yourself to begin planning your next move.

Powers: ESP, Telepathy

Instead of merely reading your subject's thoughts, making a Telepathy power check allows you to access their senses. This power check is required even if the subject is willing, having a DC of (10 + subject's save bonus); unwilling subjects gain a +4 bonus to this DC. Sharing this mental link with an unwilling person requires an additional power check following that which is made to create the link because the subject will resist access to their senses, an act that is in addition to establishing and maintaining such a link.

Normally, only one sense may be accessed at a time, as chosen by you, but additional senses may be accessed by increasing the save DC by +2 per sense beyond the first. Adding new senses after the initial power check requires another Telepathy power check at the new DC with failure canceling telepathic contact altogether.

SHOOTING CORK

Rising into the air, you watch as the helicopter carrying the terrorists moves over the dam and across the artificial lake. Diving in pursuit, you speed through the lake's waters while concentrating on compressing the water at a point along the craft's flight path. Just as the helicopter is about to fly beyond the lake and gain altitude to clear the hills to follow, you unleash the build up of water pressure you made at the exact moment you swim into it, launching yourself into the air like a champagne cork and allowing you to grab the helicopter's undercarriage. Unaware of their unforeseen passenger, you hear the terrorists within gloat as you prepare to tear into the craft's thin skin to destroy the control cabling beneath.

Powers: Water Control, Swimming

Using Water Control's TK ability, you spend one standard action per rank of Water Control building pressure in a localized spot in the water, after which you swim through that same location, unleashing the pressure at that same moment. Add the Swimming rank you were moving at as you passed through the pressure buildup with that of the number of Water Control ranks you'd built as pressure, the result of which is the ranks of Leaping you gain as you are accelerated and shot out of the water and into the air.

SIPHON

As you feel your foe weaken, your own energy reserves grow.

Powers: Absorption (with Energy Storage), Drain

Instead of merely temporarily lowering a target's trait(s), a DC +4 power check while using Drain allows the points to be placed into your energy storage.

SPONTANEOUS BOMB [EXTRA EFFORT]

Searching around for a weapon, you see only a baseball dropped by one of the many innocent children your insane foe has harmed this day. Desperate, you toss the sphere at him but he catches it easily, mocking you with his cackling laughter. You can only return his humor with a smile of your own as you cause the baseball to explode in his grip, blowing your surprised enemy's hand off.

Powers: Animate Objects, Kinetic Control

By exciting the kinetic potential stored within a non-living object, you can turn it into an explosive device using a Kinetic Control power check.

| FACTOR | EXPLOSIVE POTENTIAL VALUE | TIME REQUIRED |
|------------------------|---------------------------------|------------------|
| SIZE | | |
| ... miniscule | -2 | -4 |
| ... fine | -1 | -3 |
| ... diminutive | +0 | -2 |
| ... tiny | +1 | -1 |
| ... small | +2 | +0 |
| ... medium | +4 | +1 |
| ... large | +8 | +2 |
| ... huge | +12 | +3 |
| ... gargantuan | +16 | +4 |
| ... colossal | +20 | +5 |
| ... awesome | +24 | +6 |
| SUBSTANCE IS | | |
| ... extremely stable | -8 | +4 |
| ... mostly stable | -4 | +2 |
| ... typical | +0 | +0 |
| ... somewhat volatile | +4 | -2 |
| ... extremely volatile | +8 | -4 |

Larger objects have more potential energy, meaning they can create a more powerful and/or bigger blast. Similarly, more stable substances (such as rocks) will not be as useful as volatile substances (such as uranium.) Use these factors to arrive at the object's explosive potential value (EPV) as well as how long is needed to excite it to the point of detonation by comparing the Time Required value to the **Time and Value Progression** table (minimum of an action.) Optionally, once the explosive threshold is reached, you can hold back detonation by making a DC (10 + EPV) Concentration check each round as a free action with failure meaning the object explodes against your wishes. Detonation can also be sped up by increasing the Kinetic Control power check

DC by +2 per rank reduced on the **Time and Value Progression** table.

