



SUPERIOR
FANTASY
SYNERGY



by Steven Trustrum



MIS0010-PF

SKILL SYNERGY RETURNS



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Table of Contents

Introduction	3
Skill Synergy	4
Feat Synergy	29
Class Synergy	42
Magic Synergy	54
Craft Synergy	58
OGL	66
Synergy Reference Sheets	67

Introduction

Jn 2005, **Misfit Studios** released the original *Superior Synergy: Fantasy* for the 3.5 OGL rules. The product quickly became one of our best, most consistent sellers. Customers voiced their enjoyment of how the product took the concept of Skill Synergy and made it more dynamic and expansive, allowing for benefits that went well beyond a mere +2 bonus. Customers also responded well to the seemingly logical extension of Skill Synergy by permitting feats to work together in a similar manner in the new game mechanic, Feat Synergy. With the decline of the 3.5 rules and rising popularity of **The Pathfinder Roleplaying Game's** mechanics, which dropped Skill Synergy entirely as something that imbalanced gameplay, it seemed there was an ideal opportunity to revisit the product and see what could be done with it.

Rather than merely change the effect names from the original product to match the changes made in **The Pathfinder Roleplaying Game** rules, a process that would not have addressed the latter's concerns about Skill Synergy's influence on game balance, Skill Synergy has instead been wholly redesigned. This new approach has been carried out in a way that better accommodates game balance while acknowledging the changes made to the skill mechanics. It takes a fresh approach that improve upon the original concept while also expanding the material.

In *Superior Synergy: Fantasy PFRPG Edition*, Skill Synergy no longer represents the effects of two skills having a beneficial relationship as an increasing bonus. In other words, your Skill Synergy benefits no longer automatically get better the more ranks you have in a particular skill. The new approach operates under the assumption that nothing is taken for granted. Drawing upon secondary knowledge or talents in order to grant a synergy benefit to another skill re-

quires effort in its own right and includes a degree of uncertainty. Indeed, trying to draw upon your skills for the purpose of Skill Synergy may even result in making things worse rather than better!

As for Feat Synergy, a bounty of new material has been added, more than doubling the Feat Synergy effects presented in the original, 2005 product. The revised edition also introduces three entirely new synergy concepts: that of Class Synergy (multiclassing allows abilities from different classes to work together), Magic Synergy (spells working together towards new effects), and Craft Synergy (the relationships between skills, feats, and class abilities allowing for interesting crafting results.) On top of everything, all content has been better organized and clarified for ease of use and reference.

With *Superior Synergy: Fantasy PFRPG Edition*, players must no longer just think about which feats to choose for their character and where to allocate skill points upon gaining a new experience level. Now, you also have to think about how all those choices may come together in a web of interaction that can allow for new and unexpected results via synergy.

By no means are the Synergy Effects presented within meant to represent the entire span of possibility. If you think there is a relationship between two related game mechanics that should reasonably have a synergy relationship, by all means write it up. Class Synergy and Feat Synergy are especially likely to have Synergy Effects not covered in this book. Use what is presented here to come up with your own ideas.

That being said, welcome the return of synergy to your game.

Skill Synergy

When the **Pathfinder Roleplaying Game** came along, it removed Skill Synergy because the designers believed it had negative repercussions on game balance and pacing. It seems the designers agreed with complaints many players had regarding the synergy game mechanic, as presented in the 3.5 OGL rules.

Many players and Gamemasters would frequently find themselves forgetting about the benefits of Skill Synergy at key moments or finding it would slow down play by creating a need to double check the rules to remember when it could be used. Arguably, these issues were especially problematic for Gamemasters who frequently keep track of numerous Non-Player Characters (NPCs) and their skills. Fortunately for players and Gamemasters alike, this work addresses these problems by reintroducing Skill Synergy in a retooled, easily referenced fashion.

To employ Skill Synergy, *Superior Synergy: Fantasy PFRPG Edition* utilizes a new system of relationships between related skills whereby applying a **Synergy Effect** to a desired **Primary Skill** first requires the character make a skill check for the complimentary **Synergy Skill** that is supposed to confer the synergy benefit. On the accompanying table, compare the Synergy Skill's check result relative to the DC to determine what the Synergy Effect is.

