

BACKGROUND OPTIONS



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Nu har listan över bakgrundsformågor fått en annan sortering: först kommer de grå som kan tas av alla yrken, därefter de gröna som är reserverade för Arms Users, sedan de gula för Semi Spell Users och slutligen de röda som är för Pure/Hybrid spell users.

Free for all

Arms

Semi

Pure och Hybrid

Cost	Special abilities	Other information
15	Internal Clock. You receive a special +15 bonus to Time Sense and can often time things accurately down to the second. You know how much time has passed since a particular event took place. You might even make yourself wake up at any desired time (decided before going to bed).	You are a very punctual person.
15	Neutral body odor. Character cannot be detected by smell.	Zip
15	Student. You start with 10 extra dev.points on Lore skills.	To be spent during level zero only, not as a continuous addition.
20	Charismatic leader. +10 to leadership and public speaking.	Zip
25	Army knowledge. Character has a +15 bonus on Tactics and Military Organisation.	Zip
25	Geographic awareness. Character has a +25 to mapping and direction sense.	Zip
25	High stat. A special +5 stat bonus.	A character may only have this ability once and it is not allowed to combine this with other bonus abilities on the same stat.
30	Eyes in the neck. Enemies never get flank or rear bonus. Character is also hard to surprise; +10 to sense ambush skill.	Zip
30	Venus's blessing. +20 to Appearance stat bonus and Seduction skill when dealing with opposite sex.	It isn't always good you know.
30	Special bonus. A special +10 bonus to a secondary skill of choice.	Not Combat skills or PP Development (GM's discretion).
35	Special bonus. A special +10 bonus in a primary skill.	Not Combat skills, Body Development or Adrenal Defense.
35	Spell Abundance. A special +5 bonus to Power Point Development.	Zip.
35	Linguist. One language to skill rank 8.	Only spoken.
40	A zeal for honesty. Character have a +25 bonus to lie perception.	Zip.
40	Bardic training. +25 to play instruments and perform singing.	Zip
40	Calm voice. Character has +25 to calm verbally and +10 BAR when casting calming spells.	Zip
40	Lightning reflexes. No one gets surprise bonus on this character and he will always be able to attack back if surprised (if not killed). He might still need to draw a weapon.	Zip
40	Poison Resistance. Character have a tremendous ability to resist poisoning. +15 RR vs all poisons.	Zip
40	Portage. Encumbrance penalties from carrying weight are halved.	Zip

40	Special bonus. A special +15 bonus in a chosen secondary skill.	Not Combat skills or PP Development (GM's discretion).
40	Survival instinct. When parrying with all of OB character receives an extra +25 DB.	Zip
50	Animal friend. Character has a (35 + EM-bonus) percentage chance of befriending any animal. The befriending process may take a few minutes but rarely more.	Sometimes animals keep following the character for no particular or obvious reason when travelling the wilderness.
50	Blazing speed. Movement increase 25%.	Zip
50	Daen Tattoo. Provide the character with a special +30 bonus to the Channeling skill.	Zip
50	Ensorcement cure. Character may perform ritual cleansing of curses (taking 1-6 hours). The curse must resist vs characters level or target is permanently cured.	Cannot be used to cure curses on oneself. Character only gets one attempt per curse. If it fails, he may not try again.
50	Eyes for the Shadow world. Character may concentrate for 1 round to convert his eyes to see invisible things.	If used for more than 12 consecutive rounds, character gets headache and will have -10 penalty for 1-6 hours.
50	Fearless. Character will have 3x his level when resisting versus Fear.	Zip
50	Good Aim. A special +5 OB when using bows or crossbows.	Zip
50	Great influence. När någon ska slå ett RR mot dig så får ditt target bara tillgodogöra sig 2/3 av sin level.	Zip
50	High Jumper. You receive a special +30 bonus to your Jumping skill.	Your personal best is 6,2' high and 19,4' long (with running distance, assuming you are an average height human dressed in light clothes).
50	High voice. Character may shatter normal glass thinner than 0.2" (ca 5 mm) and weighing max 10 lbs (ca 4,5 kg). He may also make a 5th lvl scream attack. All within 10' radius will be stunned for 1 rnd/10 failure.	This ability take 50% action to perform.
50	Increase one stat by one.	Zip
50	Intuitive Defense. +5 DB.	Zip
50	Judge of angles. A special +25 bonus to locate secret openings and detect traps.	This ability only works in constructions, i.e indoors.
50	Look of the eagle. Those who are allies, troops or henchmen under the character never panic while he is well and in sight.	Zip
50	Natural archer. +25% to all bow ranges.	Zip
50	Navigation gift. A special +50 bonus to direction sense and navigation.	Zip
50	Spatial bonding. Character has a special +25 bonus to Summoning skill.	Zip
50	Strong lungs. Character may hold his breath for up to 5 minutes. He also has Double his normal exhaustion points.	Zip
50	Student. Character have 5 extra skill ranks in a secondary skill. Player may choose within GM's discretion.	Zip
50	Tolerant immune system. No herb will ever fail on this character. He will never have to roll for AF when taking herbs.	Zip
50	Undetectable. Character has the equivalent of a permanent Unpresence spell upon him and need only concentrate for it to work. Even if he does not concentrate he gets to roll an RR vs scrying spells (such as Presence) with x3 his level.	Zip

