

## 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**

<b>CLASS</b>	<b>STR</b>	<b>DEX</b>	<b>INT</b>	<b>CHA</b>
Alchemist		-1	+2	-1
Archmage	-2		+2	
Assassin	+1	+2		-3
Bard	-2	+2	-1	+1
Chieftain	+2	+1	-3	
Daemonslayer	+2	-2	+1	-1
Deathknight	+2	-1	+1	-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	+2	+1
Shaman	-1	-1		+2
Summoner	-1		+2	-1
Thief	-1	+2		-1
Tinker				
Warrior	+2		-2	

**RACIAL SKILLS**

<b>RACE</b>	<b>LEVEL 1 (Initial Value)</b>	<b>LEVEL 10</b>	<b>LEVEL 20</b>	<b>LEVEL 30</b>
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**

<b>CLASS</b>	<b>LEVEL 1 (Initial Value)</b>	<b>LEVEL 5</b>	<b>LEVEL 15</b>	<b>LEVEL 25</b>
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	Ferocity (+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**

<b>SKILL</b>	<b>DESCRIPTION</b>
Alchemy	Learn Alchemy magic spells
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 damage vs. monsters
Brewmaster	Add to XP for all newly produced Dwarves
Bullslayer	Add to damage vs. Minotaurs
Chaos Magic	Learn Chaos magic spells
Cold Resistance	Improve resistance vs. cold damage
Constitution	Increase life points
Contamination	Increase the virulence of all disease on the map
Daemon Lord	Improve Morale when leading Daemons
Daemonslayer	Add to damage vs. Daemons
Dark Lord	Improve Morale when leading Dark Elves
Death Rune	Cheap Mortos Runes and increased life for Assassins
Deathslayer	Add to damage vs. Undead
Demolition	Add to damage vs. Buildings
Divination Magic	Learn Divination magic spells
Dragonmaster	Add to XP for all newly produced Dragons
Dragonslayer	Add to damage vs. Dragons
Dream Lord	Improve Morale when leading Fey
Dwarf Lord	Improve Morale when leading Dwarves
Dwarfslayer	Add to damage vs. Dwarves
Elcor's Aura	Increased effect from Healing spells
Elec. Resistance	Improve resistance vs. electricity damage
Elem. Resistance	Improve resistance vs. fire, cold and electrical damage
Elemental Lore	Add to XP for all newly produced Elementals
Elflayer	Add to damage vs. all Elves
Energy	Increase mana regeneration
Engineer	Increase hit points of buildings
Ferocity	Improve your combat score
Fire Resistance	Improve resistance vs. fire damage
Forest Lord	Improve Morale when leading Wood Elves
Forest Rune	Cheap Arbos Runes and increased life for Treants
Gate	Add to XP for all newly summoned creatures
Gemcutting	Increases crystal income
Golem Master	Add to XP for all newly produced Golems
Griffonmaster	Add to XP for all newly produced Griffons
Guardian Oak	Add to XP for all newly produced Treants
Healing Magic	Learn Healing magic spells
High Lord	Improve Morale when leading High Elves
Horned Lord	Improve Morale when leading Minotaurs
Horse Lord	Improve Morale when leading Barbarians
Ice Magic	Learn Ice magic spells
Ignore Armor	Ignore a portion of enemy armor when attacking them
Illusion Magic	Learn Illusion magic spells
Imperial Lord	Improve Morale when leading the Empire
Invulnerability	Improves armor vs. all physical attacks
Knight Lord	Improve Morale when leading Knights
Knight Protector	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 Necromantic 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