WARLORDS BATTLECRY III - HERO CREATION

BASIC HERO STATS

STAT	BASIC	BONUSES
Strength	5	+1 Combat per 2 points of Strength (at 1,3,5,etc)
		+1 Damage per point of Strength
		+3 Hit Points per point of Strength
		+1 Life Regeneration (per 20 sec's) for every 3 points of Strength
Dexterity	5	+1 Movement Speed per 2 points of Dexterity (at 1,3,5,etc)
-		+1 Resistance per 2 points of Dexterity (at 2,4,6,etc)
		+1 Armor per 4 points of Dexterity
		-1 Second to Conversion Time per point of Dexterity (min 10 sec's)
Intelligence	5	+3 Mana Points per point of Intelligence
		+1 Mana Regeneration (per 20 sec's) for every 10 points of Intelligence
		+1 Initial Troop XP per 2 points of Intelligence (at 2,4,6,etc)
		+3% Spellcasting Chance per point of Intelligence
Charisma	5	+1 Command Radius per 4 points of Charisma
		+1 Morale per 2 points of Charisma (at 2,4,6,etc)
		+1% Discount per point of Charisma over 5
		+1 Retinue Slot for every 4 Points of Charisma

HERO RACES

RACE	STR	DEX	INT	CHA
Barbarian	+1	+1	-1	-1
Daemon	+2	-1		-1
Dark Dwarf	+1			-1
Dark Elf	-1		+1	
Dwarf	+2	-2		
Empire				
Fey	-3	+1	+1	+1
High Elf	-2		+1	+1
Knight		-1		+1
Minotaur	+3	-1	-1	-1
Orc	+1		-1	
Plaguelord	-1		+3	-2
Ssrathi		+1		-1
Swarm		+2	-1	-1
Undead			+2	-2
Wood Elf	-1	+1		

HERO CLASS

CLASS	STR	DEX	INT	CHA
Alchemist		-1	+2	-1
Archmage	-2		+2	
Assassin	+1	+2		-3
Bard	-2 +2	+2	-1	+1
Chieftain	+2	+1	-3	
Daemonslayer	+2	-2	+1	-1
Deathknight	+2	-1	+1	-2 -2
Defiler	-1	+1	+2	-2
Dragonslayer	+2	-2		
Druid	-2	+1	-1	+2
Elementalist		-2		+2
Healer	-2	-1	+1	+2
Ice Mage	-1	-1	+2	
Illusionist	-2	+1	+2	-1
Lichelord	+1		+2	-3
Merchant	-2	+2		
Necromancer			+2	-2
Paladin	+1	-2	-1	+2
Priest	-1	-1	+1	+1
Pyromancer	+1	-2	+2	-1
Ranger	+2	+1	-1	-2
Runemaster	+1	-3		+2
Sage	-2 -1	-1	+2	+1
Shaman		-1		+2
Summoner	-1		+2	-1
Thief	-1	+2		-1
Tinker				
Warrior	+2		-2	

RACIAL SKILLS

RACE	LEVEL 1 (Initial Value)	LEVEL 10	LEVEL 20	LEVEL 30
Barbarian	Reave (+1) Horse Lord (+1)	Running	Ice Magic	Quarrying
Daemon	Daemon Lord (+1) Ferocity (+1)	Regeneration	Pyromancy	Invulnerability
Dark Dwarf	Siege Lord (+1) Constitution (+1)	Engineer	Chaos Magic	Golem Master
Dark Elf	Dark Lord (+1) Lore (+1)	Death Rune	Summoning	Assassin
Dwarf	Dwarf Lord (+1) Constitution (+1)	Armorer	Rune Magic	Brewmaster
Empire	Imperial Lord (+1) Serpentslayer (+1)	Trade	Alchemy	Wealth
Fey	Dreamlord (+1) Warding (+1)	Illusion	Energy	Magic Resistance
High Elf	High Lord (+1) Lore (+1)	Life Rune	Healing	Energy
Knight	Knight Lord (+1) Leadership (+1)	Weaponmaster	Divination	Armorer
Minotaur	Horned Lord (+1) Ferocity (+1)	Thick Hide	Mighty Blow	Pyromancy
Orc	Elfslayer (+1) Orc Lord (+1)	Ferocity	Chaos Magic	Demolition
Plaguelord	Plague Lord (+1) Warding (+1)	Contamination	Summoning	Leech
Ssrathi	Serpentlord (+1) Running (+1)	Scales	Poison Magic	Dragonmaster
Swarm	Scorpionlord (+1) Constitution (+1)	Manslayer	Necromancy	Ignore Armor
Undead	Skull Lord (+1) Warding (+1)	Necromancy	Memories	Vampirism
Wood Elf	Forest Lord (+1) Lore (+1)	Forest Rune	Nature Magic	Sky Rune

