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## Mount and blade character creation traits

Home • Guide • Mountains & mountains Blade II: Bannerlord • I've seen complicated skill systems in the past, but I've never seen anything quite like the one found in Mount And Blade 2 Bannerlord. It took a while but I think I've managed to decipher what you need to do to improve your character's abilities. Each skill has a group of facilities that you can choose from. We'll list a whole lot here and with good planning, you'll make your character a force to be reckoned with in battle. Bannerlord Mount And Blade skills guide 2 Bannerlord Mount & skill guide This Blade 2 will help you get started by building your own leader. You'll learn how to improve your skill level, what focus points and how to use them, and how to create characters. We have now included a complete Bannerlord benefits list with all the skills on the latest patch. How to improve your skill level in Bannerlord Improve your character in Mount And Blade 2 Bannerlord is very complicated. It took a fair time to wrap my head around it because it wasn't very well explained in the game. There are three specific areas to explain here: Attributes, Skills, and Focus Points. Attributes: These are six statistics that have three skills that are each tied to them. For each third level up, you'll also get an attribute point that you can assign to the attribute by clicking the attribute on the character sheet (Press C on the world map to bring it up). Then click the plus sign in the window that appears and confirm by clicking Done. Skills: Your character's skills were initially defined by their culture and background, but improved further by performing certain actions to earn skill points. Each is tied to an attribute and you need to perform actions related to that skill to increase its skill points. You can find the actions in the table below. Focus Points: When you level up your character by earning enough skill points, you'll get a focal point. Spending this focus point will allow you to increase your proficiency in that skill to the maximum threshold. This is indicated by the green area. Any skills improved outside the green area require more focus points to be spent on that trait. It does not increase after spending points automatically based on your performance before the threshold increase. With all that explained, here is a list of all the actions needed to improve every skill in the game: Skill Mount And Blade 2 Skill Associated attributes How to increase skill level One hand Vigor Attack with one weapon (excluding polearms). Can have a shield equipped. Two-handed Vigor Attack with a two-handed weapon (excluding poles). Polearms Vigor Attack with polearms (either one hand or two hands). Bow Control Shoot enemies with bows and arrows and fire long-range shots. Crossbow Control Fires bolts with crossbows. Throw Control Hit enemies with weapons thrown. Ride the Endurance Ride around on horseback on the world map and in battle. Athletics Athletics Run around on foot on the world map and in battle. Smithing Endurance Crafting equipment, refining materials, and smelting old equipment in smithy. Scouting Cunning Finds tracks and hideouts on the world map, as well as traveling in difficult terrain such as forests and mountains. Sneaky Tactics Command your troops in battle, win while outnumbered/outnumbered, or escape from encounters. Roguery Cunning Bribery, attack enemy cities and caravans, lead bandits, or escape captivity. Social Charm Improves relationships with your friends, performs social acts with royalty such as playing Talbot, and bartering with traders. Social Leadership Maintains a high moral score and gathers more troops in your army. Trade Social Generate profits when trading, and operate caravans. Steward Intelligence Gain party morale from increasing food variety, increasing the prosperity of settlements by building new buildings, and spending time in your settlements. Medical Intelligence has soldiers recovering in settlements. Intelligence Engineering Build and operate siege weapons. Unlock skill advantages in Bannerlord As well as increase your skill points, improving skills to a certain level will unlock the advantages. This is an added bonus applied to actions you perform or when you have been equipped with