50	Unnatural stamina. May run up to 3x Movement rate and spend only 1 exhaustion point every 60 rounds.	Zip
50	Violent prejudice. +10 OB versus chosen race. If he scores a crit there will be also be an extra Impact, one degree lower in severity. If character choose humans as his race of prejudice he will have to specify a specific breed (i.e easterlings, dunedain etc).	Hatred is very deep. Character may behave irrational in any situation involving his enemy race.
60	Animal empathy. Character has a special +25 bonus to animal skills concerning one specific group of animals. After 1 month of befriending he may communicate mentally with a single chosen animal.	Zip
60	Bright blue eyes. Character has +15 to leadership, seduction and influence skills and +10 BAR on all charm, hold and seduction type spells.	Zip
60	Danger sense. Character has a special +25 bonus to Sense Ambush/assassination.	Character can smell it in the air when someone has hostile intent towards him.
60	Ensorcelled Protection. Choose one attack spell (not elemental attack spell) which character have total immunity from.	I.e Absolution, Sleep, Dark Stunning, Control etc. Character is also immune to any higher level versions of the same spell.
60	Good with hands & legs. Character have a special +10 bonus to jumping, rowing, sprinting, climbing, pick locks, trickery, athletic games and rappeling.	Zip
60	Great swimmer. Character has a special +25 bonus to Swimming skill.	Zip
60	Resilient. Characters body is resilient to bleeding and thus lowers all bleeding wounds by 1 point.	More powerful versions are available at 110 and 150 BO.
60	Spell Abundance II. A special +10 bonus to Power Point Development.	Zip
60	Superb smell. +15 Tracking and +25 Poison Perception.	Zip
70	Focused mind. Character has a special +10 bonus to all adrenal moves.	Zip
70	Hammerhand. Hands hits as maces when using MA Strikes skill. Strike Rank I will have its limit at 120. Strike II is limited at 130, Strike III at 140 and Strike IV has no limit.	Zip
70	Hearing. Character can isolate any one sound within 100 feet or 25 feet through solid. A +15 bonus to Perception when it involves hearing.	A character with this background option might easily hear conversations behind closed doors where others would here only mumbling.
70	Hobby conjuror. Cost for Attunement skill is halved (round up).	This ability is not applicable for Pure and Hybrid spell users.
70	Horseman. A special +25 bonus to ride skill.	Zip
70	Jack-of-all-trades. Character has no -25 penalty for zero skill ranks.	Zip
70	Racial Training. Your race is known for a particular group of skills. You may pick up to 6 skills that are related somehow (subject to GM approval). You will receive a special bonus of +10 for those skills due to your upbringing.	Not Combat skills. For a dwarf suitable skills might be Caving, Stone Lore, Metal Lore, Metal Evaluation, Stone Evaluation and Mining.
70	Strong mind. Character starts with a special +30 bonus to Way of the Warrior - Will.	Zip
70	Thief. A special +25 bonus to Pick Locks.	Zip
75	Accelerated mending. Heals hits and injuries twice as quick as normal, including the effects of herbs and magical healing. A herb that normally take 8 hours for full effect has its full effect in 4 hours on the character.	Sadly, poisonous effects are treated the same way. A poison which should take effect in 20 rnds takes effect after only 10 rounds.

75	Ambidextrous. Character is not penalized for using his off-hand (i.e he has no off-hand, he uses both hands equally good).	You still have to develop skill for two-weapon-combo.
75	Archer Quickness. Character may fire his bow every round without penalty as long as target(s) are within 30° of each other.	This ability is not cumulative with the (175) Unnatural Archer Quickness.
75	Assassin training. The dev.pt cost for Ambush (or Sniping) skill is halved.	Paladins may not have this training.
75	Destiny sense. Character knows the direction which will lead to a desired objective.	Character may sometimes know that he wishes to travel in a certain direction without knowing exactly why...
75	Elvish training. +25 to all Meditation skills.	Zip
75	Ethereal sight. Character can see invisible things when concentrating.	Zip
75	Eye of the tiger. Every round of combat the character has his level plus (SD-bonus and EM-bonus divided by 2) chance of getting +15 OB and DB.	Zip
75	High stat. A special +10 stat bonus.	A character may only have this ability once and it is not allowed to combine this with other bonus abilities on the same stat
75	Inner Reserves. When calculating hits character may use his SD-bonus in addition to his CON-bonus when multiplying his hits total.	Example: a character with 50 Base Hit points and +10 CON and +15 SD will calculate 50x1,1x1,15 for his hit point total.
75	Internal sense. A special +20 bonus to stunned maneuver.	Zip
75	Item lore. A special +25 bonus to staves & wands skill.	Zip
75	Mana sensing. Character feels when around something magical. The strength of magic defines the range of the ability but a 10 th lvl spell (or equivalent) can be sensed from 50' away.	Zip
75	Runic lore. A special +25 bonus to read runes skill.	Zip
75	Silent stride. Character have a special +25 bonus to stalking maneuvers.	Zip
75	Sleight of hand. Character has a special +20 bonus to trickery, pick pockets & hide items.	Zip
75	Tough skin. Protects as AT/ 3.	Zip
75	Underground upraising. +10 to subterfuge skills. One subterfuge skill learned with the same dev.pt cost as the thief profession.	Chance of being recognized by the law (in home town) and held in extreme prejudice.
75	Visions. When touching an item character receive a vision of events associated with the item.	Zip
80	Acrobat. A special +15 bonus to acrobatics, contortions and tumbling attacks/evasions.	Zip
80	Defensive edge. Character gets +25 DB when parrying with at least 50% of his OB.	Zip
80	Iron Fists. Character have a special +10 OB with Martial Arts Striking.	Zip
80	Iron Fists. Character have a special +10 OB with Martial Arts Striking (all ranks).	Zip
80	Resistance to magic. A +25 RR bonus versus one chosen realm.	Zip
80	The Gift. Character has his cost for Power Point Development halved.	Zip.
90	Bulky caster. Character have less trouble casting spells in armor than his peers. He starts with 10 skill ranks in Transcend Armor.	Zip

