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## Mount and blade best starting stats

So, in preparation for 3.6, I went turbo-nerd and made a spreadsheet to try to figure out the best combination of starting choices in order to min-max a character. I tried a bunch of builds (I used the wiki as a general guide, but still tested in the game since the info is outdated and not 100% accurate) in order to find the perfect build for the character I intend to do. The idea: When you create a character, the choices you make have a direct impact on your original stats. They also affect other things like the reputable start, gold and equipment, but I didn't take these bonuses into account as they only affect the game very early. Thus, each option in the four lists you get to choose will give you different bonuses to various statistics and skills. The number of points awarded is not equal across all options, which means that some characters will start with more total stats and skill points than others. From the beginning, the difference may seem small, but a few extra stat and skill points is basically the same as the free levels, which is a huge deal once you get to a point where leveling takes forever. So the idea here is to create a character that starts with as many stats and skill points (in useful skills, I'll get there later) possible. Of course, the resulting character might not be optimal for the start of the game, but the point here is to maximize the stats for the end of the game. Anyway, the first levels are fast enough to get so you can fix any weakness quickly enough. The calculation: I will consider the four statistics to be equal. This means that the higher the total statistics, the better, regardless of the distribution. The reason is simple: with the nerve elixir coming in 3.6, you'll probably empty points in all the statistics anyway. After a few levels, the starting distribution will not matter, but the total will be. Most builds have 33 or 34 total stats, with a build reaching 35, but it is only viable for horse archers. Now for the statistics. The same logic applies here, with a twist: you only want to count statistics in the skills that will be in use. Starting with 2 in the power jet is useless if you do not intend to use launch weapons. So what we want is to have as many skill points as possible in the skills that we plan to level up in the long term. So from 7 inventory management and no Combat is better than starting with 2 in power strike and 3 in iron bone if you plan max inventory in the end of the game, since you earn 2 additional stat points, even if the fighting skills are more useful from the start. Male vs. Female: Male characters receive '1 to str and cha', and females '1' at the int and acted. Female characters also get different results from certain choices, and these are not listed on the wiki, so it's hard to know exactly what's different. The do get the lady optional waiting instead of squire, which is pretty obvious, but some other choices seem to have different consequences for women. I realized quite late, and don't have much information about female constructions yet, so if you want to be the queen of pendor I suggest you test your build first. EDIT: After verification, the difference between man and woman seems to be limited to the squire/lady, in addition to A nobly impoverished and displaced Pendor and The son of a leader banished from the steppes D'Shar in the first selection. Women's choices seem to favor skills that I don't find useful to have on my character (lots of medic skills), so you may want to avoid them. My builds: So I tried a bunch of builds to try to find the best. Here is the spreadsheet with some possibilities. The 7th is useless in my case, but could be interesting for a horse archer. Red skills are the skills I intend to level up, so they are counted in the useful total. I don't know if I want to level the trade or leave it to a mate so I've added a total useful with trade below. The grey skills are those that I consider useless on my construction, either because I'm not going to use them (e.g. horse archery) or because I intend to have companions take care of it. The ones that are left in black are the ones that I consider of minor importance (like athletics that can be useful in the tournaments, or spotting and finding the sicne, it could be a while until the companions have those and they are nice to have from the beginning. I also put persuasion there since it's a personal skill, but it doesn't seem to matter much). I always appreciate the red skills on them. Notes: Loot construction seems to be popular, but you start with 1 stat point less than other builds and waste a bunch of skill points on the medic, tactics and power throw. The starting loot is only 6, so by the time you fight things that make the looting skill useful, you'll probably have 18 acted anyway. My selection of useful and unnecessary skills might be wrong, as I am not so experienced in the game and my knowledge of mechanics is limited. Please correct me if I did something stupid. Also, I would like to know what everyone thinks of commercial competence. Since it is based on charisma, should I level it myself or have a companion take care of it? I left 3 empty columns at the end of the spreadsheet so you only need to fill in the numbers to test new builds. Formulas for useful statistics might not be good for you, but you can change them (and change the color of the font as well to make it pretty). Anyway here's the download link in case anyone is interested. This thread seems up to date, so use it instead of the wiki 7 looks like something I'd be doing since I play (h) archers, but it would look like a very slow start with this low str, to get to PD10. PD10. very low number of long-term wasted stat indeed. What's this nerve elixir, I'm not up to date in this? even, have not heard of him either, but im happy for it. In my game I just tried the elixir, and it's crazy. I feel guilty about using it twice - as I just ended up