

BACKGROUND OPTIONS



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Nu har listan över bakgrundsfrågor 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 Diplomacy, Duping and Leadership skills.	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	Special bonus. A special +10 bonus to a secondary skill of choice.	Not Combat skills or PP Development (GM's discretion).
30	Unnatural stamina. May run up to 3x movement rate and spend only 1 exhaustion point every 60 rounds.	Zip
30	Venus's blessing. Character has 90+1d10 in Appearance stat and receive 5 skill ranks in Seduction when dealing with opposite sex.	Pretty boy/girl.
35	Linguist. One language to skill rank 8.	Only spoken.
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.
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	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).
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 and character starts with 5 skill ranks in Portaging skill.	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 take 20 (minus character's level) rounds.	Sometimes animals keep following the character for no particular or obvious reason when travelling the wilderness.
50	Blazing speed. Character's movement speed (in feet) is increased by 10%. He also receive a +15 bonus to Sprinting skill.	Zip
50	Daen tattoo. Provide the character with a special +20 bonus to the Channeling skill.	Zip
50	Ensozellment 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.	-25 to Perception concerning objects in the "real world".
50	Fearless. Character is immune to negative reactions from fear (i.e will never have to roll RR vs fear from spells, undead, symbols etc)	Zip
50	Good aim. A special +5 OB when using bows or crossbows.	Not to be combined with any other background bonuses on missile skills.
50	Great influence. When resisting you, target may only use 2/3 of his level.	Zip
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 may be used as many times per day as characters CON-bonus divided by five. It is a 50% action to perform.
50	Increase one stat by 1.	Zip
50	Intuitive defense. +5 DB.	Cannot be combined with any other background option providing DB.
50	Jack-of-all-trades. Character has no -25 penalty for zero skill ranks.	Zip
50	Judge of angles. A +25 bonus to Perception skill when locating secret openings or searching for traps.	This ability only works on 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	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 3 extra skill ranks in a secondary skill. Player may choose within GM's discretion.	For skills in Concentration, Combat or Magical categories, cost is 70.
50	Spatial bonding. Character has a special +25 bonus to Summoning skill.	Zip
50	Undetectable. Character cannot be detected by Presence spells.	Zip

50	Violent prejudice. +10 OB versus chosen race. If character scores a critical, an additional Impact crit, one degree lower in severity will follow. If character chose 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	Accelerated mending. Heals injuries twice the normal speed, 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.	Zip
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	Danger sense. Character has a special +25 bonus to Sense Ambush.	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.	Zip
60	Resilient I. Characters body is resilient to bleeding. Lowers all bleeding wounds by 1 point.	Zip
60	Silent stride. Character have a special +25 bonus to Stalking maneuvers.	Only the <i>moving</i> part, not the hiding part.
60	Superb smell. +15 Tracking and +25 Poison Perception.	Tracking bonus applies only if track is fresh enough to contain any scent
60	Spell abundance II. A special +10 bonus to Power Point Development.	Zip
70	Combat Student. Extensive training or adventuring has earned you 3 skill ranks in either a secondary Combat, Concentration or Magical skill.	Skills in other categories cost 50 BO.
70	Focused mind. Character has a special +10 bonus to all Adrenal Move skills.	Zip
70	Hammerhand. Character have a special +20 bonus to Unarmed Expertise.	Zip
70	Hearing. Character can isolate any one sound within 100' or 25' 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 hear only mumbling.
70	Hobby conjuror. Cost for Attunement skill is halved (round up).	This Background Option is not applicable for Pure and Hybrid spell users.
70	Horseman. A special +25 bonus to Riding and a +10 bonus to Animal Training and Animal Handling skills.	Zip
70	Iron fists. Character have a special +10 OB with Martial Arts Striking.	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 WoW - Will.	Zip
70	Swashbuckler. You are adept at the use of light weapons; halved cost in the 1H Thrust weapon skill group.	Round up. 3/8 become 2/4, 2/7 become 1/4 and so on.