certain types of weapons or armor. This will give you a variety of advantages that can help in battle. To unlock the profit, you must do the following: Press C on your keyboard on the world map to bring up the character sheet. Click the skill you want to improve. Click the highlighted logo in the skill timeline view in that trait. To see in advance what they are doing, simply get into the skill and hover your mouse over it. Click the profit you want to open and confirm the selection by pressing Done. Bannerlord benefits list Here is a list of every profit currently in Bannerlord. We will update this list in the future as the game is updated, as TaleWorlds has indicated that more advantages are coming to the game in the near future. To use the Bannerlord perk list table below, look for skills in the upper right corner. This will filter the list to only the advantages on the skill advantage tree. If there is more than one advantage listed with the same skill level requirements, you can only choose one of the two advantages to unlock. Perk name Associated skill level requirement Perk effect Edge Placement I One-handed 25 +4% one-handed weapon damage Extra HP I One-handed 25 +3 HP Raider I One-handed 50 +4% weapon speed bonus if one-handed weapon is equipped with Shield Bash I 50 Shield Bash causes +50% damage. Bruise I One hand 75 +10% damage if one-handed mace equipped Long Strides One hand 75 Half the effect of heavy shield on the speed of movement in battle. Bulwark I One hand 100 -25% for damage received for sword master shield I One hand 100 + 8% damage if one-handed sword weapon is equipped. One-handed Arrow Catcher 125 larger shield against long-range weapons on shields. One-handed Edge II placement 125+5% one-handed damage. Bulwark II One hand 150 -25% against damage received to protect Bury the Hatchet One hand 150 +10% damage if one-handed axe is equipped. Sword Master II One hand 175 +10% damage if one-handed sword is equipped. Shield Bash II One-handed 175 Shield Bash causes additional damage +50% Raider II One hand 200+4% weapon speed bonus if one-handed weapon is equipped With One hand Duelist 225+10% damage when using one hand weapon without shield. Basher One-handed 225+20% damage and extended stun duration with Shield Bashes. Steel Core Shields One hand 250 -15% shield damage. One-handed Secondary Expert 250+10% heresy when injured Filled for Brim Riding 250 + 20 brings capacity for animal pack Nomadic Traditions Riding 275 + 30% Speed mounted unit Extra Arrows Athletics 25+2 arrows vibrate when starting the battle by walking Extra Throwing Weapon Athletics 25+1 throw number of weapons when starting the battle on foot Close Quarters Training Athletics 50+2 melee damage while walking Ranged Athletic Training 50+2 temporary damage range by walking Endurance Athletics 75+4% HP Dexterous Athletics 75+3% movement speed Powerkick Athletics 100 increased kick damage In Good Shape Athletics 125+2% foot soldier HP Furious Charge Athletics 150+1 Foot Soldier 00% speed Salt the Wound Athletics 175 Extra damage while lower than half max HP Unburdened Athletics 200 Lower penalty for overburdened Peak Athletic Form 200 -5% party food consumption and Mighty Blow Athletics wages 275 Bashes and kicks dropping enemies down Efficient Iron Smithing Maker 25 3x Crude Iron for 1x Iron Ore Efficient Charcoal Maker Smithing 25 2x Charcoal for 1x Hardwood Steel Maker Smithing 15 0 +1 Vigor Strong Smith Smithing 150 +1 Practical Strength Smith Smithing 175 -50% stamina charge for smithing Artisan Smith Smithing 175 -50% penalty when arms trade smithed Master Smith Smithing 200 +10% weapons masterwork craft opportunities if the requirements are difficult Fulfilled Surviving Smith Smithing 225+1 Endurance Fencer Smith Smithing 225+1 focal point for one-handed skills and two-handed Sharpened Edge Smithing 250+2% cut damage to craft weapon Sharpened Tip Smithing 250+2% thrust damage to legendary Smith Smithing 275+5% upgraded +1% for each point smithing skills above 300. Pathfinder Scouting 25+2% party movement speed during daytime Night Vision Scouting 25+2% party movement speed during night time Navigator Scout 50+1% movement party speed Investigator Scout 75 Track provides more information Farsighted Scouting 100 Increased chance to see Other roaming Eyes to Ambush Scout 125Q Spot hiding