Once the object's EPV is determined, split it between the damage to be caused and its explosive radius. The damage value you decide upon indicates its damage bonus as per an explosive Blast power. Multiply the value allotted to the explosive radius by 5 feet to determine the explosion's reach.

The object's EPV cannot exceed double your ranks of Kinetic Control and an EPV of 0 or less results in a burst of smoke comparable to the object's size, but no dangerous explosion. If you do not have enough Kinetic Control ranks to detonate the object at its maximum potential, you may still do so at the best rank you can manage but the time required increases by +1 per 2 ranks your power is shy of matching the maximum EPV.

This power synergy effect requires *extra effort* to initiate but not maintain until such time as the object is detonated.

MAKING A SPONTANEOUS BOMB

A character with Kinetic Control 6 decides to excite the potential energy in an oil drum (Medium, somewhat volatile), resulting in an EPV of 8 and a time value of -1 (defaulting to the 1 action minimum.) The character spends the minimum degree of power necessary (4 ranks), requiring a DC 14 Kinetic Control power check to detonate the object. The character decides to split the EPV down the middle and assign Blast 4 and radius 4 ($5 \times 4 = 20$ feet.)

Later, the same character wants to detonate more oil, except this time it's an entire tank in an oil farm (Gargantuan, somewhat volatile), resulting in an EPV of 20 and a time value of 2 (1 round.) 20 is too high for the character (double 6 ranks of Kinetic Control indicates a maximum EPV of 12), so the character will be limited to an EPV of 12 and it will have a time value of 6 (8 ranks shy / $2 = 4$, plus the original time value of 2.) The character opts to contain this explosion, using Blast 10 but only radius 2 ($5 \times 2 = 10$ feet), requiring 1 hour to cause the tank to explode.

SPIN LAUNCHER

Taking note of the alien craft lining up to strafe the crowd of fleeing civilians, you grab a large rock and begin spinning, allowing the arm holding the rock to extend to its full length as you do so. When you reach your maximum speed, you line up the shot and let loose, gratified by the slingshot-like snapping as the rock soars and, like a missile, strikes the craft's engine, bringing the craft down.

Powers: Elongation, Spinning

By holding in an elongated hand an object you are otherwise able to throw, you can spin incredibly fast and use centrifugal force to launch the object when released. This throw's range increment is Spinning ranks \times 10 feet and

you increase the object's normal damage for a throw by +1 per 20 feet the elongated limb was stretched in preparation for the toss, to a maximum damage increase equal to your Spinning ranks. Keep this length in mind because the "range increment" penalty for elongation is added to that of the throw's range increment.

Proper use of this power synergy effect requires another action, in addition to those required to activate Spinning and Elongation, per 3 ranks of Spinning used. Reduce both powers' effective ranks by 1 for the sake of determining the Spin Launcher's range and damage bonus for every action the object is thrown prematurely.

TASTE OF POWER

You feel the bio-flames lick across your flesh, but you embrace the blistering heat and pull it into yourself. You sample its particular flavor. You savor its uniqueness. And then you ride that flavor right back to its source and turn it off.

Powers: Absorption, Power Control or Nullify

If you absorb a harmful effect from another's power, instead of using the energy in the usual way you may also gain that effect's remaining damage bonus as a bonus to either your Power Control or Nullify power so long as either is used against the same power, from the same person, as that which was absorbed. Doing so first requires making a DC ($20 - \text{effect's remaining damage bonus}$) Power Control or Nullify power check, as appropriate. This bonus lasts as many rounds as the effect's remaining damage bonus.

TELEGRAPHED ATTACK

You float in and out of consciousness after the monstrous creature's assault, but your vision is clear enough to see the beast drawing back to throw a car at a group of terrified spectators. Although you doubt it will hurt the creature much, you fire your hand at it. Like a bullet, your detached limb strikes the thing's leg, putting it off balance enough to force it to drop the car and return its attention to you.