90	Extraordinary Eyesight. A +20 bonus to General Perception, Detect Traps and Locate Secret Openings.	Zip
90	Monastery training. A special +25 bonus to one athletic or gymnastic skill and a +25 bonus to one adrenal move.	Zip
90	Nimble. Character has a +15 bonus to climbing, pick locks, trickery, set- and disarm traps, adrenal move quickdraw, fletching, crafting, painting, play instruments and sculpting due to his nimble fingers.	Zip
90	Spell Abundance III. A special +15 bonus to Power Point Development.	Zip
90	Stability sense. Reduce stun taken by 1 round from each critical.	Zip
90	Subtle. Character has a +25 Stalk/Hide bonus.	Zip
100	Arcane shapechanger. Character can take the form of a chosen animal. The chosen animal must be within 75% of normal to 200% of characters normal mass. Character will not get the ability of flight, but will make combat, have senses, etc. as the animal.	Roll on RMCI physical alteration critical table until reaching 100% change. I.e it hurts a lot and take some time to change form. Clothes and gear will not transform with the character.
100	Armor Training. Armor dev.pt cost cut in half. Character lower all penalties (in one chosen Armor Type) by 5.	Duelists may not take this BO.
100	Body Builder. A +3 level bonus to body development is added to the characters regular level bonus.	Zip
100	Dead eye. Character has +10 OB with all types of bow and thrown weapons.	Zip
100	Elven sight. You have the ability to see in the presence of only a faint light. The light from the stars or moon is enough for you to see normally (up to 100').	In total absence of light, this ability will provide no use.
100	Ethereal Tie. The character has a close tie to some demon or fae. In every combat situation there is a 25% chance of being possessed by the demon/fae, receiving AT/11 (if desired), +25 OB and +10 DB.	While possessed the character may not parry (except for normal DB). After the combat situation he must RR vs demon/fae's level or continue to be possessed for 1-10 hours. Possessors demeanor is subject to GM.
100	Excitatory postsynaptic potential. Due to bad nerve synapses character sometimes ignores the effects of pain. This ability gives him 25% chance to ignore any stun or stun no parry result, no matter how grave.	Character receive one roll (01-25) for every result that states that he is stunned or stunned without parry.
100	Familiarus. Character may create bonds to an animal equal to the familiar spell on the Gate Mastery spell list. He may view the world through its senses when it is within 50' per level of caster.	Zip
100	Herbalist. A special +50 bonus to cookery and foraging. Character may recognize any herb or poison.	Zip
100	Immune to charm/fear. Including charm kind, calm, charm song and all fear inducing spells and creatures.	Zip
100	Increase one stat by 2.	Zip
100	Increase three stats by 1.	Zip
100	Intuitive defense II. +10 DB.	Zip
100	Iron will. Character have double SD-bonus.	Will only double "normal" stat bonus and racial bonus, not special bonuses from BO.
100	Light sleeper. Character may make normal perception rolls to wake and take action immediately from sleep.	Zip

100	Lightning reactions. Character has fluent moves and receive +5 OB and DB and a special +20 bonus to initiative.	Zip
100	Lucky. Character is lucky and the player may reroll a roll once per gaming session.	This does not include criticals made by the character, but may include criticals taken by the character.
100	Martial arts training. Character may train in martial arts (2/5), adrenal moves (2/4), adrenal defense (6), AAD (6), unarmed expertise (2/5) and weapon kata (2/5) as if he were a monk.	Zip
100	Mastered skill. Character will chose either a very large bonus (+50) or 20 skill ranks on a skill. He will have a reputation.	Not combat skills and only skills that you can actually be famous for.
100	Subconscious discipline. For this character concentrating on a spell requires only 25% activity each round and concentration spells continue for as long as the caster has concentrated.	Zip
100	Subconscious preparation. No preparation round is required for adrenal moves. Ignore the -20 penalty usually applied to the prep. round. Maneuvers that require a "cooldown" round still require that.	Zip
100	Tensile. One choosen critical type is reduced by 1 degree in severity.	Zip
100	Toughness. Character may take 150% of his total hits before becoming unconscious.	Still dies at 200%.
110	Mana reading. 33% chance of determining each ability on a magic item.	This ability costs 50 BO for Pure and Hybrid spell users.
110	Outdoorsman. A special +50 bonus to foraging and a +20 bonus to all tracking, trapping and stalk & hide rolls while in the wilderness. Character never fail to start fire.	Zip
110	Resilient II. Your body halves all bleeding results (round up). A wound of only 1 hit per round heals itself in 1-10 rounds.	A bleeder of 2 hits/rnd will be halved to 1 hit/rnd and then close itself in 1-10 rounds.
110	Smaller nexus. Character spends no PP's when casting level 1 spells.	This ability costs 60 BO for Pure and Hybrid spell users.
110	Spell Pick. One type "A" spell pick.	This ability cost only 90 BO for Semi spell users and even less for Pure or Hybrid.
110	Superb thrower. A +20 bonus to thrown attacks (includes MA Sweeps & throws).	Zip
120	Assasin training II. Character has a special +25 bonus to poison lore, use & remove poison, silent kill and stalk & hide. He also starts with 3 extra ranks in ambush skill.	Zip
120	Extraordinary archer. Character has a special +25 bonus to AM quickdraw (when drawing an arrow) and +15 OB with one type of bow.	Must specify the exact type of bow, i.e longbow, shortbow or composite bow.
120	Hypercharged adrenaline. Due to his nervous nature character has a special +15 bonus to frenzy and adrenal moves. He also has a +5 OB and starts with 1 skill rank in both Adrenal Defense and Armored Adrenal Defense.	S.k DAMP. Static maneuvers at -5. May be a very irritating character to be around.
120	Manual deftness. A special +10 bonus to all subterfuge skills and missile OB. Also a +5 bonus to all melee OB.	Zip
125	Bodily prowess. +25 hit points. These are added on the total hits and does not interfere with the race limit of base hits.	Zip
125	Dual proficiency. Character is trained in two weapon combo, negating the normal off-hand penalty of -20 and giving the character a cost of 2/5 for his left hand weapon (unless his profession already has a lower cost).	Zip