place from further forest Lore Scouting 150 + 5% movement speed and -50% food consumption while in desert forest Lore Scouting 150 +5% movement speed speed -50% temporary food consumption in the Desert Hills Lore Scouting 175 +5% movement speed and -50% food consumption while in the hills marshes Lore Scouting 175 +5% movement speed and -50% food consumption while in the swamps Forced March Scouting 200 Bonus speed with high party morale Grassland Navigator Scouting 225 +5% movement speed while in the meadow Scout Healthy Scout 250 +8% HP Lay of the Land Scouting 275 +3% speed of movement on the Map Cavalry Companion Tactics 25 +10% moral enemy lost with cavalry attacking Tactical Excellence Tactics 50 +5% troop damage in simulation One Step Ahead Tactics 75 Place all troops before battle start Logistics Tactics 100 +20% ammunition for units ranging ambush specialists tactics 125+60% archer damage in simulation while in phalanx forest tactics 150+50% infantry vs cavalry damage in Hammer simulation & Anvil Tactics 150 +50% cavalry damage vs archers in simulation Elusive Tactics 175 -50% troops left behind when retreating Swift Regroup Tactics 200 -50%organised duration Bait Tactics 225 +30% reinforcement distance for trusted commander allies Tactics 250 Reduced decay of army cohesion Rational Leader Tactics 275 Decrease in army supply consumption and irregular duration Raiding Party Roguery 25+10% faster village raid Eyes for Loot Roguery 25+5% looting of the attack village Roguery Presence Commander 50 Punishment relationship the lower when using intimidation For Roguery Sensation 75 + 10% morale from attacking roguery scavenger villages 100 More loot than enemy Concealed Blade Roguery 125 Can use one hand gun as civilians Slip Into Shadows Roguery 125 -20% chance caught while sneaking in cities Roguery negotiators 150 +50% easier bribes Roguery Bribes 150 Higher likelihood of bribery options appearing in camouflage roguery dialogue 175 -10% chance to alarm enemy settlements when passing near Escape Artists Roguery 200+ 30% faster when escaping from captivity Bribe Master Roguery 225 -50% amount of bribes Slave Trader Roguery 250 + 20% better deal with ransom broker Merry Men Roguery 275 Recruit bandits to ice breaker charm party 25 +1 0% chance of getting +2 relationship when introducing yourself to lords Charm Diplomacy 25 -15% penalty barter Adventure Stories Charm 50+1 famous for each problem solved Show Your Scars Charm 50+20% more famous than battle Forgiv Doubtable Complaints Charm 75 -20% persuasion chance of critical failure Meaningful Favors Charm 75 +10% chance to have success double persuasion In Charm Bloom 100 +20% gain relationships with people of the opposite sex and Respectful Charm 100 +20% gain relationship with same gender champion charm 125 +10 influence from winning respectful opposition charm tournament 125 +30% chance to negate the punishment from the royal decree Efforts To Charm the People 150 +10% chance for the governor to get +1 relationship with a random famous person (master or nobleman) per day Charm Promoter 150 +1 important relationship with the settlement owner for each project project Leader Charm 175 +20% influence from personal actions Pro Familia Charm 175 Party Klan members get +10% influence from moral action Leader Charm 200+10 security bonus for Natural Leader Charm cities 200+10 loyalty bonuses for Courtship Charm cities 225+1 influence per day for any lord's party allies currently not in the army, and while waiting in the same city Charm Parade 225 +5 loyalty per day when you visit your settlement Charm Charm 250 This advantage is not activated Charm Lasting Charm 275 +1 influence per day for every 5 points charm skills after 250 Combat Leadership Tips 25 Small XP upgrade every day to your party Improve Meek Leadership 25 Medium XP boost every day for troops level 1-13 Inspiration Leadership Attacker 50+20 morale in combat when you attack Star Defender Leadership 50+20 morale in battle when you defend Stiff Upper Lip Leadership 75+20% effectiveness of city garrison security Gratitude Leadership 75+20% City loyalty earns Sergeant Leadership Levy 100 -15% wage for troops level 1-4 Veterans Respect Leadership 100 -15% wage for troops level 4-6 Justice Leadership Dispenser 125 +5 city security while waiting for Discipline Leadership 