A character wants to take advantage of the Do It or Else! Synergy Effect for a DC 17 Intimidate check. This means the character must first make a DC 15 (Primary Skill DC - 2) Bluff check. A 6 is rolled, which is 9 less than the DC required for success. Checking this Synergy Effect's results table, we look along the "DC -5 to -9" row to see what the ramifications will be for the Primary Skill check.

Another new aspect of the revised Skill Synergy system is adding negative repercussions for the Primary Skill if the Synergy Skill's check fails, adding an element of risk to the Skill Synergy process. In game

Skill Synergy as a Matter of Class

Despite the new mechanics introduced in this product towards making Skill Synergy more balanced, some Gamemasters may still have some concerns. A simple way of restricting Skill Synergy somewhat is to rule that characters may only employ it for a Primary Skill that is counted among their class skills. This underscores the character's focus on a specific range of skills, making Skill Synergy a reflection of this emphasis.

terms, this means that the peripheral information or ability one can draw upon to help with an intended skill use is not always certain. It is as open to mistakes as is any other skill check. Skill Synergy has the potential to be a great boon, but it can also mislead the character or otherwise cause them problems that can hamper the skill performance.

Terms of Skill Synergy

DC: This indicates the Synergy Skill's DC for conferring its Synergy Effect unto the Primary Skill. The DC is a modification of the Primary Skill's DC.

Action: The type of action required to invoke the Synergy Effect. A Synergy Effect that requires some degree of action on the part of the Synergy Skill means the action is usually the norm for the latter. If the Synergy Effect requires utilizing knowledge or the like that is inherent to the Synergy Skill, the action required for the Synergy Effect can vary to suit the degree of time needed to get one's thoughts in order, although no additional required action is the norm in such cases.

Primary Skill: The skill that is to receive the benefits of synergy with another skill.

Synergy Skill: The skill that is to influence the Primary Skill via the Synergy's Skill's Synergy Effect.

Synergy Effect: The desired benefit (or unintentional detriment) bestowed upon a Primary Skill by a Synergy Skill check.

2. SKILL SYNERGY

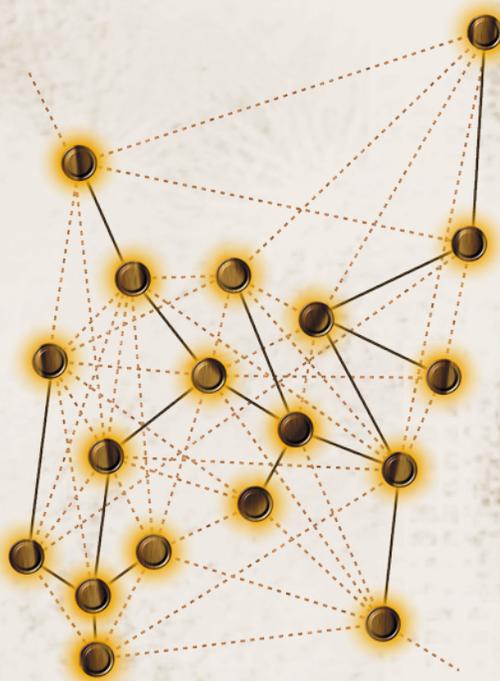
Multiple Synergy Effects

In instances where a Primary Skill has more than one Synergy Skill listed, it is usually possible to attempt more than one Synergy Effect for a single Primary Skill. Doing so requires separately spending the required time for each Synergy Skill and making separate skill checks for them. Multiple free action Synergy Effects can occur simultaneously. If these checks are not made consecutively—meaning no time is taken between Synergy Skill checks to do something else, regardless of how long the respective Synergy Skill checks take—all previous Synergy Effects are lost.

All Synergy Skill DCs are cumulatively increased by +2 per previous Synergy Effect already influencing a Primary Skill. Failing on any Synergy Skill check has the additional consequence of cancelling any previously obtained Synergy Effects, even if the effect is related to a different Synergy Skill.