125	High stat. A special +15 stat bonus.	A character may only have this ability once and it is not allowed to combine this with other bonus abilities on the same stat.
125	Lycanthropy. Character has the ability to transform himself into a beast (wolf, boar, bear etc – chose one). Use appropriate stats for such beast but with an additional +25 OB.	RR vs 1st lvl (SD) or change involuntarily during full moon or when enraged. Items do not change form, they simply fall off on the spot.
125	Magical learning ability. Character has a knack for magic. He may learn 2 spell lists at ½ cost and one magical skill at ½ cost.	Zip
125	Magical resistance. Character has a natural protection versus magic: +25 RR vs one chosen realm, +10 RR to the other realms.	Zip
125	Special familiar. Character has befriended a strange creature (a demon might suit an evil character) and bonded with it. He may perceive through its eyes and ears and order it to perform actions while within 1 mile.	The creature will be max 50% of characters mass at the start, but might grow, both in experience and size, as time pass.
125	Tough Bones. Your skeleton is tougher than most. Every time a critical indicates that a bone in your body is shattered, broken or cracked you may roll for this ability. Add your level to the roll.	Result 01-50 Bone is still broken with full effect. 51-75 Less damage. Bone is not broken, halve the penalties from the critical. 76-100 Bone holds. Ignore penalties.
125	Toughness. Slash and puncture crits are reduced one degree in severity. "A" severity criticals are ignored.	Zip
130	Martial Man. A +25 bonus to all adrenal moves.	Zip
130	Quick healing. Able to heal himself of 1 hit per minute while resting. Halves recovery time for other wounds and speeds up the effects of herbs and poisons by x2.	Zip
140	Enchanted vision. Character may see in darkness. Vision is 50' in compact darkness (indoor) and 150' in a dark night (outdoor).	Zip
140	Stability sense II. Character lowers all stun by 2 rounds. This applies once per critical. It also applies to any fumble resulting in stun rounds.	Stun and stun no parry is lowered with equal ease.
150	Resilient III. Your body halves all bleeding results (round up). It also automatically clots all wounds that bleed less then or equal to 3 hits per round at a rate of 1 hit per round. Clotted wounds will not reopen.	Example: You take 6 hits per round from a critical. That means you take 3 hits per round. The round after taking the critical your bleeding will be lowered to 2 hits per round, then 1 hit per round and so on until wound is clotted.
150	Sturdy build. Krush, unbalancing and impact crits are lowered one degree in severity. "A" severity criticals are ignored.	Zip
175	Bone Cracker. Every time character makes a Krush critical that states that either a leg or arm have been hit, there is a (25% + level) chance that he breaks the bone.	A broken arm or leg is useless and generally confers a -25 penalty. If the critical already states that the limb is broken, there is no further damage.
175	High stat. A special +20 stat bonus.	A character may only have this ability once and it is not allowed to combine this with other bonus abilities on the same stat.
175	Instinctive defence. Character has special instincts and thus have a +15 DB (+10 when surprised).	Zip
175	Tensile II. One chosen crit reduced by 2 steps in severity.	Zip
175	Unnatural Archer Quickness. This character is able to fire his bow twice per round with a -25 penalty on each attack (assuming the targets is in the same general direction and that the bowman manage his AM quickdraw).	If quickdraw fails the bowman will have another -10 to -35 penalty added to his -25 penalty on the second attack (depending on what type of bow he uses).
185	Super tough skin. Characters skin protects as AT/11.	If a critical result states a different result if wearing helm or greaves the character will NOT count as if he have those items.