125 Turn bandits into regular troops Drill Master Leadership 150 +20% XP for militia leadership of garrison citizens 150 +20% chance that the militia lays eggs with more experienced troops Inspire Leadership Leader 175 -20% influence needed to call the party to the army Convincing Leadership Presence 175 -20% decaying army compacement Public Talker Leadership 200+10% more effective boost from forums, festivals, Inspiring Warrior Leadership arena, temple, and market place 200+20% faster recruitment charging as Tribute Leadership 225 +20% XP for heroes under your command Friend Leadership 225+20% XP for troops under your command Leadership Leader 250 This advantage is not currently enabled Ultimate Leader Leadership 275+ 1 party capacity for any leadership skill point above 250 Appraiser Trade 25 + Price sell 5% for your equipment and profit marked Whole Seller Trade 25 +5% sale price for your merchandise and profit marked Caravan Master Trade 50 -20% wages for caravans and +30% parties carrying heavy Town Merchant Trade Wages 5 -20% for workshops and +30% parties carrying heavy Trade Travel Rumors 75 Caravans collect trade rumors and mark the price of goods relative to the average price of Local Connection Trade 75 Workshops collect trade rumors and mark the price of goods relative to the average price Distributed Goods Trade income 100 +10 for each village party entering Toll Gates Trade city 100 +25 revenue for each caravan entering artisan community trade city 125 +1 is famous for each store you have a famous Great Investor Trade 125+1 for every profitable caravan you have Village Connections Trade 150 + 25% content trades trade workshop production 150 + 10% income tariff Insurance Trading Plan 175 Caravan has more elite troops and returns 5000 gold when when Rapid Development Trade 175 +70% city tax while waiting and shops give 5000 gold when captured by enemy Granary Accountant Trade 200 +20% production for grain, Olive, fish, and date production in the village bound Tradeyard Foreman Trade 200 +20% production for clay, iron, raw silk, and silver in bound villages Everything Has Trading Price 225 Trading settlement while barter Trading Influential Traders 250 Caravans and workshops generate influence Mercenary Trader Trade 275 + 15 party size Tax Collector Steward 25 + Tax 10% of villages Supreme Authority Steward 25 +1 influence if you are a ruler Agriculture Steward 50 +30% agricultural production Prominence Steward 50 +1 influence if you are a settlement administrator Nourish subordinate 75 Quadruple settlement prosperity growth while you wait there Warmonger Steward 75 Less influence is needed to summon subordinates to war Bannerlord Steward 100+ 2 party size for each

fief of your own Logistics Expert Steward 100 Party in your army leading faster move Prosperous Government Steward 125 Village Double growth rate War Steward Ration 125 -20% food consumption Enhanced Mine Steward 150 + 50% tax income from sword mine As Tribute Steward 150 + 10 party size for each subordinate Not working Man-At-Arms Steward 175 + 5 party size for each of your own fief. Not working Mount Expert Steward 175 -10% trading penalty for horse Reeve Steward 200 +1 escort Not working Stand United Steward 200 If you lead the siege, any party leaving or entering the area must involve your Army's first Food Rationing Service 225 -40% food consumption in the settlement while you are under siege Steward Appraisal 225 +10% tax from the village Ruler Steward 250+1 companion for each of your own city Agrarian Stewards 250+30% Reconstruction of steward agricultural production 275 Faster recovery for villages after being raided Self-Medication 25+10% character healing rate Preventive Medicine 25+10% HP Triage Tent Medicine 50+20% healing rate for temporary party stationary on world map Walk It Off Drugs 50 +10% healing rate for parties while moving on the world map Mobile Aid Medicine 75 -50% penalty speed party because injured members Doctor Medical Oath 75 Drug recovery opportunity also applies to the enemy Best Medicine Drugs 100 + Healing rate 10% when at high morale Good Lodging Medicine 100 +10% healing rate when resting in cities Siege Medic Medicine 125 +30% chance of siege bombing victims injured instead of murdered Pristine Streets Medicine 150+1 prosperity settlement every day Bush Doctor Medicine 