In a similar vein, you can also try re-rolling a previous Synergy Skill in an attempt to get a better result than was previously achieved, but doing so follows the rules for attempting Multiple Synergy Effects (that is to say, it suffers the DC +2 cumulative modifier and failure wipes out any previous successes.) If the replacement Synergy Skill check succeeds and obtains a better result, use its Synergy Effect instead of that of the previous check (do not combine them), but if

the check succeeds but obtains a reduced benefit you are permitted to retain the previously obtained, more favorable Synergy Effect.



Secret Synergy Rolls

In many situations, knowing if a character has failed or succeeded on a Synergy Skill's check to invoke a Synergy Effect will influence how the character continues. This scenario can frequently be the result of meta-knowledge—information the player has that the character should not know. This result can unfairly influence the decision of whether or not to go ahead with the Primary Skill check.

For example, a player who knows his failure on a Knowledge Synergy Skill check means the character is proceeding with misremembered or mistaken complimentary information may decide to not risk going ahead with the Primary Skill check. Instead, he chooses to wait a few rounds before trying another Synergy Skill check without the detriment of the Synergy Skill check's failure.

Realistically, the nature of any Synergy Skill check's detrimental results, such as the character thinking he has the correct information even though he does not, would mean the character should proceed with the Primary Skill check anyway. What the player knows of the skill check's potential results is influencing the character's actions despite the latter not possessing the former's insight.

To prevent this situation, the Gamemaster may require some or all Synergy Skill checks be made in secret, thus keeping the results from the players (for good or ill) until the time comes for them to be revealed. There are two ways to do this:

- 1) the player tells the Gamemaster what the check is being made for and the Gamemaster rolls the dice for them
- 2) the player rolls the dice but does so in a way that the die is hidden from him, such as tossing it behind a Gamemaster's screen or using a dice tower that will tumble the die towards the Gamemaster and out of the player's sight.

Secret die rolls are not for everyone, however, but they are the simplest way to prevent a player's knowledge regarding Synergy Skill check results from interfering with what their character knows and would do as a result.

2. SKILL SYNERGY

Skill Synergy Effects

Primary Skill	Synergy Skill	Synergy Effect
Appraise	Craft (various)	Assess Item
	Craft (various)	Reconsider Assessment
Bluff	Acrobatics	Twisting Feint
	Intimidate	Bluster
	Linguistics	Twisting Words
Climb	Acrobatics	Like a Monkey
Craft (alchemy)	Knowledge (nature)	Prime Ingredient
Craft (carpentry)	Knowledge (engineering)	Measure Twice, Cut Once
Craft (stonemasonry)	Knowledge (engineering)	Measure Twice, Chisel Once
Craft (traps)	Craft (carpentry)	Dangerous Woodcraft
	Craft (stonemasonry)	Perilous Stonework
	Stealth	Know How to Hide It
Diplomacy	Bluff	Silver Tongued
	Knowledge (various)	Travel in the Same Circles
	Sense Motive	Discern Meaning
Disable Device	Craft (locks)	Locksmith
	Craft (traps)	Trap Springer
	Craft (various)	Tear It Down
Disguise	Bluff	Sell the Story
	Perform (act)	Become the Role
Escape Artist	Acrobatics	Hard to Hold
	Sleight of Hand	Slip the Knot
Fly	Acrobatics	Acrobatics
Heal	Knowledge (nature)	Nature's Remedy
Intimidate	Bluff	Do It or Else!
	Bluff	Fear Me!
Knowledge (nature)	Survival	Know the Wilds
Perception	Knowledge (engineering)	Locate the Hidden
	Sense Motive	Something's Not Right
Perform (comedy)	Acrobatics	Slapstick
Perform (dance)	Acrobatics	Surprise Moves
Profession (various)	Knowledge (various)	In the Know
Ride	Handle Animal	Know Your Mount
Sense Motive	Diplomacy	Spot the Tell
	Perception	Gut Feeling
	Perception	Wink, Wink, Say No More
	Spellcraft	See the Signs
Sleight of Hand	Bluff	Confident Facade
Spellcraft	Knowledge (arcana)	Lore of Mysteries
	Use Magic Device	Scroll Reader
Survival	Knowledge (dungeoneering)	Tunnel Rat
	Knowledge (geography)	Lay of the Land
	Knowledge (nature)	Wilderness Awareness
	Knowledge (planes)	Otherworldly Awareness
Use Magic Device	Perception	Spot the Trail
	Linguistics	Read Spell Scroll
	Spellcraft	Decrypt Scroll

