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Heroes 3 advanced classes mod

The latest update to Advanced Classes Mod includes numerous small improvements and bug fixes, but no major new features this time around. However, these minor tweaks will be saving up for the next big release in 1.09. If you're enjoying this mod, please consider giving it a positive rating on ModDB! Here's how to install the update: To install ERA and ACM, follow these steps: * Download the latest version from ModDB: Advanced Classes Mod 1.085 Update Changelog Version 1.094 (25 May 2024) * You can find the changelog inside the mod folder after downloading * Before installing the new ACM version, delete the old ACM mod folder to prevent any outdated files New features in this update include: * Improved skill descriptions on the hero screen * Enhanced Mobile Market of Time code * A fresh look for the Warmachine Upgrades window * Each commander class now has its own unique Magic Resistance value * Right-clicking spell points shows SP restored overnight, and right-clicking commanders displays their live kill count in battle * The Cloak of the Undead King set bonus is now working as intended (5% leech) * Incompatible WoG options are disabled with a brief explanation to help players understand * Oris starts with Frenzy spell due to her Fire Specialist role * Attracted creatures from Diplomacy skill now cost resources if required * Diplomacy works for AI, and they'll accept offers to buy as long as they have cash (thanks to demoix) * Nobility works for AI when heroes walk in the castle (thanks to demoix) * Most scouting events work for AI (thanks to demoix) * Spell Trainer: No longer requires magic school to level spells, and levelling up chance has been slightly reduced * Right-clicking the hero name shows preferred main class * Ogre Club has a small chance to stun in melee attacks * Spyglass and Speculum unlock unique scouting events * Diplomacy numbers overview when right-clicking skill, showing all sources of Diplo (Artifacts, Skills, Speciality) * Elemental Unity set bonus redone (the orbs set) with added Magic Pierce when set is full * Artillery pre damage skill now works in combat (thanks to Daemon) * Eagle Eye Magic Artillery skill now works in combat, better for multiplayer matches and the replay option Balance changes: * Hunter Magic block reduced from +100%MR to +50%MR (Dwarv Type) in the first Battle Round * Commanders have less magic resistance due to Magic skill (from 95% to 40%) * Commander Attack skill gives less Attack (from 40 to 30 on GM) * Other minor balance adjustments Wizard skills rebalanced: Defense reduced; regeneration increased. Com Scout class now has a lower chance to generate resin. Commander artifacts buffed for heroes, providing more primary stats and buffs when equipped. Changes to Fire Shield spell mechanics, including increased magic damage return and trainable use with Spell Trainer. Fire Mage commander class power reduced, and Damage Spells Increment decreased for Spell Trainer. Ciele Magic Arrow now free cast after 7 levels, with slower progression due to reduced damage increase per level. Scouting specialists have an increased chance for scouting events, while spell damage from all orbs has been reduced. Multiple bug fixes addressing issues such as gold gain limits, creature overflow, and hero experience displays. The Advanced Classes mod is available for download, featuring various balance changes and improvements. Advanced Classes Mod for Heroes 3.5 Portal Offers Significant Gameplay Enhancements. Description: This gameplay-enhancing mod, known as Advanced Classes Mod (AC mod), features revamped skill and spell systems, new artifacts, and an expanded range of specialities. The aim was to create two new skill ranks - Master and Grandmaster - and a new hero class called Adventurer. The AC mod allows for further customization of the commander by selecting a class that influences attribute development during gameplay. This mod boasts numerous features, including: * New skills and spells with unique effects * A completely new hero class: Adventurer * 3 hybrid subclasses (Battlemage, Hunter, and Druid) * Improved usefulness of weaker skills * Enhanced magic system with spell scaling * Reworked commander abilities for increased combat effectiveness * Artifacts with interesting bonuses The mod is compatible with WoG options and offers a comprehensive documentation of changes. It also features tutorial videos to aid in usage. Given article text here The author of this review has been inspired by the recent changes in HOMM3 and has decided to dust off their copy of the game. They appreciated the new leveling up system, which makes the grind feel rewarding and allows for a sense of accomplishment even after extended play sessions. Initially, they felt that the changes might be too abrupt and alter the game's essence; however, they found that it actually improved the overall experience. The AI has also been praised for its numerous difficulty options, providing a high level of versatility that caters to different player preferences. The reviewer concludes by expressing their appreciation for the mod developers who have worked tirelessly to keep the HOMM spirit alive. Because she's a Fire Specialist, creatures from the Diplomacy skill now require resources if they need them. Diplomacy now works with AI, which will always accept offers to buy as long as there's cash available. Additionally, Nobility now also works with AI when the hero enters the castle. Most scouting events now work with AI, and Spell Trainer has been modified so that magic school is no longer required to level spells. The chance for leveling up has been slightly reduced instead. Right-clicking on a hero's name shows their preferred main class, such as Warrior, Mage, or Adventurer. Ogre Club has a small chance to stun in melee attacks, and Spyglass and Speculum now unlock unique scouting events. Diplomacy numbers are shown when right-clicked, including all sources of Diplo from Artifacts, Skills, and Speciality. The Elemental Unity set bonus has been redone and includes Magic Pierce when the set is full. Artillery pre-damage skill now works in combat, as does Eagle Eye Magic Artillery skill for better multiplayer matches and replay option. Balance changes include reducing Hunter Magic block from +100%MR to +50%MR in the first Battle Round, and Commander Attack skill giving less Attack and Defense. Wizard Well regenerates 200+20% of max SP instead of always full, and Com Scout class chance to generate res is down to 33%. Commander artifacts are