Powers: Anatomic Separation, Flight

When you separate your hand or arm, you can activate Flight to use the limb as a ranged attack. Because the limb doesn't have the benefit of the body's bulk or momentum, its Strength (normal, Enhanced or Super) is halved, but you then add the limb's current Flight rank to the Strength score for the sake of determining melee damage. If the limb grapples or otherwise acts without accessing Flight, do not add the latter power's ranks (as the limb's current Flight rank would be 0.)

TREMOR

The crowd panics and you watch in horror as they stampede into and upon each other like spooked cattle. Knowing you must act quickly if you're to save them from themselves, you stretch yourself out upon the ground to your full length and begin to vibrate as quickly as pos-

sible, sending a shockwave through the pavement that knocks most off their feet. The few who remain standing manage to flee without much to get in their way, while the rest seem robbed of their fear by the wonder of what just happened to them.

Powers: Elongation, Strike (linked to Vibration Control or purchased as an alternate power), Vibration Control

By stretching yourself over an area and activating your vibrating Strike as a full-round action, you are able to create a localized earthquake by transferring those vibrations into the ground through yourself. This tremor radiates out from your elongated form to a radius of (Elongation ranks used x 10) feet. Anyone in the area makes a DC (10 plus the damage bonus of your vibrating Strike) check to resist a trip attack, although this value is -1 per 10 feet between you and the target, out to the maximum radius. Targets in the tremor's area can make a Reflex save (DC 10 + vibrating Strike's damage bonus) to halve the DC to avoid the trip attack.

TUNNEL BLASTER

You run around the corner only to see your prey leap over the wall. Knowing you won't have time to go around, you decide to take the shortcut and go through the thick obstacle.

Powers: Blast (or a power with an equivalent effect, e.g.: Electrical Control), Burrowing

You can create a tunnel as long as your Blast's first range increment as a standard action through use of the Blast power if you make a successful Burrowing power check (DC determined by circumstances and material burrowing through.) If your Blast has more ranks than Burrowing, apply the difference to the Burrowing power check as a penalty. For example, using Blast 8 with Burrowing 4 would impose a -4 penalty to the Burrowing power check. Failing means you miscalculate and the tunnel collapses.

WHY BLAST A HOLE?

Why blast it when you can simply dig it, possibly at a faster rate? Well, aside from that fast rate of Burrowing being limited by how many ranks you have in the former power, this power synergy effect allows you to use your standard action to prepare the way for you if you have already used that round's move action and/or otherwise cannot use two move actions in the same round, for whatever reason. Also, it can be really handy to impress someone.

WINK

Seeing a veritable army of firearms raising to point your way, you make your body vibrate back and forth between the past, present and future at a frantic pace. Most of the barrage sent your way passes harmlessly through the space you occupy, unable to connect with your temporally shifting body, but one manages to get lucky and clip you in the shoulder just as you shift into the now and before you can shift back into the then or the to come. Thankfully it's just a graze and the mobsters' surprise buys you the time you need to get away.

Powers: Enhanced Dexterity, Spatial Control or Time Control or Vibration Control

As a full-round action you may "wink" back and forth extremely fast slightly off the spot you stand and back again. This grants you a Dodge bonus to your defense against all attacks against you for that round equal to your ranks in Spatial, Time or Vibration Control, but only if you first make a successful Dexterity check using the incoming attack's roll as the DC; in the case of multiple attacks, apply the Dodge bonus to all attacks the Dex check defeats the DC of. If the Dex check fails, however, your defense is halved (round up) against that attack.

SYNERGY ONLY VIA FLAWS

Instead of the traits involved with power synergy working as they would individually, combining the Linked and Limited flaws can be used to create powers that can *only* be used to manifest their power synergy effect. Neither power will work in the way that is considered normal, as outlined in the powers' descriptions.

USING MULTIPLE POWER SYNERGY EFFECTS

The Gamemaster must rule if more than one power synergy effect may be simultaneously used if all conditions are met for both (or more.) If so, there should be some manner of drawback to doing so, such as requiring the use of *extra effort*, imposing automatic fatigue, increasing all the relevant power check DCs by +2 per power synergy effect, compounding any penalties to attack, and so on.

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