150 +20% growth rate heart village and +20% party healing rate while waiting in villages Perfect Health Medicine 175 +20% fertility clan members Health Medicine 175 + 10% life expectancy clan Doctor People Medicine 200 +1 loyalty settlement daily Clean Infrastructure Medicine 200 +1 prosperity daily for each city project related to health and sanitation Cheat Death Medicine 225 One time chance to avoid death when seriously ill severely Tonic Medicine 225 -50% chance of hero dying in battle Horse Healer Drugs 250 + 30% chance per day for paralyzed horses to recover Minister of Health Medicine 275 Troops get HP bonus before battle Construction Engineering 25 + 30% construction speed for castle and wall Engineers Ballistics 50 +30% effectiveness catapult Imperial Fire Engineering 75 Enabling construction of fire throw siege engines Enhanced Masonry Engineering 100 Stronger fortifications Armorcraft Engineering 125+10% effectiveness shield Good Materials Engineering 150+20% HP for siege machines Heavier Siege Engines Engineering 175+20% increase in bombing damage vs other siege engines Wall Breaker Engineering 200 Increased damage to walls during sieges Resolute Engineering 225 Lower moral loss during sieges Builder Engineer building development speed 250 1.5x Everyday Engineer Engineering 275+60% effectiveness for default city projects Choose your culture Many points of your initial skills and advantages will come from the creation of your character at the beginning of the game. Your first task when creating a character is to choose your culture. There are six cultures to choose from and they are all named after one of the kingdoms or territories. Therefore, your choice is the region where your character was raised. They come with their own bonuses. Some cultures influence how troops move in certain terrains, while others provide bonuses for experiencing or reducing costs. Vlandians: 20% more increase XP to troops than combat. Sturgians: 20% less speed penalty than snow. Empire: 20% construction speed bonus for city projects, wall repairs, and sieges. Aseri: Caravans are 30% cheaper build costs and 10% less trading penalties. Khuzaitis: 10% speed bonus for horsemen on the campaign map. Battarians: 10% fewer speed penalties than Forest. Since you start out in an area that isn't covered in snow, choosing Sturgians might give you a little trouble when compared to other cultures. If you want my opinion on which is best for beginners, go with Empire or Vlandians, because their bonus can help fortify your city or army. Try Aseri if you're looking for a more trade-focused campaign, while Khuzaitis helps collect superior cavalry. Decide your background It's not just your culture that you can choose from. Later in character creation, you will be prompted to specify your background. Choosing one of the available options will give you some skill levels and focus points to spend on that skill. You'll also get attribute points that affect all three skills within the scope of those attributes (for example, Vigor has one hand, two hands, and polearm skills). There are six questions you are responsible for creating characters. It should be noted that question five provides some well-known additions and some points in statistics unrelated to those used to level up. To make it easier for you, click the following link to get into the questions you need to answer. Early Family Early Adolescence Youth Young Adulthood Story Background Family A Lord's Retainers Riding: +10 Skill level and +1 Focus Point Polearm: +10 Skill level and +1 Focus Point Vigor: +1 point Urban Merchant Trading attribute : +10 Skill level and +1 Focus Point Button: +10 Skill level and +1 Focus Point Social: +1 Freeholders Athletics attribute point: +10 Skill level and +1 Focus Point Polearm : +10 Skill level and +1 Focus Point Endurance: +1 Point Urban Artisans Smithing attribute: +10 Skill level and +1 Focus Point Crossbow: +10 Skill level and +1 Focus Point Intelligence: +1 attribute point ForestErs Scouting: +10 Skill level and +1 Focus Point Bow: +10 Skill level and +1 Focus Point Control: +1 Urban Vagabonds Roguery point attributes: +10 Skill level and +1 Focus Point Throwing : +10 Skill levels and +1 Sneaky Focus Points: +1 point attribute early childhood to your leadership leadership skills: +10 Skill level and +1 Focus