not using it at all. I got ruby 2h sword instead (which is also crazy). It really depends on how you like to play. For any style of play if some skills you want at 10 '4 while others are better delegated to companions or left at a low level. For example, lighting and tracking I find very useful in the end of the game, so I take them myself and aim for 10 '4. Meanwhile, things like trade, tactics and coach are better left to their mates as they benefit much less from being maxed out. It's not as simple as more points is better as long as the skill is useful. As for other skills, it's easy to get most of the int support skills at 10 on a companion, and get some levels on the same skills on another mate, meaning that getting only a few points of those skills on your principal will be useless. The exception, however, is trade. Companions probably won't be high enough charisma to get it very high, so you either need to accept to have a low commercial skill or take care of it yourself. I usually leave the trade to Leslie, she has 5 to start with which I think is a lot. If I happen to make it an emissary, then I have it at 10 since I would push tank anyway. In fact, the booty combination is the one I like a bit. Even if you get crappy equipment and fewer points, it will be a good variety of skills for the early game (which may tend to be quite a challenge until you got it hang from it) and I don't count tacts as a waste nor throw power since I'd go for a trower to make use of it (yes, bows can be much better, but I like putting a javelin in someone's face). And by using elixirs, it just doesn't matter at all. Just push int and farm qualis gems, no worries about needing extra points or anything. I usually look for the beginning of the middle of the game when I choose my starting skills, for the time I have advanced more than my personal skills will fade compared to my wealth and Army. I guess I don't care that much because I made most of my tanks go for CHAR and INT and be more commanders than warriors. Personally, I don't have much luck unless I'm in trouble anyway. Here's the skinny: For the perfect character, only the INT matters (and potentially AGI). You are guaranteed a jewel every 30 days if you

S/L at the tournament and you will get a single spawn every 50 or so - meaning during a 900 day game you will have 48 gems. This means \$96 to your stats and 1800 skills. Thus, statistics are legitimately useless with the elixir around. AGI is only useful because you want early weapons mastery to hit skills (however, if you are diligent in collecting gems, this is not really necessary). Second, some of the skills you have listed as useful are not. For example, you don't need to find or spot. It's often enough to have 10 in each with a companion because the extra 4 move/LOS isn't really worth investing 20 points. Stock management is also completely useless after the start of the game: I almost never loot more than 2-3 pieces of equipment from each fight after acquiring a castle (even with 14 euros in looting). It is simply not necessary. In the same way, trading is also not particularly necessary if you have a dedicated support character who maxes int and CHA respectively 20% in selling prices may seem a lot, but mid-game you won't be relying on buying/selling items to make money. The 10-point investment is simply not worth it. Finally, if you are diligent in collecting gems, you will not need weapon control (for obvious reasons). On the other hand, I can't stress how important it is to get 14 in surgery. The difference between my current game (where I've got 10) and all my previous games (where I religiously followed '14) is staggering. Instead of losing about 15-20% of troops, I lose 30% - every fight - which means my losses doubled. It also means that I regularly lose very valuable troops like doom guides. Setting for these changes the useful skills for each build: 1. 24-3-1-20 1.5. 27-5-5-1 16 2. 18-1-2-15 3. 23-1-1-5-5 11 4. 25-7-7-1-10 4.5. 13-1-1-2-1-10 5.22-1-1-2-1-1-18 6. 20-3-3-1-1-1-11 7. 14-1-4-1-8 Which makes 1 clear winner. In order to build the perfect character, you will need to maximize the following skills: 1. Ironflesh 2. Power strike 3. Looting 4. Coach 5. Surgery 6. prisoner management 7. Leadership 8. Persuasion (not really only if you want a large companion stable or tons of lords) and have at least 6 points in riding at least 3 points in the shield at least 5 points in athleticism (for rear peddling) OPTIONAL: 10 points in one of the power throws or power shoot optional: 10 points in horse archery This means a minimum of 94 skill points and a maximum of 130 skill points. Assuming you put every attribute point in INT, you 2 per level. To get the minimum skills with build 1, you need (94-20)/2 -37 levels. So you'll get there at level 38. To get maximum skills, you will need to be at level 55 - usually unachievable for most people. If you get all the useful achievements, you can reduce the level requirement to level 33 (there are 7 useful skills given by achievements and 2 more gain intelligence). Books also give you 6 more useful skills, which reduces level requirements to level 30. It also puts the perfect level requirement at 47 - still unlikely, but is no longer impossible. Well all that it's going to take a lot longer now that the elixirs are nerfed for 3.6. I think they did well, a little more time and effort to become a kind of demigod seen just for me, even if you have to deal with demons and other things. The biggest challenge in PoP is to find a balance of the rules of the house to nerve yourself that provide an epic but ultimately winnable game. The basic game is already far too easy after 500 days or more, unless you avoid the honor troops, use only pendor troops, or find another way to massively limit the growth of your power. Things such as min/maxing your character are not only useless, but would make the game trivially unsuitably easy far too quickly. Bobknight I intend to play on realistic (without registering/leaving) so