70	Thief. A special +25 bonus to Pick Locks.	Zip
75	Ambidextrous. Character is not penalized for using his off-hand (i.e he has no off-hand, he uses both hands equally good).	Zip

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	Defensive edge. Character gets +25 DB when parrying with at least 50% of his OB.	Zip
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 50x1,25 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 can sense magical energy. The strength of magic defines the range of the ability but a 10th lvl spell (or equivalent) can be sensed from 100' away.	Zip
75	Runic lore. A special +25 bonus to Runes skill.	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 of choice 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 skills.	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.	Zip
90	Heavy built. Cost for Body Development skill is halved and character have his race limit for base hits multiplied by x1,25.	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	Stability sense I. Reduce any stun or stun no parry result by 1 round.	From criticals, spells and fumble results.

90	Subtle. Character has +25 to Stalk & Hide skill.	Zip
90	Spell abundance III. A special +15 bonus to Power Point Development.	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 RMC1 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 cost halved in one chosen Armor Category. Character also lower MMP, QU-penalty, Maximum Maneuver Penalty and Missile Attack Penalty in the chosen Armor Category by 5.	This Background Option is not applicable for Duelists.
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 type of bows 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. Character starts with 10 skill ranks in Herb Lore and a special +25 bonus to Herb Lore, Cookery and Foraging.	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	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	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 certainly 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 has either a very large bonus (+50) or 20 skill ranks in a skill. He will have a reputation.	Not combat skills and only skills that GM deem character can actually be famous for.
100	Subconscious preparation. No preparation round is required for Adrenal Moves. Ignore the -20 penalty usually applied to the prep. round.	The "cooldown" round is still required for skills that have such requirement.
100	Subconscious discipline. Concentration on a spell requires only 25% activity and any concentration spell continue for as long as the caster has concentrated.	Zip

100	Tensile. One chosen 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	Bodily prowess. +25 hit points. These are added <i>after</i> the total hit points are summed and does not interfere with the race limit of base hits.	Zip
110	Magical resistance. Character has a natural protection versus magic: +25 RR vs one chosen realm, +10 RR to the other realms.	Zip
110	Mana reading. 33% chance of determining each ability on a magic item.	Only one attempt per ability until character gain another level. This ability costs 50 BO for Pure and Hybrid spell users, 80 BO for Semi.
110	Monastery training. A special +25 bonus to one Athletic or Gymnastic skill and a +25 bonus to one Adrenal Move skill.	Zip
110	Outdoorsman. A special +50 bonus to Foraging and a +20 bonus to all Tracking, Set Traps 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).	Zip
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	Superb thrower. A +20 bonus to thrown attacks (includes MA Sweeps & throws).	Zip
110	Spell pick. One free type "A" Spell Pick within Own realm, Open, Base or Closed.	This ability cost only 90 BO for Semi spell users and 40 for Pure or Hybrid.
120	Hypercharged adrenaline. Due to his nervous nature character has a special +15 bonus to Frenzy and Adrenal Moves. He also +5 to any melee OB and starts with 1 skill rank in both Adrenal Defense and Armored Adrenal Defense.	Concentration problems cause character to be at -5 to all static maneuvers.
120	Lightning reactions. Character has fluent moves and receive +5 OB and DB and a special +20 bonus to initiative.	Zip
120	Manual deftness. A special +10 bonus to all Subterfuge skills and missile OB. Also a +5 bonus to all melee OB.	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 may modify the criticals from such attacks 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 will never be the group leader.
120	Quick healing. Character heal 1 hit point per minute while resting and halves recovery time for other wounds. Herbs also heal in half the required amount of time.	Unfortunately poisonous effects are also speeded up, acting with twice their stated speed.
125	Assasin training II. Character has a special +25 bonus to Stalk & Hide, Poison Lore, Use & Remove Poison and Silent Kill. Also starts with 3 extra ranks in ambush skill.	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	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.