2. SKILL SYNERGY

Linguistics—Twisting Words

Check Result	Synergy Effect
DC -15 or lower	-2 to the Bluff check; failing the bluff means the wrong message will be very detrimental, such as subject failing to show up at the correct location for a dangerous meeting where the subject was meant to act as backup.
DC -10 to -14	-2 to the Bluff check; failing the bluff means the wrong message will be somewhat detrimental, such as causing the subject to wear something inappropriate to an appointment.
DC -5 to -9	-1 to the Bluff check; failing the bluff means the wrong message will be somewhat detrimental, such as causing the subject to wear something inappropriate to an appointment.
DC -1 to -4	-1 to the Bluff check
DC +0 to +4	+1 to the Bluff check
DC +5 to +9	+2 to the Bluff check and unintended recipients suffer a -1 Sense Motive penalty to decipher the secret message
DC +10 to +14	+3 to the Bluff check and unintended recipients suffer a -1 Sense Motive penalty to decipher the secret message
DC +15 to +19	+4 to the Bluff check and unintended recipients suffer a -2 Sense Motive penalty to decipher the secret message
DC +20 or more	+5 to the Bluff check and unintended recipients suffer a -2 Sense Motive penalty to decipher the secret message

Climb

The following Synergy Skill may benefit the Climb skill.

Acrobatics—Like a Monkey

Your nimbleness and sense of balance allows you to twist, spin, and teeter in ways that increase your chances of grabbing something or someone that is falling, or to grab onto something if you are yourself falling.

This Synergy Effect from Acrobatics only applies to Climb checks to catch yourself or someone else while climbing.