200	Transcendence. Character is not penalized for wearing armor while casting spells.	Zip
225	Blessed by Yavanna. Character has a +10 stat-bonus to IN, EM, PR, RE and SD. He also has 5 PP to spend on Concussion Ways each day. He also has a knack for finding rare herbs (if spending time searching for herbs).	Character has a commitment to help the lesser kelvar (animals) of Middle Earth.
225	High stat. A special +25 stat bonus.	Zip
225	Mythic stat. One stat is very high (102), due to a great ancestor. This ability also confers a random "A" type Innate Stat Ability from RMC III (chapter 5.3 p32).	Zip
250	Estë's Blessing. You have the blessing of the Valie Estë, whos name mean rest. That is also her gift. You always sleep (or meditate) well. You recover all of your spent Power Points during one nights sleep or meditation. You do never suffer from disorientation when awakened and heal at double normal rate during your rest.	This character has no need for the Rejuvenate skill since all spent Power Points will return during the nights rest.
25	Good battlefield awareness. Character may spend only 25% of his round to make a full perception roll when in combat.	Zip
20	Indurate training. During "normal" circumstances the character will have no problem sleeping in his armor of choice.	Exceptions may be in hot deserts, extreme cold, rain or other special circumstances.
30	Pain Resistance. You have a special +5 bonus to your Body Development skill.	Zip
30	Uneasy swordsman. Few are quicker to reach for their swords... You start with a +20 bonus to lai.	This bonus is only adequate for your primary melee weapon, not for bows or other equipment.
30	Warrior friend. May put a 3rd skill rank at his primary weapon at the cost of 12 dev. pts.	Zip
40	Strange Circumstances. There is a 10% chance that any spell aimed at the character has no effect.	Character has no will over this ability. He may never use spells. This spell does not negate physical effects of spells, i.e bolts, balls, pits, barriers etc.
40	Whetstone magician. From your father you inherited a special whetstone with which you may hone normal iron weapons to give a +10 non-magical bonus. In addition you begin with 10 skill ranks in Honing.	A skill roll for honing is required to achieve the extra bonus for sharpened weapons. A result of 01-75 is failure. 76-110 sharpens the weapon to a +5 bonus. 111+ give the weapon a superior edge, +10.
50	Basher. Character have a special +15 bonus to Shield bash and Tackling skills.	Zip
50	Disarm skill. Procedure – subtract the OB of the enemy from characters OB; add an open-ended roll; if 101+ enemy has dropped his weapon; if 151+ the character has also managed to pick it up or displace it to a location within 20'.	Take an entire round of action to perform.
50	Educated fool. Even though you spent most of your childhood and youth climbing trees and swinging swords, your mother never let you go to bed without a book. Lower the cost of three Academic skills to 1/4.	Zip
50	Resistance. For the purpose of RR character will be treated as if he were x3 his level. I.e a 4 th lvl character is immune to Sleep X as it only affects 10 levels and he will be treated as a 12 th lvl character.	Character will never be able to learn any spell lists.
50	Shield attack I. Your shield attacks are extra mean, giving you a special +10 bonus to Shield Bash and allows you to make attacks one degree higher than normally allowed for your weight category.	Example: a character weighing 76-150 kg normally make Medium shield bash results, but with this ability he would make Large attacks.
50	Steel grip. Character may not be disarmed. If a result (critical or fumble) state that he drops his weapon there is a 50% chance that he holds on to it.	If the critical result clearly states the physical reason to the dropped weapon (i.e arm slashed off) this ability has no effect.

60	Disarm Expert. You start with a special +20 bonus and 5 skill ranks in one Disarm skill.	Zip
60	Pain Resistance II. You have a special +10 bonus to your Body Development skill.	Zip
60	Reserves of strength. En gång om dan så kan du fokusera din styrka, vilket ger en extra +20 bonus på Strength total bonus. Räkna om OB om det är aktuellt. Max 6 ronder.	Användbart för ett lätt definierat mål. Ex. lyfta stenen, krossa dörren, döda nuvarande motståndare. Dock inte besegra armén eller bygga kinesiska muren.
60	Sailor blood. Your years at sea have given you a special +20 bonus to Seaborn Combat and Sailing skills.	Zip
60	Strangely resistant. A +40 RR-bonus versus one random realm (1-33 Essence, 34-66 Channeling, 67-100 Mentalism).	Allergic to magic. Will be penalized by -25 to all actions for 2-20 rounds if using items or casting spells from that realm.
60	Strong Stance. You start with a special +20 bonus to Melee Scuffle.	Zip
60	Subduer. You start with a special +20 bonus and 5 skill ranks in Subduing skill. In addition any victim that fails his RR against your subdual attempt is out for 1-6 hours, no matter how little he fail.	Normal rules for subduing still applies, except for the RR procedure.
60	Superior instinct. You start with a special +20 bonus to Instinctive Maneuver.	Zip
70	Low sustenance. Character may go without food and drink for unusually long periods. If he has a supply of water, double all the time periods in the next column.	After 3 days he will be at -10. On the fourth day -20. The fifth day puts him at -40 and the sixth day at -80. On the seventh day without food or drink he will go into unconsciousness and eventually die of dehydration.
75	Battle reflexes. Character has a special +30 initiative bonus.	Zip
75	Defensive stance. Character may parry missiles at half OB used to parry. Normal parry x1,25. I.e if he converts 40 OB to his DB he will receive a +50 DB.	Zip
75	Expertise. You start with 5 skill ranks in the Expertise skill.	Zip
75	General weapons master. No weapon cost higher than 3/6.	Duelists may not take this BO.
75	Great arm. Missile range increase 50%.	Zip
75	Judge of weaponry. Character can determine the bonuses, magical and non-magical, on weapons and armor.	Must be able to hold and try the weapon/armor. It does not suffice with an ocular inspection.
75	Martial mastery. A +10 OB with one weapon category.	Zip
75	Quick fella'. You have a special +15 bonus to Tumbling skill and Initiative bonus.	Zip
90	Dirty Bastard. Devoid of scruples you do whatever needed to win. Your arsenal of dirty tricks include (but are not limited to) throwing sand in foe's eyes, taunting and feigning surrender. Use your Trickery skill bonus to throw sand or noxious liquids at a foe. Such liquids must off course be prepared ahead or found at the combat site. You also have a special +15 bonus to Weapon Brawling.	The "thrown sand" attack bonus follow the same rules as per Weapon Brawling (i.e percentage of action) and the attack is made on the Brawling Attack table. No hit points are delivered and the criticals made equals (A) 1 round of stun, (B) 2 rounds of stun, (C) 3 rounds of stun, (D) 1 round of stun no parry and (E) 2 rounds of stun no parry.
90	Heavy built. Dev.pt cost for body development halved. Character have his race limit for base hits multiplied by x1,5.	Zip
90	Mock gambit. Your illicit fighting style are confusing for enemies, earning you 5 extra skill ranks and a special +25 bonus to Feinting skill.	Zip