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 IV (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.	If the magical skill cost halved is PP Development, cost will be 150 BO.

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 but the pain is still substantial, 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
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. Reduce any stun or stun no parry result by 2 rounds.	From criticals, spells and fumble results.
150	Faerië Protector. Somehow you have earned the protection of a Faerië. Whenever you are in the Faerië's terrain (i.e forest, desert, sea etc) you have 25% (± 25 GM decision) chance the Fae will try to protect you from danger, using whatever spells the GM seem fitting. Maximum spell level is 6, but any other restrictions in Realm or profession must be decided by GM. Faerië's may cast one spell per round until problem is solved, i.e character may roll for his percentage every round during a dangerous encounter.	Faerië's will not use offensive spells to aid you in combat, but may use other ways to thwart your enemies. Example: Gildron the Sailor is harassed by pirates when peacefully sailing the Bay of Belfalas. Suddenly, and from nowhere, the pirates get a bad wind, driving them away from Gildron's ship. Lucky day!
150	Resilient III. Your body halves all bleeding results (round up) and in addition you can clot wounds by concentrating. The wound will close one round after the concentration starts, but to permanently seal the wound you must concentrate for as many rounds as the number of bleeding.	Example: You take 6 hits per round from an arrow in the chest. First the ability lower that number to 3 hits per round. One round after you start concentrating, the bleeding will stop, but to make it not reopen you will need to maintain 3 rounds of concentration.
150	Sturdy build. Krush, Unballancing and Impact crits are lowered one degree in severity. "A" severity criticals are ignored.	Zip
150	Versatile Fighter. Pick 6 combat skills (primary or secondary) in which character has a special +10 bonus.	Not Shield skill, Defensive Weaving or Defensive Technique.
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	Tensile II. One chosen critical type reduced by 2 steps in severity.	I.e an "E" become a "C", and so on...
175	Unnatural archer quickness. Character is able to fire his bow twice per round with a -25 penalty (assuming the targets is in the same general direction).	A Quickdraw maneuver is required for each shot. If it fails there will be the standard -10 to -35 penalty (depending on the type of bow) in addition to the -25 penalty on each attack.
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 and 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	Esté's Blessing. You have the blessing of the Valie Esté, whose name means peace. That is also her gift to you. 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.
225	High stat. A special +25 stat bonus.	Zip
250	Mythic stat. One stat is very high (102), due to a great ancestor. This ability also confers a random "A" type Innate Stat Ability.	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.
25	Good battlefield awareness. Character may spend only 25% of his round to make a full perception roll when in combat.	Zip
30	Superior instinct. You start with a special +20 bonus to Instinctive Maneuver.	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.
35	Pain resistance I. You have a special +5 bonus to your Body Development skill.	This ability cost 50 BO for Semi spell users.
35	Split vision. The defensive bonus from Shield skill may be split any way you want, instead of having to be applied to one single attack.	Example: Thielon is facing two low level orcs. His Shield skill is +70, and having Split vision he decides to assign +35 vs each attack.
40	Warrior friend. May put a 3rd skill rank at his primary weapon at the cost of 8 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. This spell does not negate physical effects of spells, i.e bolts, balls, pits, barriers etc.
40	Strong Stance. You start with a special +20 bonus to Melee Scuffle.	Zip
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	Clinger. You have a +25 bonus to Climbing, but more important: when unarmored you never fall. No matter how grave the severity, or how bad you roll, you will not fall down while attempting a Climbing maneuver.	'Fail to act' on the moving maneuver table indicate a very slow progression, but eventually you still make it. 'Fall' indicate you get stuck and cannot get down without help.