DC: Primary Skill DC - 5

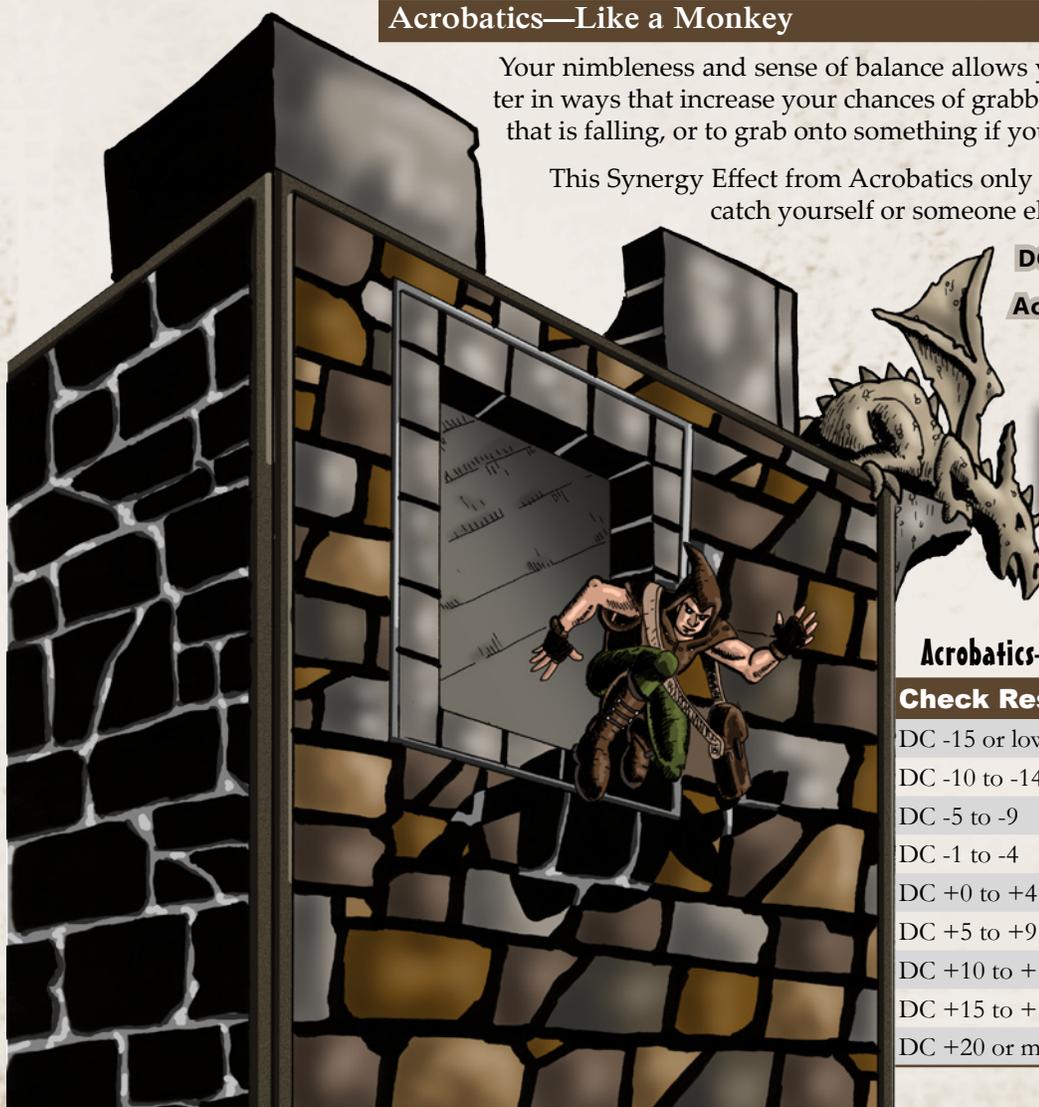
Action: 1 free action

Climb as Primary
Skill: Acrobatics

Climb as Synergy
Skill: None

Acrobatics—Like a Monkey

Check Result	Synergy Effect
DC -15 or lower	-4 to the Climb check
DC -10 to -14	-3 to the Climb check
DC -5 to -9	-2 to the Climb check
DC -1 to -4	-1 to the Climb check
DC +0 to +4	+1 to the Climb check
DC +5 to +9	+2 to the Climb check
DC +10 to +14	+3 to the Climb check
DC +15 to +19	+4 to the Climb check
DC +20 or more	+5 to the Climb check



Feat Synergy

Many feats are inherently designed to interact with skills, usually by providing them with bonuses that apply in all or limited capacities within which the skill may be employed. However, for the most part they are not intended to interact with each other beyond instances where some feats stand as prerequisites for others or improve the benefits provided by other feats. With the inclusion of Feat Synergy, the advantages some feats bestow may now overlap and interact with each other in related ways in order to grant additional abilities or allow for spectacular maneuvers and deeds. Much like feats, however, each instance of Feat Synergy also has prerequisites that must be met.

Gamemaster are encouraged to use the following as examples from which to design their own Synergy Effects for feats, especially when using third-party feats not covered in the **Pathfinder® Roleplaying Game Core Rulebook™**, **Pathfinder® Roleplaying Game: Advanced Player's Guide™**, **Pathfinder® Roleplaying Game: Ultimate Magic™**, and **Pathfinder® Roleplaying Game: Ultimate Combat™**.

Using Feat Synergy in your games will introduce an entirely new level of possibilities.

Feat Synergy and Game Balance

In a way, allowing synergy between feats acts as an additional feat unto itself. If you feel Feat Synergy treads too closely to replacing feats, simply ignore it and be content with the other synergy-related content found in this product. You can also require a character purchase each Feat Synergy Effect as its own feat using the Feat Synergy Effect's name.

Terms of Feat Synergy

Prerequisites: The feats required to work together in order to obtain the desired Feat Synergy Effect.

Synergy Effect: The desired benefit or maneuver obtained by using the specified feats together.

