**HERO'S UNIT SPECIALTY**

(added also xls sheet with detailed hero units bonuses A/D)

Unit specialties work for both unapgraded and upgraded units and for Ballista (which is treated as a level 5 unit):

Unit receives +1 speed immediately.

Unit’s base Attack and Defense increase based on the following (independent of the above):

A/Dnew = RoundUp {A/Dbase \* [1 + 0,05 \* RoundDown (Hero level / Unit level)]}

The higher the level of the unit, lesser the bonus: level 1 unit specialist will approximately double his unit’s stats at level 20, level 2 unit specialist at level 40, level 3 unit specialist at 60, etc. For example, the comparison between Stronghold unit specialty heroes at level 20:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hero** | **Unit** | | **Base A/D of upgraded unit** | | | **Specialty bonus in A/D** | | | **Specialty bonus [%]** | |
| Gretchin | | Goblins | | 5 | 3 | | 5 | 3 | | 100 |
| Tyraxor | | Wolf Riders | | 8 | 5 | | 4 | 3 | | 54 |
| Jabarkas | | Orcs | | 8 | 4 | | 3 | 2 | | 42 |
| Krellion | | Ogres | | 13 | 7 | | 4 | 2 | | 30 |
| Shiva | | Rocs | | 13 | 11 | | 3 | 3 | | 25 |
| Yog | | Cyclops | | 17 | 13 | | 3 | 2 | | 17 |

This is true for all standardly playable heroes but Planeswalkers. For them it works differently:

Pasis and Monere: Magic/Psychic Elementals receive a permanent +3A, +3D

Thunar and Erdamon: Earth/Magma Elementals receive a permanent +2A, +1D, +5dmg

Ignissa and Fiur: Fire/Energy Elementals receive a permanent +1A, +1D, +2dmg

Lacus and Kalt: Water/Ice Elementals receive a permanent +2A

**HERO'S SECONDARY SKILL SPECIALTY**

If the hero possesses a secondary skill specialty its bonus is calculated:

Hero level \* 0,05 \* Secondary skill bonus

The only exception is the Navigation skill bonus which is calculated with a 0,02 factor (multiplied with entire naval movement points).

The bonus is additive with base skill bonus.

**HERO'S SPELL SPECIALTY**

This is true for all spell specialty heroes save Ciele and Luna, including Astral and Uland.

Hero's spell specialty bonus is calculated as:

(1 + Hero level \* 0,03 / Unit level)

The bonus is additive with base spell damage.

The bonus is negligible against higher level units.

**PECULIAR HERO SPECIALTIES**

Loynis' Prayer specialty gives an additional +3 speed, attack and defense to levels 1-2, +2 levels 3-4, +1 levels 5-6 and no bonuses to level 7.

Terek/Cyra/Brissa's Haste specialty gives an additional +3 speed to level 1-2, +2 levels 3-4, +1 levels 5-6 and no speed to level 7.

Coronius' Slayer specialty gives an additional +4 attack to level 1, +3 level 2, +2 level 3, +1 level 4, no attack to levels 5-6-7.

Zubin's Precision specialty gives an additional +3 attack to ranged levels 1-2, +2 levels 3-4, +1 levels 5-6, no attack to level 7.

Daremyth and Melodia's Fortune specialty enables them to cast a +3 Luck Fortune spell regardless of Air magic expertise.

Xsi, Darkstorn, Merist and Labetha's Stoneskin specialty gives an additional +3 defense to levels 1-2, +2 levels 3-4, +1 levels 5-6 and no defense to level 7.

Ash and Inteus' Bloodlust specialty gives an additional +3 attack to levels 1-2, +2 levels 3-4, +1 levels 5-6 and no attack to level 7.

Adela's Bless specialty adds BD \* 0,03 \* Hero level / Unit level damage to all units on top of the Bless spell. E.g., at level 18, Adela will provide (in average) 54% bonus damage to Halberdiers, 27% to Marksmen, 18% to Royal Griffins, 13,5% to Crusaders, 10,8% to Zealots, 9% to Champions, and 7,1% to Archangels.

Cuthbert, Mirlanda and Olema's Weakness specialty reduces attack by additional -3 vs. levels 1-2, -2 levels 3-4, -1 levels 5-6 and 0 vs. level 7.

Ciele Magic Arrow specialty increases Magic Arrow damage by 50%.

Luna's Firewall specialty doubles Firewall's damage.