Noldor gems won't be so reliable, since I don't always win the gem probability is like 20% if im don't confuse. In addition to the nerve elixir (half effect after the 3), this means that you will probably need to pump points in the 4 stats to reach 30 everywhere, especially if they have added new uses to the gems, perhaps related to custom and other knighthood orders. For these reasons, I cannot rely solely on elixirs to achieve maximum statistics. Also, I think you misinterpreted the picture. RED skills are the most useful, so that does not include Pathfinding and Scouting (or persuasion, not sure of that one). Other useful skills like shield, riding and master-at-arms usually start with only a few points in them, so even if you don't want the max, starting with 1-3 in them is definitely not a waste. I've marked inventory management as useful because I usually hoard a lot of things (alt weapons, spare bolts, spare horses, etc) so it's useful. Maxing it might be too much, but getting to about level 5 is important to me. Right now about surgery, I think you're making a valid point. I will now look to the maximum this skill too (I hate losing troops). Thanks for the entry. Inventory management is certainly a key skill in terms of importance. Once you have larger armies, you will need to have a huge stock of food because there is no telling when you will be able to go to a friendly city and get a little more. Looted villages cannot be used and they generally do not have enough to last you more than a day or two. You think you won't need that much food, but it a lot of cases I ran into where you have to stay and fight or siege and can't spend time getting food. The good thing about the company is that there are so many viable buildings that there is a real diversity. There is not a single obvious better construction. Many people consider iron flesh to be of marginal importance since 2 HP is low compared to your total, but every bit of HP helps. Is it more important than inventory management? Again, it depends on the player. One thing I have to ask is the shield. I've never put points in the shield, probably because I'm used to the bug in M and amp; B original that made it wrong to put points in it. I've never had a lot of trouble without a shield and I was wondering if it would make a big difference. Yes, there are shields that require points, but these are not the best in the game in my opinion. The best shield I've seen is the Falcon Shield with 22 resist, 100 cover and 100 gears. We need 0 shields. I've only had my shield destroyed in combat once or twice because of spear shots, but there are so many shields on the battlefield that it doesn't really matter. In all, I'd rather have iron flesh than the shield, what do you think? A good 20 extra health points with 10 ironflesh are good, but won't stop you from dying as a trusted shield do. And yes, it makes a good difference to have points in the shield. I don't do a lot of combat-based tanks, but when I do, I use shields. When you have a lot of RR, ABC or any other badass unit aimed at you, you will be happy to have a shield even if you are on horseback. And let's not talk about when you have more than 2 units attacking you, blocking that with a weapon is not gonna work and your shield will not last long without a little skill. Furthermore, you gain not only more shield resistance, but speed to use it and autoblocking remote attacks too. Well, you can pick up other shields, but usually (for me at least) if you're in trouble having to get one that you're likely to get run over before. That said, if you get a pretty good shield, I don't think it's a skill worth being maximum, but a good 3 or 5 are a must for me when I go for it. But again, as you said, it depends a lot on the player. I imagine that everyone will have a slightly different priority for skills. For me, this would be the following priorities: 4 powerstrike, 4 riding 10 surgery 10 wound treatment 8 (lords and prisoners are the main source of income) 10 pathfinding 10 spot 9 engineering (siege tower in 18 hours rather than 30 hours if a companion has 10 engineer. Later can get another point of achievement) Skills I avoid: Ironflesh (I always assume that if I get hit, I'll die, so I have no intention of getting hit) athletics (usually I'll invest 4-5 points later in the game) looting (I find 5-10 on a companion works very well) training (works just as well on a companion persuasion) (easier just for and free a lord a couple more times) I'd rather go independent immediately rather than be a merc or vassal first, so I need small, fast armies to choose battles carefully. Typically, I train charisma lesions at 30 and give it 10 trade and 10 persuasion and use it as an emissary in order to build RTR via peace agreements. All other companions tend to focus on training and combat skills. Bobknight I intend to play on realistic (without registering/leaving) so Noldor gems won't be so reliable, since I don't always win the gem probability is like 20% if im don't confuse. In addition to the nerve elixir (half effect after the 3), this means that you will probably need to pump points in the 4 stats to reach 30 everywhere, especially if they have added new uses to the gems, perhaps related to custom and other knighthood orders. For these reasons, I cannot rely solely on elixirs to achieve maximum statistics. Also, I think you misinterpreted the picture. RED skills are the most useful, so that does not include Pathfinding and Scouting (or persuasion, not sure of that one). Other useful skills like shield, riding and master-at-arms usually start with only a few points in them, so even if you don't want the max, starting with 1-3 in them is definitely not a waste. I've marked inventory management as useful because I usually hoard a lot of things (alt weapons, spare bolts, spare horses, etc) so it's useful. Maxing it might be too much, but getting to about level 5 is important to me. Now, about surgery, I think you're making a valid point. I will now look to