Feat Synergy Effects

Name	Prerequisites	Synergy Effect
Adamantine Lungs	Athletic, Endurance, Great Fortitude	You can hold your breath 50% longer than normal
Appealing Leader	Leadership, Persuasive, Sociable ^α , Voice of the Sibyl ^β	+1 to Leadership
Archer's Wall	Missile Shield ^α , Point-Blank Shot, Precise Shot, Shield Focus, Shield Proficiency	Gain a +1 bonus to AC for your shield, as well as damage reduction, against arrows and crossbow bolts
Avoid Sneak Attack	Acrobatic, Alertness, Lightning Reflexes	Make an Acrobatics check to move out of the way and avoid taking extra damage from a sneak attack
Bait and Strike	Combat Expertise, Deceptive, Disengaging Feint ^γ , Improved Feint	Roll twice for the first attack of a full attack, full-round action

3. feat synergy

Avoid Sneak Attack

Even when caught by surprise, you may still attempt to escape taking additional damage from a sneak attack.

Prerequisites: Acrobatic, Alertness, Lightning Reflexes

When subjected to a sneak attack when you are not flat-footed but are otherwise not normally able to defend yourself against the attack, you may attempt a (DC 10 + attack roll against you) Acrobatics skill check as a move action. If you succeed, you are able to move 5 feet in any direction that is not currently occupied without drawing an attack of opportunity. Success reduces the sneak attack to normal damage. However, failing the Acrobatics check means that if the sneak attack hits you it does the usual sneak attack damage and you also provoke an attack of opportunity from anyone other than the sneak attacker who is in a position to do so.

If you cannot move into an unoccupied space within 5 feet, you cannot use Avoid Sneak Attack.

Bait and Strike

Misdirection allows you to feint a strike to one area of your target but reverse your attack in order to strike at another location.

Prerequisites: Combat Expertise, Deceptive, Disengaging Feint ϕ , Improved Feint

When conducting a full attack as a full-round action, you roll to attack twice for the first strike, using the higher roll if your opponent fails a Sense Motive check. The Sense Motive check's DC is equal to the highest of these two attack rolls. If the Sense Motive check succeeds you instead use the lowest of the two attack rolls. Following attacks are rolled normally.

You must be wearing light or no armour to employ this Feat Synergy Effect.

Block and Counter

After you parry an opponent's attack you can create an opening for a quick counterattack.

Prerequisites: Combat Expertise, Combat Reflexes, Weapon Specialisation, and Improved Disarm or Improved Trip

When you are utilizing Combat Expertise with a weapon with which you are specialized, an attack against you that fails to defeat your AC by 5 or more allows you to immediately initiate an attack of opportunity to make your choice of the usual melee attack, or a disarm (if you have Improved Disarm) or trip (if you have Improved Trip.)

This disarm or trip attempt suffers from your Combat Expertise penalty and counts against your total number of attacks of opportunity for that round.



4. CLASS SYNERGY

Quivering Performance uses both one round's worth of *bardic performance* and the daily use of *quivering palm*.

Raging Companion

You may pass your feral rage along to your companion through the preternatural bond that ties the two of you together.

Prerequisites: *Rage* (barbarian), and a class ability that creates a close bond to an animal or creature, such as the familiar provided by Arcane Bond or animal companion from Nature Bond

You can make your animal companion, familiar, eidolon, or whatever enter a rage, as per your *rage* class ability (including any *rage powers*, if possible), granting it all the results you would normally acquire from the ability. Your companion's *rage* uses rounds from your daily allotment.

If desired, the companion may resist you imposing your rage upon it by succeeding at a (DC 10 + Charisma modifier) Will saving throw.



Raging Performance

You harness your rage and use it in your performance, giving it a depth of emotional reality that is otherwise difficult to achieve.

Prerequisites: *Bardic performance* (bard), *rage* (barbarian)

Using your *rage* ability at the same time as *bardic performance* grants a +4 bonus to the latter's Perform check or a +2 bonus to its DC, as appropriate. You do not gain any of the usual rage bonuses, however. Such a Raging Performance is limited in duration to the amount of available rounds left that day for the *rage* ability and does not use any of your daily allotment of rounds for *bardic performance*. When the *rage* duration ends, so too does the *bardic performance*. You suffer the usual fatigue that follows a *rage* when the Raging Performance ends.

