Quick Question

Posted by ApparosVaklas - 02 Aug 2013 17:52

Apologies if this was asked before but I couldn't find a clarification anywhere, including the manual:

Are items cumulative? That is if my hero has a head item with +1 archery and a weapon item with a +2 archery will he have +2 or +3 archery?

Also, are the items cumulative with hero's skills? If my hero has a head item giving +3 warding and a skill of +2 warding of his own, will he have +2, +3 or +5 warding skill? (I'm guessing it is impossible in any case to have more than +5 of any hero skill)

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Re: Quick Question

Posted by KGB - 02 Aug 2013 23:26

The bonus system works as follows:

Best Item + Best Spell + Best Unit = total bonus

So 2 items are not cumulative. However an item + hero skill is or item + spell is or hero + spell is.

It's possible to exceed +5 for skills but this gets rounded down to +5. Exceeding +5 matters in 2 cases:

1) When facing Negate. For example a hero with +5 Archery skill and a +1 Archery item will normally be +5 Archery. However if you face a unit with say +1 Negate the hero will still have +5 Archery because his total is 6 - 1 Negate = 5.

2) A Healing spell does not get rounded down when combined with an item/unit that has healing. This potentially allows healing to reach +10 and provide up to 10 points of healing (I've seen this many times). However a hero with healing and a healing item do not exceed +5. Only the spell has this ability.

KGB

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