Point Tactics: +10 Skill level and +1 Focus Point Cunning: +1 attribute point your brawn Two handed: +10 Skill level and +1 Focus Point Throwing: +10 Skill level and +1 Focus Point Vigor: +1 attribute point your attention to detail Athletics : +10 Skill level and +1 One-handed Focus Point: +10 Skill level and +1 Focus Point Control: +1 point attribute your talent with Engineering numbers: +10 Skill level and +1 Trading Focus Point: +10 Skill level and +1 Focus Point Intelligence: +1 attributes navigate your way with Charm people: +10 Skill level and +1 Focus Point Leadership: +10 Skill level and +1 Social Point Focus : +1 attribute your skill points with horses Riding: +10 Skill level and +1 Focus Point Medicine: +10 Skill level and +1 Focus Point Endurance: +1 adolescence attribute herded the sheep Athletics: +10 Skill level and +1 Focus Point Endurance: +1 attribute point Adolescence herd domba Athletics: +10 Skill level and +1 Focus Point Throw: +10 Skill level and +1 Focus Point Control : +1 point attribute works in smithy village Two hands: +10 Skill level and +1 Focus Point Smithing : +10 Skill level and +1 Focus Point Vigor: +1 attribute point improved Smithing project: +10 Skill level and +1 Focus Point Technique: +10 Skill level and +1 Intelligence Focus Point: +1 point of herbal collecting attribute in Wild medicine: +10 Skill level and +1 Focus Point Scouting : +10 Skill level and +1 Focus Point Endurance: +1 point attribute hunted small game Bow : +10 Skill level and +1 Focus Point Tactics: +10 Skill level and +1 Focus Point Control: +11 attribute points sold for produce in the Trading market: +10 Skill level and +1 Focus Point Button: +1 Focus Point Skill level 10 and +1 Focus Point Social: +1 Point Youth attribute joins steward commander staff : +10 Skill levels and +1 Focus Point Tactics: +10 Skills and +1 Focus Point Cunning : +1 attribute points trained with Cavalry Riding: +10 Skill Level and +1 Focus Point Polearm: +10 Skill level and +1 Focus Point Endurance: +1 point stand guard attribute with Crossbow garrison: +10 Skill level and +1 Focus Point Engineering: +10 Skill level and +1 Focus Point Intelligence: +1 attribute attribute Riding with Equestrian scouts: +10 Skill level and +1 Focus Point Arc: +10 Skill level and +1 Endurance Focal Point: +1 attribute point trained with infantry Polearm: +10 Skill level and +1 One-handed Focus Point: +10 Skill level and +1 Focus Point Vigor: +1 attribute point joined by Skirmishers Throwing: +10 Skill level and +1 Focus Point Bow: +1 attribute 10 Skill levels and +1 Focus Point Control: +1 point attributes Your Young Adult defeats enemies in one-handed battles: +10 Skill level and +1 Two-handed Focus Point: +10 Skill level and +1 Focus Point Vigor: +1 attribute point +1 Valor +20 Renown You lead successful hunting tactics: +10 Skill level and +1 Focus Point Leadership: +10 Skill level and +1 : +1 point attribute +1 Calculate +10 Famous you invested a certain amount of money in Land Trading: +10 Skill level and +1 Focus Point Smithing: +10 Skill level and +1 Focus Point Intelligence: +1 point attribute +1 Calculate +10 Famous you hunt dangerous Animal Bows: +10 Skill Level and +1 Crossbow Focus Point: +1 +1 famous +5 attribute point you have a famous adventure in athletic city: +10 Skill level and +1 Focus Point Roguery: +10 Skill level and +1 Focus Point Endurance: +1 point attribute +1 Valor +5 Famous you treat people well Charm: +10 Skill level and +1 Focus Point Steward: +1 , Generosity, and Honor +5 Famous Story Backgrounds you subdue raider One hand: +10 Skill Levels and +1 Focus Point Athletics : +10 Skill levels and +1 Focus Point Vigor: +1 attribute point you drive them with Bow arrows: +10 Skill levels and +1 Focus Point Tactics: +10 Skill levels and +1 Focus Point Control: +1 attribute point you rise at fast : +10 Skill level and +1 Focus Point Scouting: +10 Skill level and +1 Focus Point Endurance: +1 1 attribute point you deceive roguery raiders: +10 Skill level and +1 Focus Point Tactics: +10 Skill level and +1 Focus Point Cunning: +1 point attribute you set travelers to exit Leadership: +10 Skill level and +1 : +10 Skill level and +1 Focus Point Social: +1 attribute point To experience this #content, you must enable targeting cookies. yes, we know. 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