Raging Spell

You call upon your rage to fuel your arcane spells, drawing upon the energy your fury releases and converting it into magic.

Prerequisites: Arcane spells, *rage* (barbarian)

Instead of expending one of your daily spell slots to cast an arcane spell, you may sacrifice one round's worth of *rage* and make a (DC 10 + spell level) attribute check. The attribute utilized matches that which is relevant to your arcane spellcasting ability — Intelligence for wizards or Charisma for sorcerers, for example. Success allows you to cast a spell you currently otherwise have the ability to cast but doing so does not expend a spell slot. Failing this check means the spell is cast, using its spell slot normally, and the *rage* is also expended.

A Raging Spell causes you to be *fatigued* as though ending a *rage* regardless of whether the attribute check fails or succeeds.

Sacred Deception

Attempting to fool others in pursuit of your thieving ways may draw divine favor.

Prerequisites: Any advanced rogue talent (rogue), *trickery domain* (cleric, inquisitor^a)

Gain a +2 sacred or profane (as appropriate) bonus to a single Bluff, Disable Device, Disguise, or Sleight of Hand check.

You can only use Sacred Deception once per game session, regardless of what the bonus is applied to.

5. MAGIC SYNERGY



would get a +3 caster level bonus to overcome it rather than the usual +6 his level would normally impart.

At the Gamemaster's discretion, causes of electricity damage other than a magic effect may be substituted, such as from natural lighting or a breath weapon.

Shock to the Mind

Prerequisites: Three or more charm or compulsion spells or effects that alter or manipulate the target's thoughts in the same round

Rapid changes to the target's thoughts via effects with the charm or compulsion descriptors can cause confusion and a disconnect from the target's ability to reason, even when the magical effects normally counter each other. If three or more such magical effects target the same subject within the same round there is a chance the manipulations may be too much and harm may result. These effects include the negation of an existing effect that has already altered the target's normal thought process or free will—returning the

target's ability to think back to normal is still a change of mental state, after all.

A creature in this situation makes a Will saving throw versus the highest appropriate magical effect's saving throw, +1 for every additional applicable charm or compulsion influence occurring within this time-frame. The creature is *confused* for 1d4 rounds if the save fails. 1d4 points of nonlethal damage per level of the highest level spell affecting the subject's thoughts is also suffered if the saving throw fails by 10 or more.

For example, a Wis 13 cleric casts command (level 1, DC 12) on a single kobold among an attacking horde. Later in the same round, this kobold is among those targeted by an Int 16 wizard's mass suggestion (level 6, DC 19.) Before that round ends it is again targeted by another mind-affecting spell, this time a rage spell from one of its allies, an Int 13 kobold wizard (level 3, DC 14.) The kobold must now make a DC 21 (19 + 1 + 1) Will saving throw to resist suffering Shock to the Mind.

6. CRAFT SYNERGY

Craft Synergy Effects: Goods

Name	Prerequisites	Synergy Effect
Splash Bottle	Skill Focus (Craft: alchemy), Skill Focus (Craft: glass), Throw Anything, glass bottle or flask	Double splash radius
Terrain Tailored	<i>Favored terrain</i> , Skill Focus (cloth), Stealthy, explorer's outfit or traveller's outfit	+2 to Stealth checks in the favored terrain
Thin Pages	Skill Focus (Craft: alchemy), Skill Focus (Craft: books), book or scroll	Increase page count or reduce paper weight
Warmaster's Saddle	<i>Cavalier's charge</i> ^a or <i>mounted archer</i> [¶] , Skill Focus (Craft: leather), Skill Focus (Ride), war saddle	+1d4 damage to a mounted charge attack

^a See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*

[¶] See the *Pathfinder® Roleplaying Game: Ultimate Combat™*

Failure: Your *channel energy* DCs suffer a -1 penalty.