50	Disarm skill. Procedure – subtract the OB of the enemy from characters OB; add an open-ended roll; if 76+ enemy has dropped his weapon; if 111+ 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	Invader. A special +10 bonus to Climbing, Rope Mastery, Grappling Hook and Rappeling.	Zip
50	Martial insight. Character has a +20 bonus to all attunement rolls on weapons and shields.	Zip
50	Resistance. For the purpose of RR character will be treated as if he were x3 his level. I.e a 4th lvl character is immune to Sleep X as it only affects 10 levels and he will be treated as a 12th 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	Superior positioning. When holding a large shield, character may assign full shield-DB against two missile attacks per round, provided he can see the incoming attacks.	A large shield is a shield providing at least 15 to DB.
50	Steel grip. Character may not be disarmed by Disarm skill. If a result (critical or fumble) state that he drops his weapon there is a 50% (+level) 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	Missile precision. Character may modify his missile critical strike by 1 per round spent aiming at a specific target.	To a maximum of 5. I.e aiming for five rounds allows for a modification of ± 5 on the crit roll.
60	Pain resistance II. You have a special +10 bonus to your Body Development skill.	Zip
60	Reserves of strength. Once per day character may focus his strength on a single purpose mission, providing an additional +20 ST bonus for a maximum of 6 rounds. This confers a +15 OB if used in combat.	Usable for a single task, such as lifting a heavy stone door, beating current enemy. Bonus cannot be used while parrying.
60	Southern mentor. Halves the cost for one Adrenal Move skill. May be purchased several times for different skills.	Round up. 3/8 become 2/4, 2/7 become 1/4 and so on.
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	Sailor blood. Those years at the Palanrist have given you a special +20 bonus to Seaborn Combat and Sailing.	Zip
60	Tough upbringing. Halves the cost for one Way of the Warrior skill. May be purchased several times for different skills.	Round up. 3/8 become 2/4, 2/7 become 1/4 and so on.
70	Flash of Luck. Every now and then, character shows surprising skill in the field of Academics. May roll with 2d100 (adding the results together) for any Lore skill once per gaming session.	The dice rolls are not considered "UM".
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.
70	Shieldmaster. You've always had a strong left arm and thus develop Shield Skill at half cost.	Round up. 3/8 become 2/4, 2/7 become 1/4 and so on. This ability cost 100 BO for Semi spell users.
70	Slippery sucker. Whenever failing an RR against magic, character may chose to lose a number of hit points equal the amount failed to gain a re-roll of his RR.	Gargald, a 3rd lvl warrior, gets spelled upon and fails his RR by 11. He immediately declares he wants to take 11 hits and re-roll his RR.
70	Survivalist. Start with 10 skill ranks in Hostile Environment (terrain of your choice) and Foraging. Also you have a +10 bonus to all Survival skills.	Zip
75	Battle reflexes. Character has a special +30 initiative bonus.	Zip
75	Defensive stance. When using his weapon for parrying character receive 25% extra. I.e if he converts 40 OB to his DB he will receive a +50 DB.	Character may even parry missiles at half OB used to parry. I.e if he take 40 OB to parry an incoming arrow he will receive 20 to his DB.
75	General weapons master. No weapon cost higher than 2/6.	This Background Option is not applicable for Duelists. It cost 100 for Semi spell users.
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.	This ability cost 100 BO for Semi spell users.
75	Quick fella'. You have a special +15 bonus to Tumbling skill and Initiative bonus.	Zip
75	Zen training. A +1 increase to level bonus in Concentration category.	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.	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	Expertise. Character start with 5 extra skill ranks in Expertise.	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	Outmaneuver. When fighting an opponent in heavier armor than yourself, you get a special bonus to use on a Combat skill of your choice. The bonus equals the difference in your armor types. You may shift the bonus to a new skill each round.	Example: Muggor the Thief (AT/1) find himself fighting an armored City Guard (AT/13), giving him a +12 bonus. He may add his bonus to his OB to attack, but next round shift to receive a +12 bonus to his Defensive Weaving.
90	Warrior soul. Start with a +15 bonus to all Way of the Warrior skills and Stunned Maneuver.	This ability cost 110 BO for Semi spell users.