90	Toughness. A special +25 bonus to Stunned Maneuver and on a result of 226+ character is able to remove 3 rounds of stun.	Not to be combined with Internal Sense (75)
100	Directed weapons master. Character gets 3 ranks for every 2 he develops.	Dev.pt cost increase 50% on other weapon categories including shield skill.
100	Martial Mastery. A +15 OB with one weapon category.	Zip
100	Missile precision. Character receive +10 for each extra round of targeting before firing his missile weapon up to a limit of +50.	Not cumulative with the bonus from the prepared shot skill, unless payed 150 BO points for.
100	Reverberative strength. All melee attacks by character will confer an extra unbalancing critical 2 degrees lower in severity.	Zip
100	Shield attack II. You perform devastating shield attacks; +20 bonus to Shield Bash skill and you to make attacks two degrees higher than your normal allowance.	Example: a character weighing 76-150 kg normally make Medium shield bash results, but with this ability he would make Huge (!) attacks.
100	Survival instinct. When character exceed 50% of his total hit points a subconscious superstrength "kicks in". For a duration of 6 rnds the character will have +15 to all maneuvers, including OB and DB.	Zip
100	Warrior upbringing. Your tough childhood have given you 10 additional dev. points in the secondary combat category.	The 10 dev. points are to be spent every new level.
100	Warrior soul. Start with a +15 bonus to all Way of the Warrior skills and Stunned Maneuver.	Zip
100	Will over pain. Ignores stun as a berserker. May attack with 50% OB while stunned.	Zip
120	Natural assassin. Character has a aura of "not being noticed" about him. The silence and sneakiness of the character allows him to ambush anyone that he can strike from behind. He does not have to develop skill for ambush, yet he may modify crits by half his level (round up).	This character is quiet and seldom noticed, even in discussions, meetings and other social conventions. He receive a -20 penalty to all social skills and may never be the group leader.
125	Battle cry. Character has a powerful battle cry that when used before combat ensues will provide him with extra self-confidence resulting in +10 OB and DB for 1 rd/lvl (minimum 3 rounds).	Not usable if ambushed or surprised.
125	Tough titty said the kitty. The toughness against wounds and pain is incredible in this character. He lowers all penalties from wounds by 10 and thus ignores penalties below 10.	Zip
125	Warrior extraordinarie. Character has extensive training and experience from combat. +10 to all melee OB.	Zip
125	Weapon control. Primary weapon fumbles only on UM01. All other weapon fumbles are lowered by 1.	If morningstar is used as primary weapon it cannot be lowered beneath UM02.
150	Precision. Character adds +5 to all crit rolls.	Zip
150	Soldier years. Your years of soldiering have given you a warriors cost (1/4 and 1/5) in two weapon categories, you develop Expertise and Shield Expertise at at cost of 4/8 and have 5 extra dev.pts per level at secondary combat category. You have also earned 5 skill ranks each in Heraldry, Military Organisation and Tactics.	Zip
150	Trained regular footman. Character is fluent in his moves and may make one extra rank 1 sweep every round.	This ability cannot be used in plate or chainmail armor.
160	Exceptional skill in arms. A special +10 OB melee and +10 to all maneuvering in armor. Character has his lowest cost in two weapon categories.	Zip

175	Blessed by Astaldo. In a dire situation the character is able to perform extra powerful strikes, providing +5/lvl bonus to his melee OB for one attack. This power can be used 3x/week. For each 10 levels add 1 extra time, i.e 4x/week on 10 th lvl, 5x/week on 20 th lvl etc	If used two or more consecutive rounds character will be subject to an "A" stress critical
200	Biggest of kind. This fellow is exceptionally large for his race. Hit die type is raised one degree (i.e 1d8 is now 1d10, 1d10 is 1d12), his racial max hits are increased by 20, he has an extra +1 lvl bonus (can exceed 3) on combat skill category and body development skills and a special +15 ST-stat bonus.	Character must choose maximum length and weight for the race; +10%. It is not always good to be so big. Enemies may target the character first, he get stuck where others can pass and so on.
225	Heir of warriors. The character stems from a long line of fine warriors and have a +20 OB with melee weapons and a cost of 1/3 on his primary weapon and shield skill.	Zip
250	Enchanted by Tulkas. Character has a +10 stat-bonus to ST, AG, QU and CO. He also has 5 PP to spend on Arms Ways each day.	Tulkas keeps a close watch on those that follow him. He may send the character off to a quest or mission and it would be unwise to refuse such a call.
25	Trickster. A special +25 bonus to Spell Artistry.	You have a strong inclination for impressing people with your spells.
50	Lore Master. A special +10 bonus to Circle Lore, Warding Lore and Symbol Lore.	Zip
50	Pain Resistance. You have a special +5 bonus to your Body Development skill.	This ability costs 30 BO for Arms users.
50	Street Fighter. You grew up in a tough neighbourhood and often had to use your fists to defend yourself. Your cost in Brawling is lowered to 1/3 and you start with a special +10 bonus.	Zip
60	Basher. Character have a special +15 bonus to shield bash.	This ability costs only 50 BO for Arms users.
60	By the book, you say? Due to more combat experience than the average nightgown wearer, your directed spell attacks has their crit-rolls increased by 1 per 5 levels.	Example: a 10th lvl Warrior Mage may add +2 to all criticals from directed spells. A critical can never be increased to UM66.
70	Cyclic magic. Magic tied to natural cycle (i.e night or day). At peak you get +20 to both BAR and Directed Spells.	When not at peak character gets -20 to both BAR and Directed Spells. This ability costs only 50 BO for Pure and Hybrid.
80	Mana reading. Character has a 33% chance of determining each ability on a magic item.	This ability costs only 50 BO for Pure and Hybrid spell users.
90	Battle reflexes. Character has a special +30 initiative bonus.	This ability costs only 75 BO for Arms users.
90	Mage Armor. Each rank you develop in maneuver in armor counts as a rank in transcend armor for that armor class (i.e Soft Leather, Rigid Leather, Chain or Platemail).	Stacks with the transcend armor skill.
90	Second Strike. You may put your magical power into your secondary melee attacks, making them more forceful. For each PP you expend you get an OB-bonus equal to three times your level (to a maximum of +45) to either Shield Bash, Tackling, Weapon Brawling or Weapon Kata for the round.	Example: a 3rd level monk spending 3 PP will receive +27 OB to his Weapon Kata attack for that round. Upon 10th lvl he will receive a +30 OB for only 1 PP spent. This functions like a quick spell (without ESF or any chance of fumbling), and uses up your quick spell for that round.
90	Spell Pick. One type "A" spell pick.	This ability costs 40 BO for Pure & Hybrid
100	General weapons master. No weapon cost higher than 3/6.	Duelists may not take this BO. This background option is available for non-spell users at a cost of 75 BO.
100	Martial Mastery. A +10 OB with one weapon category.	Zip
100	Unhampered Flow. Character ignores armor ESF modifications up to 15. If using a more interfering armor, the ESF modification are reduced by 15. This applies to helmet or armor or any combination of those.	Example: a Warrior Mage with this BO could wear Chainmail AT/13 (ESF 14) without trouble. If he want to wear AT/10 (ESF 12) and a metal helm (ESF 16), it counts as a total ESF modification of 13 instead of 28.

