

Examples for Each Skill Category

Awareness

- **Concentration** is great for redoing **Tech** related skill checks. *Maybe you catch the mistake before you make it, and correct your course before it becomes a problem.*
- **Perception** might be used Complementary with **Evasion** against a Melee attack once every minute. *You're keeping an eye out for your opponent to telegraph their attacks.*

Body

- **Athletics** or **Contortionist** can work with escaping a Grab. *If they don't know how strong or flexible you are, it should work once.*
- **Contortionist** can also be used to complement **Dance**; *giving it a new flair with bending in weird and bizarre ways.*
- **Stealth** could complement **Brawling**, **Martial Arts**, or **Melee** through *feinting a strike once in a while.*

Control

- Firing a weapon that's onboard or mounted to a vehicle? **Drive Land Vehicle** or **Pilot Air/Sea Vehicle** *can provide expectations in your vehicle's movements to make the shot a little easier*

Education

- **Science** and similar skills work well for complementing **Conversation**, *by providing conversation topics you're well verse in and can maintain the target's attention on making a good rapport.*
- **Language** could complement **Trade** or **Conversation**, *acting as a way to improve believability for people within specific cultures, or who don't speak Streetslang very well.*
- **Tactics** works well for boosting held actions. It's also perfect for boosting **Perception** and **Conceal/Reveal Object** when looking for ambushes or booby traps.

Fighting

- If you seem to share a **Martial Arts** skill with someone attacking you, *you might be able to complement the occasional Evasion check by thinking of what to expect from them with your shared knowledge.*

Social

- **Bribery** doesn't just have to be about boosting **Persuasion** or **Interrogation**. *Flip it around and find out how much of a discount you might be able to get out of somebody when you use Trading.*

- **Human Empathy** can be a great boost to your buddy rolling **Interrogation**, *give them the ol' Good Cop/Bad Cop.*

Technique Skills

- **Vehicle and Weapons Tech** skills *work well to assist in the occasional aimed shot against vehicles and armored enemies.*
- Also, don't forget! *Anyone can help a Techie when doing a **Repair, Invention, Fabrication or Upgrade** skill check by assisting them with an appropriate **Tech skill!***

Guidelines

Apply a cooldown and maximum number of times Complementary Checks can be used.

Examples

- **Using Vehicle Tech to get a +1 on an aimed shot against a Raffin Groundcar; 1/per minute (20 rounds).**
- **Using Cybertech with a Conversation check to chat up a Maelstrommer, to weed out some information on where a gang safehouse might be located; can only be performed once on a target. A different skill can be used in its palace with the same limitations to repeat Conversation**