

BACKGROUND OPTIONS



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Jag har tagit bort möjligheten att skaffa sig fler poäng genom att dra på sin karaktär nackdelar. Om någon nu ändå har en god spelidé – ett förslag på vettig nackdel som faktiskt skulle vara till nackdel för rollpersonen – finns ju möjlighet att lägga fram ett förslag för spelledaren.

En del av de förmågor som använts för flitigt har stigit i kostnad, en del har till och med tagits bort. Andra förmågor som sällan eller aldrig använts har fått en lägre kostnad.

Jag har också färgmarkerat de förmågor som enbart kan tas av vissa yrken. Röda förmågor kan endast tas av Pure eller Hybrid spell users. Gröna kan endast tas av Arms users och gula förmågor är reserverade för Semi spell users.

Free for all

Pure och Hybrid

Semi

Arms

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.pts on Lore skills.	Zip
20	Charismatic leader. +10 to leadership and public speaking.	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	Army knowledge. Character has a +10 bonus on Tactics and Military Organisation.	Zip
25	Geographic awareness. Character has a +35 to mapping and direction sense.	Zip
25	Good battlefield awareness. Character may spend only 25% of his round to make a full perception roll when in combat.	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	Pain Resistance. You have a special +5 bonus to your Body Development skill.	Zip
30	Warrior friend. May put a 3rd skill rank at his primary weapon at the cost of 12 dev. pts.	Zip
35	Knowledge. A +10 bonus in a primary skill.	Not Combat skills, Body Development or Adrenal Defense.
35	Knowledge. A +15 bonus in a secondary skill.	Not Combat skills (GM's discretion).
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	Cold rationale. +25 Tactics. +20 RE in important situations.	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	Peripheral vision. Enemies never get flank bonus.	Zip
40	Poison Resistance. Character have a tremendous ability to resist poisoning. +15 RR vs all poisons.	Zip
40	Portage. Encumbrance penalties are halved.	Zip
40	Preponderance. Character have a +5 bonus to Power Point Development skill.	This ability costs 60 BO for Semi spell users.
40	Spell Pick. An "A" spell pick within own realm, open, base eller closed.	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	Survival instinct. When parrying with all of OB character receives an extra +25 DB.	Zip
40	The gentle gift. Your magical gift doesn't bother other people....	Unless you bolt them!
40	Venus's blessing. +20 to appearance, seduction when dealing with opposite sex.	It isn't always good you know.
50	Basher. Character have a special +15 bonus to either Shield bash or Tackling (chosen when this ability is taken).	Zip
50	Blazing speed. Movement increase 25%.	Zip
50	Calm voice. Character has +25 to calm verbally and +10 BAR when casting Calm spells.	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	Daen Tattoo. Provide the character with a special +30 bonus to the Channeling skill.	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	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 see invisible. Character may concentrate for 1 round to convert his eyes to see invisible things.	If used for more than 10 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 your 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	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	Mana reading. Character has a 33% chance of determining each ability on a magic item.	Zip
50	Natural archer. +25% to all bow ranges.	Zip
50	Navigation gift. A special +50 bonus to direction sense and navigation.	Zip
50	Pain Resistance. You have a special +5 bonus to your Body Development skill.	This ability costs 30 BO for Arms users.
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. Character suffers no -20 penalty when attacking with shield bash.	May not parry with the shield in the same round as an attack is performed.
50	Spatial bonding. Character has a special +25 bonus to Summoning skill.	There is a 5% chance each month that a non-friendly beast will consider itself wronged by the character and arrive to deal with him (probably in the most harsh way).
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.
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 choosen 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	Animal friend. Character has a (35 + EM-bonus) percent 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.
60	Basher. Character have a special +15 bonus to shield bash.	This ability costs only 50 BO for Arms users.
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	Eyes in the neck. Enemies never get flank or rear bonus. Character is also hard to surprise; +15 to sense ambush skill.	Zip
60	Magical expertise. In one chosen spell list the characters BAR and Directed Spell level bonus is enhanced by 1 point.	Zip
60	Preponderance. Character have a +5 bonus to Power Point Development skill.	This ability is available at only 40 BO for Pure and Hybrid spell users.