CLASS SKILLS

CLASS	LEVEL 1 (Initial Value)	LEVEL 5	LEVEL 15	LEVEL 25
Alchemist	Alchemy (+3) Ritual	Energy	Potionmaster	Arcane Magic
Archmage	Summoning (+1) Alchemy (+1)	Divination	Illusion	Magic Resistance
Assassin	Assassin (+3)	Shadow Strength	Wealth	Ignore Armor
Bard	Leadership (+3)	Wealth	Divination	Elemental Resistance
Chieftain	Ferocity (+1) Barbarian King (+1)	Leadership	Beastslayer	Mighty Blow
Daemonslayer	Daemonslayer (+1) Ferocity (+1)	Warding	Smelting	Summoning
Deathknight	Fercoity (+1) Manslayer (+1)	Chaos Magic	Necromancy	Smite Good
Defiler	Poison Magic (+3) Ritual	Slimemaster	All-Seeing Eye	Arcane Magic
Dragonslayer	Dragonslayer (+1) Ferocity (+1)	Fire Resistance	Armorer	Wealth
Druid	Nature Magic (+3) Ritual	Guardian Oak	Elemental Lore	Arcane Magic
Elementalist	Pyromancy (+1) Ice Magic (+1)	Rune Magic	Lore	Elem. Resistance
Healer	Healing (+3) Ritual	Elcor's Aura	Warding	Arcane Magic
Ice Mage	Ice Magic (+3) Ritual	Cold Resistance	Gemcutting	Arcane Magic
Illusionist	Illusion (+3) Ritual	Leadership	Magic Resistance	Arcane Magic
Lichelord	Necromancy (+1) Poison Magic (+1)	Manslayer	Shadow Strength	Elfslayer
Merchant	Merchant (+3)	Wealth	Trade	Gemcutting
Necromancer	Necromancy (+3) Ritual	Memories	Undead Legion	Arcane Magic
Paladin	Deathslayer (+1) Ferocity (+1)	Healing	Knight Protector	Smite Evil
Priest	Healing (+1) Ritual (+1)	Divination	Lore	Arcane Magic
Pyromancer	Pyromancy (+3) Ritual	Fire Resistance	Demolition	Arcane Magic
Ranger	Orcslayer (+1) Running (+1)	Nature Magic	Griffonmaster	Taming
Runemaster	Rune Magic (+3) Ritual	Runic Lore	Quarrying	Arcane Magic
Sage	Divination (+3) Ritual	Mage King	Energy	Arcane Magic
Shaman	Chaos Magic (+3) Ritual	Warding	Magic Resistance	Arcane Magic
Summoner	Summoning (+3) Ritual	Elfslayer	Gate	Arcane Magic
Thief	Running (+3)	Warding	Magic Resistance	Illusion
Tinker	Engineer (+3)	Alchemy	Smelting	Quarrying
Warrior	Ferocity (+3) Ignore Armor	Constitution	Regeneration	Weaponmaster

Any hero who has a matching skill in both his race and his class gains a "Synergy Bonus". This bonus makes that skill available at level 1, and automatically adds an extra +1 to it.

