

# SKILL SYNERGIES

## REFERENCE CHART

THIS SKILL . . .	GIVES A SYNERGY BONUS TO THIS SKILL.	THIS SKILL . . .	GIVES A SYNERGY BONUS TO THIS SKILL.
<b>Animal Empathy</b>	Handle Animal (with animals; 9 ranks in Handle Animal gives you the bonus with beasts)	<b>Intuit Direction</b>	Wilderness Lore (to avoid getting lost)
<b>Bluff</b>	Diplomacy Disguise (when you know you are observed and are acting in character) Innuendo (when transmitting a message) Intimidate Pick Pockets	<b>Jump</b>	Tumble
<b>Decipher Script</b>	Use Magic Device (when deciphering scrolls)	<b>Profession</b> (herbalist)	Heal
<b>Escape Artist</b>	Use Rope (when binding someone else)	<b>Sense Motive</b>	Diplomacy Innuendo (to intercept messages)
<b>Handle Animal</b>	Ride	<b>Spellcraft</b>	Use Magic Device (when deciphering scrolls)
		<b>Tumble</b>	Balance Jump
		<b>Use Magic Device</b>	Spellcraft (when deciphering scrolls)
		<b>Use Rope</b>	Climb (when using a rope) Escape Artist (escaping rope bonds)

Because having some skills gives you a bonus when using other skills, you should consider the effects of these synergies when creating your character. If you plan to use Climb or Escape Artist, you'd do well to add ranks to Use Rope as well. Having high ranks in Bluff, Sense Motive, Diplomacy, Innuendo, Intimidate, and Pick Pockets can make a great package of mutually supporting skills. Here's a handy chart to make your skill selection easier:

Note that all synergy bonuses are +2. They also require 5 ranks in a skill to function with one exception, which is noted below.

THIS SKILL . . .	GETS A SYNERGY BONUS FROM THIS SKILL.	THIS SKILL . . .	GETS A SYNERGY BONUS FROM THIS SKILL.
<b>Balance</b>	Tumble	<b>Innuendo</b> (intercept messages)	Sense Motive
<b>Climb</b> (with a rope)	Use Rope	<b>Intimidate</b>	Bluff
<b>Diplomacy</b>	Bluff Sense Motive	<b>Jump</b>	Tumble
<b>Disguise</b> (observed and in character)	Bluff	<b>Pick Pockets</b>	Bluff (scrolls only) Spellcraft
<b>Escape Artist</b> (escape rope bonds)	Use Rope	<b>Ride</b>	Handle Animal
<b>Handle Animal</b> (with animals; g ranks for bonus with beasts)	Animal Empathy	<b>Spellcraft</b> (decipher scrolls)	Use Magic Device
<b>Heal</b>	Profession (herbalist)	<b>Tumble</b>	Jump
<b>Innuendo</b> (transmit messages)	Bluff	<b>Use Magic Device</b> (decipher scrolls)	Decipher Script Spellcraft
		<b>Wilderness Lore</b> (avoid getting lost)	Intuit Direction