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	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	Smaller nexus. Character spends no PP's when casting level 1 spells.	Zip
60	Strangely Resistent. 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	Superb smell. +15 Tracking and +25 Poison Perception.	Zip
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.
70	Focused mind. Character has a special +10 bonus to 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	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 forth 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	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	Spell Pick. Character starts with an extra "B" spell pick.	Zip
70	Strong mind. Character has a special +50 RR vs mind controlling spells from the realm of Mentalism.	Endast spells från Mentalism Realm.
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	Assassin training. The dev.pt cost for Ambush skill is halved (round up).	Paladins may not have this training.
75	Bane. Character makes slaying crits vs one chosen creature (magical criticals only).	Zip
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	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	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	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	Judge of angles. A special +25 bonus to locate secret openings and detect traps.	This ability only works in constructions, i.e indoors.
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	Magical affinity. One spellist may be overcast by 2 levels without enhanced risk of fumble.	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	Martial Mastery. A +10 OB with one weapon category.	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	Quick Rejuvenation. You have the ability to regain your strength faster than other spell users. Add a special +25 bonus to Rejuvenate skill.	This ability costs 125 BO for Semi spell users.
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	Special circumstances. Under vissa förhållanden så har du en extra +15 bonus på BAR och Directed Spells. Det kan vara när du är till häst, i storm, när du har tagit 50% av hitsen, när du står i vatten etc.	Kostnaden kan variera beroende på vilka omständigheterna skall vara.
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, gymnastics, contortions and tumbling attack/ evasions.	Zip
80	Defensive edge. Character gets +25 DB when parrying with at least 50% of his OB.	Zip
80	Enduring magic. Spells med duration har en utökad duration (1-10 ronder extra) när de kastas av dig.	GM slår 1d10 och lägger till det till duration. Karaktären vet alltså inte hur lång duration spellen fått.
80	Good with hands & legs. Character receive a special +10 bonus to jump, rowing, sprinting, climbing, pick locks, trickery and most athletic skills.	Zip
80	Iron Fists. Character have a special +10 OB with Martial Arts Striking (all ranks).	Zip
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.
80	Resistance to magic. A +25 RR bonus versus one chosen realm.	Zip
90	Battle reflexes. Character has a special +30 initiative bonus.	This ability costs only 75 BO for Arms users.
90	Heavy built. Dev.pt cost for body development halved. Character have his race limit for base hits multiplied by x1,5.	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 Pick. One type "A" spell pick.	This ability costs 40 BO for Pure & Hybrid
90	Stability sense. Reduce stun taken by 1 rnd from each critical.	Zip
90	Subtle. Character has a +25 Stalk/Hide bonus.	Zip
100	Arcane shapechanger. Character can cast spells from Arcane Shapechanging Ways up to 10th lvl without expending any power points. He is also empathic towards animals.	Roll on RMC1 physical alteration critical table until reaching 100% change. I.e it hurts a lot and take some time to change form.

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	Deft art. Character may chose two spell lists where the penalties for overcasting are cut in half.	Zip
100	Directed weapons master. Character gets 3 ranks for every 2 he develops.	Dev.pt cost increase 50% on other weapon cathegorys including shield skill.
100	Duration doubled. All spells with duration cast by character has double duration.	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 saint. In every combat situation there is a 25% chance of being possessed by the demon/saint, 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/saints 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	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	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.	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	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	Magical affinity II. One spellist may be overcast by 3 levels with no enhanced risk of fumble.	Zip
100	Martial arts training. Character may train in martial arts, adrenal moves and adrenal defense as if he were a monk.	Zip