buffed when equipped on a hero, providing more primary stats, and Basilisks Venom set bonus is also buffed with more primary stat points when full. Fire Shield spell mechanics have been changed so that it needs to be cast on the creature for FS to return more magic damage, and FS can now be trainable with Spell Trainer. The power of the Fire Mage commander class has been reduced by lowering the damage, as well as reducing default "Damage Spells Increment" for spell trainer from 2 to 1% per level up. Ciele Magic Arrow is now free cast every 7 levels (from 6), and Magic Arrow damage increase has been improved with a lower cap. Scouting specialists have increased chance for scouting events per level to 4, and spell damage from all orbs has been reduced from +50% to +25%, while adding Magic Strength so it's also good for buff spells. Fixes include fixing Brute Gold gain per combat being limited to 1 million to prevent overflow, Uland multicast before level 20, and Brute Commander issues. Advanced Classes Mod version 1.05 is finally out! We've polished and improved many aspects to make it complete. This update includes various bug fixes, such as reducing double gain by passive skills, fixing secret mage set crit chance/damage, limiting diplomacy overflow, preventing stat overflow with two rings equipped, and more. The mod also received optimizations for multiplayer matches. The ERA II Gameplay and Graphics section showcases the new interface of the Difficult Mod, which is now fully customizable and easy to understand. You can adjust your gaming experience against the computer player using this mod, set to be released as a standalone. A new feature allows buying upgrades and enchantments for Warmachines in town by right-clicking the Blacksmith or Mage Guild. These upgrades require certain secondary skills knowledge, increasing replay value and strengthening specific skills. The Blacksmith and Wizard now greet you with sounds from Might and Magic 7, each faction having its unique sound. At game start, you'll have several options: Spell Trainer, 10-Skills, Easy Classes, Classic Skin, Alternative Necromancy Balancing, and ERA II Graphics. These additions enhance gameplay and provide a fresh experience for players. Advanced Classes Mod Overview The Advanced Classes Mod offers various options for players, including a "Easy Class" option that allows for less strict game management of secondary skills. The mod also includes a skin pack with class skill icons from versions 1.04 and 1.05, both of which are visually appealing according to the creator. Additional features include the Spell Trainer option, which enables players to train their spells in combat and view their effects and cast times in the spellbook. This enhances the immersive experience. The mod's updated damage calculations also account for sources such as artifacts and Grandmaster skills. Reworked secondary skills aim to improve gameplay mechanics, with some skills revised to better fit the game. The creator expresses gratitude to Sandris, whose art style is now recognizable among the H3 modding community. The Advanced Classes Mod boasts numerous updates, including new upgrades, a Spell Trainer option, and a Classic Skin mode that allows players to switch between version 1.04 and 1.05 skill icons. Other notable features include an Alternative Necromancy Balancing option, an Easy Class Mode with increased class points, a welcome message for first-time users of the mod, and updated descriptions for secondary skills. The mod also includes significant changes to the Difficulty Mod, including a reworked interface and new casting mechanics for certain classes. These updates demonstrate the creator's commitment to improving gameplay and providing an enhanced experience for players. Commander scale-ups have begun for Tower and Dungeon, unlocking +%Spell dmg, +Crit chance/dmg, and +%artifacts. Key changes include: - Elemental Resistance has been replaced by Magic Pierce, offering a 20% or 30% chance to break/lower immunities. - Hunter Magic Block now provides 100% MR avoidance in the first round for hostile spells. - Luck Secondary Skill has been removed, but Battle Bonus now increases strike damage by Basic +10%, with an additional +50% at Grandmaster. - Learning Skill has been revised to grant the chance to learn primary points at certain map objects, with a +25% increased chance for specialists. - Tiva is now classified as a Luck specialist, gaining 10%+1% bonus luck strike damage per level. - M/GM Pathfinding reduces hero movement penalties for carrying slow troops. - New GM spells include M/GM Bless (Extra Damage), M/GM Anti Magic (+15% MR on Battlefield), and M/GM Precision (20%+1% AOE damage). - Balance changes see the computer player picking skills more carefully, preparing for tougher AI opponents. The latest update has introduced several key changes, including increasing the minimum speed to 2, except for slow cast, and significantly boosting the power of AI commanders by setting their casts to zero. The GM Mage Channeling Ability now functions with maximum mana equal to or greater than the required amount. Additionally, the Precast from Battlemage damage has been increased, and all heroes now start with their faction's commander again. Other notable updates include the ability to skip DLS by pressing "Enter", updated readme files, and improved multiplayer support through the use of OnBefore/AfterBattleUniversal triggers. The Third Upgrade Mod option for commanders has also been implemented, allowing both mods to work together seamlessly. Furthermore, HoTA fonts have been added to the pac file for increased text fields, and switching actions have been introduced using keys 1, 2, and 3 to switch between melee, shooting, and casting. Various fixes have been applied, including resolving issues with AI becoming GM Warrior, disabled "Extra Abilities" option, Master Firewall and Master Landmine scripts, and crashes related to Hunter-class and certain battlefields. The update also addresses problems with Ring of the Magi, primary stats for heroes with Armageddon's Blade equipped, and Precast hitting Arrow Towers during sieges. A limit has been set for creature bank growth to prevent overflow in games lasting over 10 months, with a cap of 500k troops per stack. The .pac files have been cleaned, and comments in the code have been formatted using "Alt+F". Given the significant changes and additions, it is likely that a 1.05f version will be released to address any unnoticed errors that may arise during the transition to ERA 3.

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