the maximum this skill too (I hate losing troops). Thanks for the entry. You will always get about 20 gems over the course of 1k days if armies spawn every 50 days (the spawning rate is much higher if you are actively looking for rumors) I imagine everyone will have a slightly different priority order for the skills. For me, this would be the following priorities: 4 powerstrike, 4 riding 10 surgery 10 wound treatment 8 prisoner management (lords and prisoners are the main source of income) 10 pathfinding 10 spot 9 engineering (siege tower in 18 hours rather than 30 hours if a companion has 10 engineer. Later can get another point of achievement) Skills I avoid: Ironflesh (I always assume that if I get hit, I'll die, so I have no intention of getting hit) athletics (usually I invest 4-5 points later in the game) plunder (I find 5-10 on a companion works very well) training (works just as well on a companion persuasion) (easier just to defeat and free a lord a couple more times) I'd rather go independent immediately rather than be a merc or vassal first, so I need small, fast armies to choose battles carefully. Typically, I train charisma lesions at 30 and give it 10 trade and 10 persuasion and use it as an emissary in order to build RTR via peace agreements. All other companions tend to focus on training and combat skills. it's it's non-optimal. You don't need wound management because there is very little difference between 10 and 14 (first aid is much more important because it allows you to keep fighting every time you die, which makes the seats go very well). You don't need pathing OR spotting as I mentioned above - negligible difference between 10 and 14. One may wonder whether or not you will need engineering: 12 hours difference is a lot and it does do end-of-game sweeping of the castles faster, but given that there are only a dozen siege tower cards and you won't be doing them more than once or twice, it does save you maybe 100 hours or more of downtime. For the skills you avoid: 1. Ironflesh is not as important if you record the foam as I do at noldor tournaments and have 80 gems during a long-running game (and eventually have 100 hp from stats only). However, on characters who are not commander types and who does not have the luxury of gemstone zillions, it is very important. The difference between 80 hp and 100 hp is the potential to survive a face spear with maximum inclination. 2. You only need 5-6 in athletics to be able to overtake most people. It's pretty hilarious to be able to run backwards faster than most troops can run forward though (even in full plate). 3.C's really preferential, however I got over a few costumes of masterpieces/stated drop equipment because of that. It is also very difficult to get a companion up to 30 AGI due to the lack of qualis gems on them. 4. Training is always good, but you don't need more than 6 points in training so it's not terribly high investment (You get '2' from book and '2' from achievement). If you're a warrior type, you're also going to be the top character in the game, which means your 10 pts training is worth a hell of a lot more than the 10 pts of your training companion. It also means that you can train elite troops as hero adventures. 5. Persuasion is to keep your companions together when you have more than stable list. There are no other uses for them. These skills may not be optimal for the way you like to play, but they work perfectly for me as I use the rules of the house to make things more difficult. Try to be independent in the first 100 days without RTR, using only the pendor troop tree and see how much your optimized flesh and looting skills are for example. I don't take 10 engineering to save 120 hours of game time (lol), I take it as the hardest phase of my games as guerrilla-style wars and I don't have 30 hours to besiege something. There may be relatively few siege fiefdoms, but often they are captured and lost more than 10 times each. Same with pathfinding and spotting, if I can't choose my battles, I'll be crushed like a grape. Things like iron flesh are more subjective, but with limited points something has to give. If you seriously get more than 20 gems in your games I understand why you want it to be as good as it gets. Personally, I don't have the time or resources to look for them. At the moment I could, I don't need it anyway. There is no right or wrong here, but not everyone plays the same way. I think persuasion is helpful, especially when convincing the lords to make your orders, and make them join you, so I always get at least 4-6 of it. 1. Ironflesh is not as important if you save the foam as I do ... I don't know if I understand this correctly, but is Save scumming basically mean you leave and charge when you lose or things don't go your way? If this is the case, then it doesn't matter what type of construction you have that you can always save the foam (cheat) and increase your stats. You might as well save time and change your character.... I just use trade and forges/dye to get tons and tons of money, and have an army kickass follow me. once you have that, you can pretty much do anything with your character. I think this thread shows that there is no such thing as an optimal construction for everyone. The original developers of M and B has done a good job of doing just about all the useful and balanced skills enough to allow for many different constructions. There's nothing wrong with what we call recording scumming. It's only in sp anyway, and you get the option. Play your way, and don't give people for the way they play. As for the optimal construction, I agree with the post above. It all depends on how you want to play. But it seems that everything matters, even those skills that people neglect, because they don't help you kill! I like to choose trade, looting and inventory management, for extra income early part. It is useful because it is the most difficult mod to get a start (with brytenwelda 2nd). 2nd).

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