

DotA Classic

Total Team Gold Gain (Individual + Team Bonus)

200 + 9*VictimLevel	(solo)	
325+21*VictimLevel	(2man Gank)	← Tower Suicide splits this amount evenly
280+29*VictimLevel	(3man Gank)	
230+27*VictimLevel	(4man Gank)	
224+33*VictimLevel	(5man Gank)	

Killer Base Gold: **200+9*VictimLevel**

Killer Base XP Gain: **100/120/160/220/300/400/500/.../2300**

$$XP(lvl) = \begin{cases} 10 \cdot (lvl - 0,5)^2 + 97,5 & \text{for } lvl \leq 6 \\ (lvl - 2) \cdot 100 & \text{for } lvl > 6 \end{cases}$$

AoE XP Table for Kills

- 1 Hero: XP = 120 + 20 × VictimLevel
- 2 Heroes: XP = 90 + 15 × VictimLevel
- 3 Heroes: XP = 30 + 7 × VictimLevel
- 4 Heroes: XP = 20 + 5 × VictimLevel
- 5 Heroes: XP = 15 + 4 × VictimLevel

Assist Table for Kills

- 1 Assist: Gold = 125 + 12 × VictimLevel
- 2 Assist: Gold = 40 + 10 × VictimLevel
- 3 Assist: Gold = 10 + 6 × VictimLevel
- 4+ Assist: Gold = 6 + 6 × VictimLevel

Bonus Kill Gold for ending sprees	Gold Lost on Death:	Hero XP AoE 1300
For kills $3 \leq k \leq 8$ reward $(k - 2) \cdot 125$	$30 * HeroLvL$	
⇒ Max: 1000 gold		

Start Gold: 625	Random: +200 Gold	1 Gold / 0.6s	Buyback CD: 7 min
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RespawnTimeFormula: **5 + 3,8*HeroLvL**

BuybackFormula **100 + (Level * Level * 1.5) + (Time * 0.25) //Time in seconds**

BuybackPenalty **+20 sec RespawnTime**

Neutral Suicide $\max(5 + 3,8 * \text{HeroLvL} ; 22 \text{ sec})$
Tower Suicide $13 + 3,8 * \text{HeroLvL}$ // no enemy heroes around

Melee Creep: 40 ± 2 Gold / 62 XP Range Creep: 45 ± 3 Gold / 41 XP
+2 Gold / 7:30 min (Upgrade Cycle) Vision: 850/800

Siege Creep: 66-88 Gold / 88 XP

Player Denies: Constant 32 XP/ Unit Neutral Denies: 35% XP

Neutrals spawn at 00:30 \Rightarrow Iron Talon available at 3:30 min.

PowerUp Runes starting at 4:00 ; BottleCrowing Allowed ;

- 5 couriers (230 ms, +15 ms/min ; 380 ms MAX ; Speed Unlocked at 7 min ; Automatically Crow at 3:30),
- No "Backpacks" as they got used before, but an empty TP Slot and one additional Slot for Recipe / obs / sentry / dust / smoke for happy supports
- A full SideShop for Phase/PT/PMS/etc
- Reverting the huge Neutral nerf of 7.06: 31% more Gold and 25% more XP

[All heros were balanced and fine-tuned with the attribute bonuses in mind. No more bullshit power spikes for free after lvl 16]

Gameplay:

- [Tower](#) last hit bonus between 150-250
- [Melee Barracks](#) HP regen 5, 100-150 Gold for Killer, 175 to each player
- [Ranged Barracks](#) HP regen 0, 100-150 Gold for Killer, 100 to each player
- Ranged Barracks HP 1200 and armor 10
- Glyph of Fortification cooldown is now refreshed whenever you lose a Tier 1 tower
- Tier 2 Tower's armor 25
- Tower bounty gold for destroying Tier 1/2/3/4 to 160/200/240/280 (denied is 50%)
- NO Glyph multishot / No Creep Glyphing
- Scan added, but it's on CD first 5 min
- NO Shrines, NO Outposts
- No Rooting ancient Bastards ruining stacking
- **Tower and enemy Heroes CANCEL** regen effects like salve, urn, etc.

XP Table for Heroes (Ultimate levels in yellow)

Hero level	Total XP to reach	XP needed for next level
1	0	200
2	200	300
3	500	400
4	900	500
5	1400	600
6	2000	600
7	2600	800
8	3400	1000
9	4400	1000
10	5400	600
11	6000	2200
12	8200	800
13	9000	1400
14	10400	1500
15	11900	1600
16	13500	1700
17	15200	1800
18	17000	1900
19	18900	2000
20	20900	2100
21	23000	2200
22	25200	2300
23	27500	2400
24	29900	2500
25	32400	-

HUGE XP gap between 11 and 12 for enemy team to catch up and a longer midgame!