100	Ambusher. You are the danger they whisper about in dark places. +25 to Ambush skill.	Zip
100	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 +15 to Stunned Maneuver for 1 round per level (minimum 3 rounds).	Not usable if ambushed or surprised.
100	Cleaver/Crusher. Relying on raw strength, rather than a quick mind, you remove the EQ-stat when calculating the Stat-bonus for your primary weapon skill.	Zip
100	Directed weapons master. A quick learner, character gets 3 skill ranks every time he develops his primary weapon fully (i.e 3 for 2).	Zip
100	Escapist. All rolls actively involving escaping, fleeing, running away, such as rolling initiative when attempting to flee or avoid being caught by someone/something (i.e the raging fire of a burning house or a diamond golem) is modified by +25.	Bonus may be used multiple times in one round, if applicable. That means bonus is +25 for both initiative and Tumbling evasion when attempting to flee...
100	Last resort. You have developed a special 'all out attack' for a possibility to end fights quickly. This attack puts your body at great strain and is usually used as a last resort. Taking an "A" severity stress critical provide +15 to the attack. Taking a "B" provide +30, "C" +50 and "D" +90.	Should you be willing to take an "E" severity stress critical, the attack bonus for such an endeavour is +120. Just remember to check the Stress critical table before making the decision. You will likely not be fighting for a while...
100	Martial mastery II. A +15 OB with one weapon category.	Cost 125 for Semi spell users
100	Reverberative strength. All melee attacks by character will confer an extra Unbalancing critical 2 degrees lower in severity.	Determined on the same roll as the primary critical.
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 maneuvering and offensive bonuses.	Zip
100	Warrior upbringing. Your tough childhood have given you 10 additional dev. points in the secondary combat category to be spent every time you gain a level.	Zip
100	Weapon control. Primary weapon fumbles only on UM01. All other weapon fumbles are lowered by 1.	If morningstar or Flail is used as primary weapon it cannot be lowered beneath UM02.
100	Will over pain. Ignores stun as a berserker. May attack with 50% OB while stunned.	Zip
125	Bar fighter. Special +25 bonuses to Brawling and Weapon Brawling.	Zip
125	Tough titty said the kitty. Incredible toughness against wounds and pain. Lower all penalties from wounds by 10 (ignoring penalties of 10 or less).	Zip
125	Warrior extraordinarie. Extensive training and experience from combat. +10 to all melee OB.	Zip
150	Mercy strike. Whenever fighting an opponent unable to defend himself (i.e out, prone, stunned no parry), character may disregard any armor (i.e make attacks against AT/1) and modify any critical result by a number equal to half his skill ranks in his weapon.	Zip
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 Martial Arts Sweap & Throws attack (rank 1) each round.	This ability cannot be used in plate or chainmail armor. For 175 BO character may make a rank 2 attack instead, for 200 BO a rank 3 attack and for 225 BO a rank 4 attack.
160	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 10th lvl, 5x/week on 20th lvl etc	If used in two rounds following each other character will be subject to an "A" stress critical.
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.	This ability cost 175 for Semi spell users.
175	Master thief. A special +15 bonus to Climbing, Pick Locks, Stalk & Hide, Lock Lore, Tightrope Walking, Grappling Hook, Appraisal, Evaluation skills, Duping, Hide Item, Pick Pockets and Trickery.	Zip
175	Stand your ground. Whenever character is in a combat situation where he (1) either has taken more than two criticals from enemy weapons or (2) where the enemies outnumber the PC party by two to one or (3) when character fights more than two enemies at once (in single combat) this ability kicks in. Once it kicks in, character ignores 25% of all Slash, Krush and Puncture criticals as long as he is engaged in combat.	Your God shows no mercy for a fleeing coward... Rolls to ignore criticals are made each time a critical is scored by an enemy strike (76-100 to ignore). Hit points are still inflicted. Chance to ignore does not apply to criticals from falling,
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.