100	Warrior soul. Start with a +10 bonus to all Way of the Warrior skills and Stunned Maneuver.	Zip
110	Lightning Attack – At the start of the round, you may expend 6 PP to exceed the limited number of attacks per round rule (i.e. a 10th level character, normally allowed to make only two attacks per round, may strike three times with this ability).	This ability only <i>permits</i> the use of additional attacks per round, it does not supply the skills or spells. Example: a 6th lvl Warrior Mage casts Haste, making two primary melee attacks may also make a Weapon Brawling attack, providing he has the skill.
110	Shieldmaster. May develop shield skill at a cost of 1/3.	Zip
120	Heavy built. Dev.pt cost for body development halved. Character have his race limit for base hits multiplied by x1,5.	This ability is available for Arms users at a cost of 90 BO.
125	Martial Mastery. A +15 OB with one weapon category.	Cost 100 for Arms users
125	Quick Rejuvenation. You have the ability to regain your strength faster than regular spell users. A special +25 bonus to Rejuvenate skill.	This ability costs 75 BO for Pure and Hybrid spell users.
125	Will over pain. Ignores stun as a berserker. May attack with 50% OB while stunned.	This ability costs 100 BO for Arms users.
140	Aggression. Character has a +10 bonus to BAR and Directed Spells.	For Pure & Hybrid spell users this ability is available at a cost of 125 BO.
140	Warrior training. Between the book studies this character spent hours on the sparring fields earning him an extra +2 level bonus on combat skills (up to a maximum of +3).	Zip
150	Life linked magic. Character may use his hit points as PP (these cannot be multiplied).	Recovery from this conversion of hit points to power points can only be healed by time. This ability is available for Pure and Hybrid spell user at a cost of 100 BO.
175	Exceptional skill in arms. A special +10 OB melee and +10 to all maneuvering in armor. Character has his lowest cost in two weapon categories.	This ability is available for Arms users at a cost of 160 BO.
175	Power. One spell list to 50 th lvl. That spell list might be anything, not necessary within the realm and profession of the character.	This ability costs 150 BO for Pure and Hybrid spell users.
175	Spell proficient. A talent for learning spells. Character receive one type "B" spell pick and develop spell lists at ½ cost.	Zip
175	Tough titty said the kitty. The toughness against wounds and pain is incredible in this character. He lowers all penalties from wounds by 10 and thus ignores penalties below 10.	This ability costs 125 BO for Arms users.
175	Trained Regular Footman. Character is fluent in his moves and may make one extra rank 1 sweep every round.	Cannot be used in chainmail och platemail. This ability costs 150 BO for Arms users.
200	Alumnus Grimoire. You are a graduate from a formal institution of magic (i.e Academy of Shrel Kain, Kings Seers of Arthedain etc) and upon graduation you received a spellbook containing 3 Base, Open or Closed spell lists of your choice (GM discretion).	You have learned the B-pick of the chosen spell lists with an option to continue their development (D-pick) at a cost of 3/*.
225	Exceptionally Enchanted. Rituals during your birth has made you strong. You have +50 RR, +20 BAR and +25 to Read Runes and Use Magic Items from one chosen realm.	This ability costs 200 BO for Pure and Hybrid spell users.
25	Magical affinity. One known spellist may be overcast 1 level without enhanced risk of fumble or failure.	For additional 25 BO this ability may be enhanced to allow one list be overcast 2 levels and so on...
25	Spell Duelist. Use your level x1,5 when rolling opposed level checks.	For example: usable when rolling RR level vs level for Cancel and Dispel spells.
40	Spell Pick. An "A" spell pick within own realm, open, base eller closed.	Zip