SKILL DESCRIPTION

Alchemy All-Seeing Eye Add to XP for all newly produced floating eyes Arcane Magic Learn Arcane magic spells Arcane Rune Cheap Manos Runes and increased life for Elven Mages Armorer Improve armor vs. piercing damage Assassin A chance of instantly killing an enemy Barbarian King Add to XP for all newly produced Barbarian infantry and cavalry Beastslayer Add to AW For all newly produced Dwarves Brewmaster Brewmaster Add to Awange vs. Monotaurs Brewmaster Add to damage vs. Minotaurs Chaos Magic Learn Chaos magic spells Cold Resistance Constitution Increase life points Constitution Increase life points Constitution Increase the virulence of all disease on the map Daemon Lord Improve Morale when leading Daemons Dark Lord Demolition Daeth Rune Death Rune Cheap Mortos Runes and increased life for Assassins Death Rune Death Rune Death Rune Death Rune Death Rune Death Rune Cheap Mortos Runes and increased life for Assassins Deathslayer Add to damage vs. Undead Demolition Add to damage vs. Undead Demolition Add to damage vs. Undead Demolition Add to damage vs. Dagons Dragonnaster Dragonnaster Add to XP for all newly produced Dragons Dragonnaster Add to XP for all newly produced Dragons Dragonslayer Add to Add to damage vs. Dragons Dream Lord Improve Morale when leading Pey Dwarf Lord Improve Morale when leading Dawres Dwarfslayer Add to damage vs. Dragons Dream Lord Improve Morale when leading Dawres Dwarfslayer Add to Add to Admage vs. Dragons Dream Lord Improve Morale when leading Dawres Dwarfslayer Add to Add to Admage vs. Dragons Dream Lord Improve Morale when leading Dwarves Dwarfslayer Add to Add to Admage vs. Dragons Dream Lord Improve Morale when leading Dwarves Dwarfslayer Add to Add to Amage vs. Dragons Dream Lord Improve Morale when leading Dwarves Dwarfslayer Add to Amage vs. Dwarves Increase offect from Healing spells Illen. Resistance Improve resistance vs. fire, cold and electrical damage Illen. Resistance Improve resistance vs. fire damage Illen Resistance Improve resistance vs. fire damage Illen Resistan	SKILL	DESCRIPTION
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Knight Lord Improve Morale when leading Knights		
		Add to XP for all newly produced Mounted Knights

Leadership	Improves morale when leading all sides
Leech	Gain mana when an enemy is killed by your hero
Life Rune	Cheap Vivos Runes and increased life for Unicorns
Lore	Increase maximum mana
Mage King	Increase XP for all Red, White and Black Mages
Magic Resistance	Improve resistance vs. magic damage
Manslayer	Add to damage vs. Humans
Memories	Increase XP for all Skeletons
Merchant	Gain a discount on all things bought
Mighty Blow	Increase damage
Nature Magic	Learn Nature magic spells
Necromancy	Learn Mecromantic magic spells
Orc Lord	Improve Morale when leading Orcs
Orcslayer	Add to damage vs. Orcs
Plague Lord	Improve Morale when leading Plaguelords
Poison Magic	Learn Poison magic spells
Potionmaster	Adds extra mana potions in battle
Pyromancy	Learn Pyromantic magic spells
Quarrying	Increases stone income
Reave	Add to damage vs. large creatures
Regeneration	Increase life point regeneration
Ritual	Increase spellcasting success chance
Rune Magic	Learn Rune magic spells
Runic Lore	Increase XP for all Runelords
Running	Increase movement speed
Scales	Improve armor vs. slashing damage
Scorpion Lord	Improve Morale when leading the Swarm
Serpent Lord	Improve Morale when leading Ssrathi
Serpentslayer	Add to damage vs. Ssrathi and reptiles
Shadow Strength	Improve combat score at night
Siege Lord	Improve Morale when leading Dark Dwarves
Skull Lord	Improve Morale when leading Undead
Sky Rune	Cheap Cielos Runes and increased life for Fliers
Slimemaster	Increase XP for all Slimes
Smelting	Increase metal income
Smite Evil	Add to damage vs. evil creatures
Smite Good	Add to damage vs. good creatures
Summoning Magic	Learn Summoning magic spells
Taming	Increase XP for all Monsters
Thick Hide	Improve armor vs. crushing damage
Trade	Improve the rate of trade at markets
Trample	Add to damage vs. small creatures
Undead Legion	Increase XP for all Skeleton Riders
Vampirism	Drain life from enemies when you hit them in combat
Warding	Add to resistance for all your troops
Wealth	Increase gold income
Weaponmaster	Increase the chance of a critical hit