200	Smallest of kind. You are extremely small and nimble for one of your race. +15 to Agility and Quickness stats. All skills where Agility has at least a 50% part receive a special +10 bonus.	Downsides are -5 to CO and ST. Also there are few armors made for those of your size, but on the other hand: few feel the need to chose you as opponent in a battle field...
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	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
40	By the book. 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.
40	Lore master. A special +10 bonus to Circle Lore, Warding Lore and Symbol Lore.	Zip
50	Armored magician. You have a special +20 bonus to Transcend Armor skill.	Zip
50	Pain resistance. You have a special +5 bonus to your Body Development skill.	This ability costs 35 BO for Arms users.
60	Basher. Character have a special +15 bonus to shield bash.	This ability costs only 50 BO for Arms users.
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.	Only one attempt per ability until character gain another level. This ability costs only 50 BO for Pure and Hybrid spell users.
80	Signature spell. Chose one single low level (1-3) spell in which you have excelled. You may cast that spell with double effect if you double the PP cost.	Effect can be doubled in many ways (i.e bonus, range, duration, number of targets, power level etc), but this BG-option only allows for change of one of the statistics.
90	Battle reflexes. Character has a special +30 initiative bonus.	This ability costs only 75 BO for Arms users.
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 recieve +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 within own realm, open, base eller closed.	This ability costs 40 BO for Pure & Hybrid
100	Flame of Udun. Empowered by some strange aeon your elemental attack spells have a larger chance of incinerating foes. On all criticals from spells that you cast, you may modify the result by 1 in any direction.	And yes, that includes the UM66 result, i.e on 65 or 67 you may chose the 66 result.
100	Gate Master. Character has some remnant of the old powers in him, enabling him to send back Fey to the Shadow World. He may use the <i>Hold Entity</i> and <i>Banish Entity</i> spells from the Channeler Base List Summons up to his own level, expending PP equal to spells level when using them.	Entities (demons and faëries) often sense the power in character and either shun him or chose him as target for their attacks.
100	General weapons master. No weapon cost higher than 2/6.	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.	This ability cost only 75 BO for Arms users.
100	Oblatory Worshipper. When using Channeling skill to use spells unknown (i.e ask favors of the Gods) you recieve +2 per PP spent.	Usual bonus is +1 per PP spent, but a Vala have taken favor of you.
100	Shieldmaster. You've always had a strong left arm and thus develop Shield Skill at half cost.	Round up. 3/8 become 2/4, 2/7 become 1/4 and so on. This ability cost only 70 BO for Arms users.

100	Quick rejuvenation. You have the ability to regain your strength faster than regular spell users. A special +25 bonus to Rejuvenate skill.	Zip
100	Unhindered flow. Character ignores armor ESF modifications up to 25. If using a more interfering armor, the ESF modification are reduced by 25. This applies to helmet or armor or any combination of those.	Example: a Warrior Mage with this BO could wear Rigid Leather AT/10 (ESF 24) without trouble. If he puts on Chainmail AT/14 (ESF 36) his ESF will be 11.
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 permits 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	Talented Student. A permanent increase of 10 development points in the Magical category (on secondary skills).	Zip
110	Warrior soul. Start with a +15 bonus to all Way of the Warrior skills and Stunned Maneuver.	This ability cost only 90 BO for Arms users.
125	Flame. A special +15 bonus to one chosen Directed spell (i.e Firebolt).	Zip
125	Martial mastery II. A +15 OB with one weapon category.	Cost 100 for Arms 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 +5).	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 50th 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 (from his own Base or Open) and develop spell lists at 1/2 cost.	Cost is round up, so if a Semi spell user develops his own Base List and put only one rank, it will cost 2 pts for that rank, but should he put 2 ranks it will cost him 3 dev.pts.
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 Martial Arts Sweap & Throws attack (rank 1) each round.	This ability cannot be used in plate or chainmail armor. For 200 BO character may make a rank 2 attack instead, for 225 BO a rank 3 attack and for 250 BO a rank 4 attack.