Your *channel energy* DCs gain a +1 sacred (or profane) bonus.

Blessed (weapon)

Holy symbols and the language of your faith track across the length and breadth of your weapon. Furthermore, the materials of which it was made have been mixed with holy water, divine relics, and purified by sacred (or profane) rituals at every step.

Prerequisites: *Channel energy*, Improved Channel, Skill Focus (Craft: weapons), masterwork weapon

Craft (weapons) DC: +10

Cost: +400 gp

Failure: The weapon is brittle, reducing its hardness by 2.

The weapon is considered sacred and good (or profane and evil) for the purpose of bypassing damage reduction and the like.

Bloody

Tiny hooks, barbs, coils and the like are built into the weapon's design to better tear the flesh when an opponent is struck, creating a wound that is more likely to continue bleeding. These additions typically make the weapon appear quite malicious and menacing.

Prerequisites: Critical Focus, Bleeding Critical, masterwork piercing or slashing weapon

Craft (weapons) DC: +10

Cost: +100 gp, or +1 gp for ammunition, +200 gp for double weapons (DC 10 saving throw); +200 gp, or +2 gp for ammunition, +400 gp for double weapons (DC 15 saving throw); +300 gp, or +3 gp for ammunition, +600 gp for double weapons (DC 20 saving throw)

Failure: Your target gets a +1 AC bonus against the weapon.

If an opponent suffers damage from your weapon he must then make a Fortitude saving throw or suffer an additional 1d4 points of bleed damage each round on his turn. This bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. This bleed damage stacks with other bleed damage, including that of previous strikes with a Bloody weapon.

Cleaver

The furthest end of a slashing blade is oversized or otherwise granted additional weight to make it a better weapon for cleaving through multiple foes.

Prerequisites: Appropriate Weapon Proficiency, Cleave, Great Cleave, Power Attack, masterwork slashing weapon

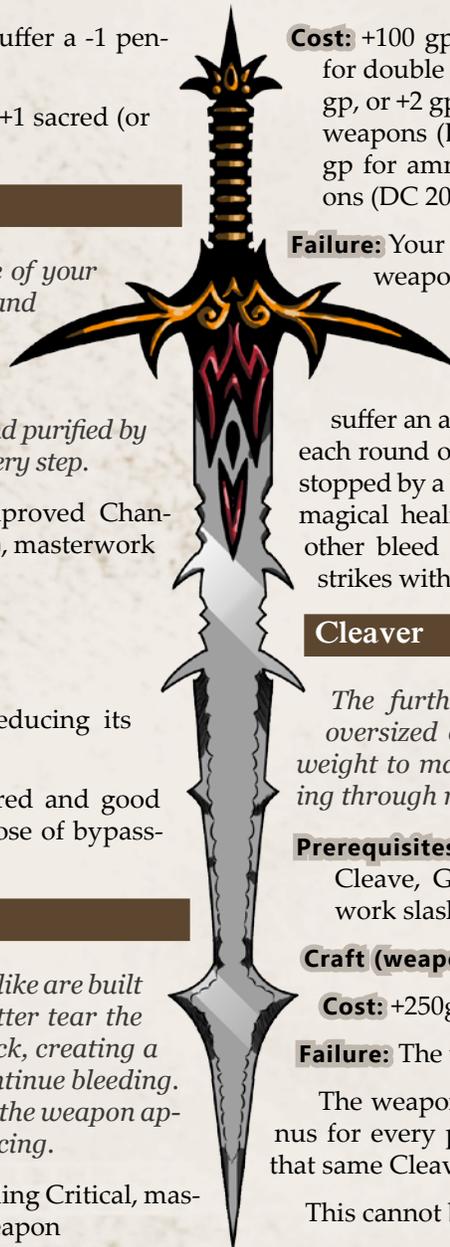
Craft (weapons) DC: +5

Cost: +250gp, +500 gp for double weapons

Failure: The weapon cannot be used for cleaving.

The weapon gains a cumulative +1 damage bonus for every previously cleaved opponent within that same Cleave maneuver.

This cannot be added to ammunition.



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