100	Martial Mastery. A +10 OB with one weapon category.	Zip
100	Martial Mastery. A +15 OB with one weapon category.	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	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	Scope radius. Radii for all spells is doubled.	Zip
100	Shield mastery. Each skill rank in shield skill is worth +3 instead of the regular +2. After the first 10 skill ranks the bonus decrease to +2 (instead of the regular +1). After 20 skill ranks the bonus is +1.	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	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	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	Tensile. One choosen crit reduced by 1 degree in severity.	Zip
100	Toughness. Character may take 150% of his total hits before becoming unconscious.	Still dies at 200%.
100	Will over pain. Ignores stun as a berserker. May attack with 50% OB while stunned.	Zip
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 firestarting. A +20 bonus to all tracking, trapping and stalk & hide rolls while in the wilderness.	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	Shieldmaster. May develop shield skill at a cost of 1/3 and receive an extra +5 bonus to Shield skill.	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	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
110	Warrior training. Between the book studies this character spent hours on the sparring fields earning him an extra +1 level bonus on combat skills (up to a maximum of +3).	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	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.
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
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	Aggression. Character has a +10 bonus to BAR and Directed Spells.	Zip
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 rnd/lvl (minimum 3 rounds).	Not usable if ambushed or surprised.
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	Eloquence. When casting spells character require 1 round less preparation.	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	Lore. Use the "Arch" column for the Spell List Development cost.	Zip
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 affinity III. One spellist may be overcast by 4 levels with no enhanced risk of fumble.	Zip
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	Martial Mastery. A +15 OB with one weapon category.	Zip
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	Scope targets. Targets for all spells is doubled (where applicable).	Zip
125	Shield mastery. Each skill rank in shield skill is worth +3 instead of the regular +2. After the first 10 skill ranks the bonus decrease to +2 (instead of the regular +1). After 20 skill ranks the bonus is +1.	Character relies on his shield and may never use more than half his OB to parry. This ability is available for Arms users at a cost of 100 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	The Gift. Character has half the cost for Power Point Development.	Zip
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	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	Toughness. Slash and puncture crits are reduced by 1 degree in severity.	Zip
125	Warrior extraordinaire. 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.
125	Will over pain. Ignores stun as a berserker. May attack with 50% OB while stunned.	This ability costs 100 BO for Arms users.
130	Martial Man. A +25 bonus to all adrenal moves.	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.
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	Aggression. Character has a +10 bonus to BAR and Directed Spells.	For Pure & Hybrid spell users this ability is available at a cost of 100 BO.
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 results by 2. This applies to all criticals, even if taken several different criticals per round and fumble results.	Zip
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	Heavy built. Dev.pt cost for body development halved. Character have his race limit for base hits multiplied by x1,5.	This ability costs only 120 BO for Arms users.
150	Intuitive defense III. +15 DB.	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.
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 VI. That spell list might be anything, not necessary within the profession of the character.	Zip
150	Precision. Character adds +5 to all crit rolls.	Zip

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, unballancing and impact crits are lowered one degree in severity. "A" criticals are ignored.	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
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	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	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	Power. One spell list to 50 th lvl. That spell list might be anything, not necessary within the 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 "A" spell pick and develop spell lists at ½ cost.	Zip
175	Tensile II. One chosen crit reduced by 2 steps in severity.	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.
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	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
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	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), he has an extra +1 lvl bonus (can exceed 3) on combat and body development skills and a special +15 ST-stat bonus.	It is not always good to be so big. Fiends may target the character first and so on.

200	Exceptionally Enchanted. Rituals during your birth has made you strong. +50 RR vs the chosen Realm, +20 BAR and +25 to Read Runes and Use Magic Items from that realm.	Zip
200	Intuitive defense IV. +20 DB.	Zip
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	Exceptionally Enchanted. Rituals during your birth has made you strong. +50 RR vs the chosen Realm, +20 BAR and +25 to Read Runes and Use Magic Items from that realm.	This ability costs 200 BO for Pure and Hybrid spell users.
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
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	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.
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.
250	Intuitive defense V. +25 DB.	Zip