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/*.
200	Exceptionally enchanted. Rituals during your birth has made you strong. You have +30 RR and +20 BAR within your primary Realm. Also, magical items have been common to you since childhood; +25 to Read Runes and Attunement.	This ability costs 175 BO for Pure and Hybrid spell users.
250	Greylin. You are half-fey, a Greylin, giving you powers from the Old World. You have a special +15 bonus to your realm stat(s), your body regenerates 2 hit points per round while concentrating, you may cast spells even while stunned and you may learn three Arcane spell lists at your regular cost (i.e 3/*).	Spell lists must be chosen while creating your character.

20	Magical affinity. One known spell list may be overcast 1 level without enhanced risk of fumble or failure.	For additional 20 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	Gentle gift. Your magic does not bother other people. Targets never notice that a spell has been cast upon them, even if RR is successful by 25 or more.	Zip
40	Spell pick. One type "A" spell pick within own realm, open, base eller closed.	Zip
40	Survivor. Normally when "mana burning" (i.e setting yourself at a negative number of PP) you receive -10 per burnt PP. You are slightly more hardened, getting only -5 per burnt PP.	Which also mean you may use 20 negative PP before fainting from the exhaustion.
50	Burly. Yeah, you are a full time spell user, but in your youth you had your share of bar fights! It is still in you. You start with 5 ranks of Brawling and Stunned Maneuver.	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.
50	Mana reading. Character has a 33% chance of determining each ability on a magic item.	Available for Semi spell users for 80 BO
50	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 lv).	Spell list must be known to appropriate level before any skill ranks may be developed. Note that this ability does not confer any bonus in overcasting the spell.
60	Smaller nexus. Character spends no PP's when casting level 1 spells.	Also available for all professions for 110 BO
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 +30 to channeling skill maneuver rolls.	5% chance every time you use the Channeling skill to "use spells unknown" that your Vala sends you on a Quest...
75	Lucky number 77. Whenever you roll "77" with the dice, using a spell or skill, you may either count it as "UM 100" (if using a static maneuver table) or as UM high (i.e roll again and add the second roll). You are indeed a little more lucky than the rest!	Does not apply to criticals (but hey, 77 is almost a kill anyway).
75	Magical expertise. A special +1 Level bonus to characters BAR and Directed Spell skill casting spells from his Base Lists.	Zip
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	Special bonus. A special +25 bonus to a magical secondary skill of choice (except PP Development).	This background option may be taken multiple times, but the bonus cannot be stacked at the same skill.
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	Curly fries. Sometime during your career you "fried" yourself in a spell failure. This made the hair on your head ever unruly, but also gave you the ability to hear other's thoughts. If you stand still, do not talk, and concentrate for 3 rounds, you may read others thoughts like a <i>Thoughts</i> spell (Mentalist Base - Mind Merge) for as long as you concentrate. Target must be within 100'.	Target may RR using his SD-stat or WoW Will skill. This is not considered a spell, but if target succeed his RR with 25+ he will get the feeling that someone is tampering with his head (as he would if the spell was cast with the same result).

80	Deft art. Character may chose two spell lists where the penalties for overcasting are cut in half.	Zip
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. OBS! This BO does not enhance spells with fixed duration, such as Haste.
100	Deciever. A smooth talker, you have a special +25 bonus to Duping and Diplomacy. Once per week you may use this ability equal to a "Voice of Beguilement" spell (Mentalist Companion, Astrologer Base - Way of the Voice, p.132).	The Voice of Beguilement attempt usable once per week is an ability, not a spell. Target of the deception attempt rolls RR level vs level, no other modifications. The Duping and Diplomacy checks are resolved as per School of Hard Knocks.
100	Duration doubled. All spells with duration cast by character has double duration.	OBS! This BO does not enhance spells with fixed duration, such as Haste.