Roshan

Rosh Bounty: 150-400 Gold for Killer; 200 for each player ;

1264 XP + 15/min Capped at: 1789 XP (35 min) //nerfed but still better than current

Mostly OLD Item Buildups but some modern Buildups / new items as well + effects

Ideas for ClassiX mode (Classic + X):

- Changes attribute bonus from +2 all stats/lvl to +3/lvl
- Attribute Bonus with 3 lvl gaps and max 6 Levels, i.e. 1, 4, 7, 10, 13, 16
- Replaces Talents with an extra “perk skill” improving your spells, can be learned at 10,15,20,25
- Adds 4 Shrines that lose their TP-function if you lost one T2 Tower
- Agha for every hero
- Added a secondary boss on the other side of the river that can be slain between every 10 min mark for 2 tokens that can be exchanged for 2 neutral items.
- SecondaryBoss will be replaced with a stronger version of himself at each 10 min mark, only giving tokens for the next neutral tier then. Tokens exchanged at side shops.
- Every Hero gets 1 distinct neutral item slot
- ClassiX changes ult levels from 6/11/16 to 6/12/18
- ClassiX adapts Hero XP LvlUp Table from old to modern XP Table, reducing neutral XP and Gold gain by 20%, and adapting lane XP gain to modern standard.
- ClassiX changes neutral spawn time to 1:00 and adds 4 bounty runes spawning every 5 min
- Stack Bounties as usual

[Talents don't make sense balance wise and give the illusion of choice, since there is the same best choice at each branch almost every game for most heroes. Moreover, they ruin the distinct power spikes heroes had before and homogenizes their power level. Thus the replacement with a “perk-skill” which makes balancing in the future easier]

QOL:

- Naga Illusions, CK, etc have different colors than manta and illu rune.
- Better ingame Shop UI with item recommendations (3 Styles)
- Bigger XP Circle showing the XP numbers without pressing ALT
- HP/Mana Bars below Hero Pictures (allies) without pressing ALT
- Primary Attribute with yellow circle around them in UI.

Small Creeps

Name	HP	Mana	HP Regen	Mana Regen	Damage	Range	Armor	Magic Resist	Move Speed	BAT	Missile Speed	Sight Day / Night	Experience (Level)	Bounty	Abilities
Kobold	240		0.5		10 (Basic)	100 (Melee)	0 (Basic)	0%	270	1.35	Instant	1400 / 800	25 (1)	7-9	
Kobold Soldier	325		0.5		14-15 (Basic)	100 (Melee)	1 (Basic)	0%	270	1.35	Instant	800 / 800	25 (1)	17-18	
Kobold Foreman	400		0.5		14-15 (Basic)	100 (Melee)	1 (Basic)	0%	330	1.35	Instant	800 / 800	41 (2)	23-28	Speed Aura
Hill Troll Berserker	500		0.5		28-37 (Pierce)	500	1 (Basic)	0%	270	1.6	1200	800 / 800	41 (2)	23-26	
Hill Troll Priest	450	500	0.5	1	25-32 (Pierce)	600	0 (Basic)	0%	290	1.8	900	1400 / 800	41 (2)	21-25	Heal , Mana Aura
Vhoul Assassin	370		0.5		30-36 (Pierce)	500	1 (Basic)	0%	270	1.6	1500	400 / 400	41 (2)	29-35	Envenomed Weapon
Fell Spirit	400		0.5		14-15 (Basic)	100 (Melee)	1 (Basic)	0%	350	1.5	Instant	800 / 800	41 (2)	25-27	
Ghost	500	400	0.5	1	45-50 (Pierce)	400	1 (Basic)	0%	320	1	900	800 / 800	63 (3)	31-39	Frost Attack
Harpy Scout	400		0.5		28-37 (Pierce)	300	1 (Basic)	0%	280	1.6	1200	1800 / 1800	42 (2)	24-27	
Harpy Stormcrafter	550	400	0.5	1	30-37 (Pierce)	450	2 (Basic)	0%	310	1.6	1200	1800 / 1800	63 (3)	33-37	Chain Lightning

Medium Creeps

Name	HP	Mana	HP Regen	Mana Regen	Damage	Range	Armor	Magic Resist	Move Speed	BAT	Missile Speed	Sight Day / Night	Experience (Level)	Bounty	Abilities
Centaur Courser	350		0.5		18-21 (Basic)	100 (Melee)	1 (Basic)	0%	350	1.3	Instant	800 / 800	41 (2)	21-24	Cloak Aura
Centaur Conqueror	1100	200	1	1	49-55 (Hero)	100 (Melee)	4 (Basic)	0%	320	1.5	Instant	800 / 800	119 (5)	71-80	War Stomp
Giant Wolf	500		0.5		21-24 (Pierce)	100 (Melee)	1 (Basic)	0%	350	1.45	Instant	800 / 800	62 (3)	24-27	Critical Strike
Alpha Wolf	600		0.5		30-33 (Basic)	100 (Melee)	3 (Basic)	0%	350	1.35	Instant	800 / 800	88 (4)	40-46	Critical Strike , Packleader's Aura
Satyr Banisher	300	500	0.5	1	7-10 (Pierce)	300	0 (Basic)	0%	330	1.7	1500	800 / 800	41 (2)	16-18	Purge
Satyr Mindstealer	600	600	0.5	1	24-27 (Basic)	100 (Melee)	1 (Basic)	0%	270	1.35	Instant	800 / 800	62 (3)	29-33	Mana Burn
Ogre Bruiser	850		0.5		24-27 (Basic)	100 (Melee)	1 (Basic)	0%	270	1.35	Instant	800 / 800	41 (2)	27-47	
Ogre Frostmage	600	400	0.5	1	24-27 (Basic)	100 (Melee)	0 (Basic)	0%	270	1.35	Instant	800 / 800	62 (3)	38-46	Ice Armor
Mud Golem	800	400	0.5	1	29-33 (Basic)	100 (Melee)	0 (Basic)	50%	310	1.35	Instant	800 / 800	42 (4)	32-35	Hurl Boulder , Shard Split
Shard Golem	240	400	0.5	1	9-10 (Basic)	100 (Melee)	0 (Basic)	50%	310	1.35	Instant	800 / 800	22 (4)	11-16	Hurl Boulder