40	The gentle gift. Your magical gift doesn't bother other people. Even if a target succeed over 25+ on his RR, he still dont notice that a spell has been cast upon him.	Zip
50	Mana reading. Character has a 33% chance of determining each ability on a magic item.	Zip
50	Cyclic magic. Magic tied to natural cycle (i.e night or day). At peak you get +20 to both BAR and Directed Spells.	When not at peak character gets -20 to both BAR and Directed Spells.
60	Smaller nexus. Character spends no PP's when casting level 1 spells.	Also available for all professions for 110 BO
60	Subconscious proficiency. Mental training and subconscious preparation allows for the development of skill ranks in one chosen Directed Spell before reaching appropriate level (i.e one could develop Fire Bolt from first level, even though it is not normally possible until reaching 6th lvl).	Spell list must be known to appropriate level before any skill ranks may be developed. Also note that this ability does not confer any bonus in overcasting the spell.
60	Magical expertise. In one chosen spell list the characters BAR and Directed Spell level bonus is enhanced by 1 point.	Zip
70	Spell Pick. Character starts with an extra "B" spell pick (Open, Closed or Base).	Zip
75	Bane. Character makes slaying crits vs one chosen creature (i.e orcs) with one chosen type of directed spell (i.e bolt).	Zip
75	Gods ear. You have a close connection to a Vala of your choice. Add a special +50 to channeling skill manuever rolls.	5% chance every time you use the Channeling skill to "use spells unknown" that your Vala forces on you a Quest...
75	Methodic caster. Fumbles only on UM 01-02 with spells, even when not prepared. Spell have no effect if a "F" result occurs, but there will be no Spell Fumble roll.	When character is overcasting, normal rules take effect.
75	Quick Rejuvenation. You have the ability to regain your strength faster than other spell users. Add a special +25 bonus to Rejuvenate skill.	Cost 125 for Semi spell users
75	Special circumstances. During special circumstances you receive a special +15 bonus to your BAR and Directed Spells. The circumstances are chosen at the taking of this BO. Examples might be when you have taken 50% of your total hits, when standing in water or sitting horseback.	Cost for this BO should vary depending on the chosen circumstances. The more common the circumstance, the more expensive the background option.
80	Enduring magic. Spells with duration have a prolonged duration (1-10 rounds, minutes or hours extra depending on what kind of duration the spell originally has).	The GM rolls the d10 hidden. Player character does not know how much duration is prolonged.
90	Deft art. Character may chose two spell lists where the penalties for overcasting are cut in half.	Zip
100	Fiery empowerment. A special +20 bonus to one chosen directed elemental attack spell. The spell need not be known at the choice of this BO, it will then take effect once the spell is learned.	The bonus will be valid for one single elemental attack spell and its higher level equivalents (i.e Fire Bolt, Fire Bolt III, Fire Bolt V).
100	Duration doubled. All spells with duration cast by character has double duration.	Zip
100	Life linked magic. Character may use his hit points as PP (they cannot be multiplied).	Recovery from this conversion of hit points to power points can only be healed by time.
100	Master of summons. Creatures summoned by you receive a +15 bonus to their OB and other available skills (GM discretion). They sustain 25% additional hit points and have a +10 bonus to their DB and RR's.	Zip
100	Rapid spellcaster. You can cast regular spells as quick spells with double power-point cost, provided that your level is twice as high as the spell's level. You can use this ability for spells up to 9th level.	Note: two spells can only be cast in one round using Spell Haste or Spell Mastery. Two attack spells can never be cast in the same round, regardless if they are quick or not.

100	Scope radius. Radii for all spells is doubled.	Zip
100	Spatial skills. Range for all spells are doubled. Self become touch and touch become 5'.	May not be applicable on all spells. Subject to GM.
100	Signature spell. Chose one spell list where the spells can be cast at half PP cost or greater effect (at full PP cost). Greater effect equals either a +10 bonus to BAR, a -2 per level to targets RR or a special +10 bonus to any magical skill used to enhance the spells.	Penalty to targets RR cannot exceed -20.
100	Spell aim. You may modify the critical roll with the number of rounds that you prepared the spell (max 4) when scoring a crital result with a spell that causes physical damage and affects a single target (such as bolts).	You may not modify the roll to an UM-roll (i.e 66)
125	Aggression. Character has a +10 bonus to BAR and Directed Spells.	Zip
125	Eloquence. When casting spells character require 1 round less preparation.	Zip
125	Lore. Use the "Arch" column for the Spell List Development cost.	Zip
125	Scope targets. Targets for all spells is doubled (where applicable).	Zip
130	Overcaster. In one spell list of choice character has no risk of fumbling, even when overcasting.	Spell roll can still be a failure but no roll on the spell fumble table occur.
140	Well Prepared. The character always have a 0 modification when casting spells, no matter how short amount of time he has spent on preparation.	Can never prepare a spell to get bonus. All spells are cast with "0" modification.
150	Night reader. Character only need 5 hours of sleep per night. The rest of the nights serves as study time. Thus this character may develop 2 spell lists at the same time even if he spends less than 21 skill ranks on spell list acquisition.	Zip
150	Power. One spell list to 50 th lv. That spell list might be anything, not necessary within the realm and profession of the character.	Cost 175 for Semi spell users
185	Broad knowledge. The ability to use every open spell of level 1-3 and every closed level 1 spell of the chosen Realm of power.	Zip
200	Exceptionally Enchanted. Rituals during your birth has made you strong. You have +50 RR, +20 BAR and +25 to Read Runes and Use Magic Items from one chosen realm.	Zip
250	Faërie blood. Arcane power flows freely in this character, enhancing and corrupting the magic he uses. Character may use spells as if he were twice his normal level (without overcasting) and his spells must be resisted as if he were twice his level. He may learn Arcane spell lists (at a cost of 2/*) and has a special +25 bonus to Spell Mastery and Magnitude skills.	When casting spells above his actual level the PP cost may differ. On a spell roll of 01-25, the spell cost d10 PP (regardless of level), on a spell roll of 26-75 the PP cost is unchanged, on 76-95 add d10 to normal PP cost and on 96-100 double the PP cost. Character is aware of this. GM should add some strange (though not necessarily bad) effects to some of characters spells.