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	Flame of Udun. Empowered by some strange aeon your elemental attack spells have a larger chance of incinerating foes. On all criticals from spells that you cast, you may modify the result by 1 in any direction.	And yes, that includes the UM66 result, i.e on 65 or 67 you may chose the 66 result.
100	Gate Master. Character has some remnant of the old powers in him, enabling him to send back Fey to the Shadow World. He may use the <i>Hold Entity</i> and <i>Banish Entity</i> spells from the Channeler Base List Summons up to his own level, expending PP equal to spells level when using them.	Entities (demons and faeries) often sense the power in character and either shun him or chose him as target for their attacks.
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	Necromantic Sway. There are no limit to the amount of Class I undead you may master. When mastering higher classes, double the normal amount (i.e you may master your level x2 Classes).	This BO does not provide any spell lists. Usually undead are mastered with spells from the Necromancy spell list.
100	Oblatory Worshipper. When using Channeling skill to use spells unknown (i.e ask favors of the Gods) you recieve +2 per PP spent.	Usual bonus is +1 per PP spent, but a Vala have taken favor of you.
100	Old man. Character starts with 3 skill ranks in every secondary Academic skill.	Useful for old (elven?) characters that should have gained some worldly knowledge.
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	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 +20 bonus to any magical skill used to enhance the spells.	Penalty to targets RR cannot exceed -20.
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	Spell aim. You may modify the critical roll with the number of rounds that you prepared the spell (max 4) when scoring a critical result with a spell that causes physical damage and affects a single target (i.e directed spell).	You may not modify the roll to an UM-roll (i.e 66)
110	Eloquence. When casting spells character require 1 round less preparation.	Zip
110	Spell abundance IV. A special +20 bonus to Power Point Development.	Zip
125	Aggression. Character has a +10 bonus to BAR and Directed Spells.	Cost 140 BO for Semi spell users.

125	Lore. Use the "Arch" column for the Spell List Development cost.	Some Arcane spell lists might not be available, GM discretion.
125	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
125	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.
130	Spell abundance V. A special +25 bonus to Power Point Development.	Zip
150	Power. One spell list to 50th lvl. That spell list might be anything, not necessary within the realm and profession of the character.	Cost 175 for Semi spell users.
160	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
160	Explorer. Having travelled far and wide, you have become an expert at taking care of yourself. You start with a cost of 3/9 in one Weapon category and 12 extra Dev. pts in Animal and Survival category.	The 12 extra Dev. pts can be used every level.
175	Exceptionally enchanted. Rituals during your birth has made you strong. You have +30 RR and +20 BAR within your primary Realm. Also, magical items have been common to you since childhood; +25 to Read Runes and Attunement.	This ability is available for Semi spell users at 200 BO.
175	Scope targets. Targets for all spells is doubled (where applicable).	Zip
200	Command. In addition to spell casting you have the ability to use your spells as "Commands". This, more powerful form of spell casting, take its toll, but when using a spell as a "command" you disregard some of it's normal limitations. For example a 50'R Fireball that destroys stone and give targets x2 concussion hits, or a Curse that walks in the family for generations, or Sleep spell that disregards level and work on a 100'R.	When chosing this BO, spell user's player must sit down and rewrite all known spells and their uses as Commands (or the ones he would like to use as Commands). He should make them much more powerful. The GM should then examine the Commands and assign them a new cost (i.e 20 + normal PP). PP's spent for commands are not regained until caster gains a level.
200	Orrian Fortitude. Mystically linked to forgotten patrons, you have inherited abilities concerning undead. You are immune to CO-drain and Fear radiating from undead. Undead will not attack you (unless attacked by you first) and you may use the <i>Repulsions</i> spell list and the <i>Master Undead</i> and <i>Control Undead</i> spells from the <i>Necromancy</i> spell list up to your own level.	You must use your own PP when using spells provided by this ability. Undead controlled by someone else might still attack you, your immunity to attack concerns only uncontrolled undead.
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.