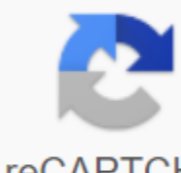


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Go to the content Hello and welcome to The Fire Emblem Fates Conquest character guide! This guide is dedicated to the adult characters of Nora who are present in Conquest and Revelation. If you are looking for Nora's children, you should check out this guide. If you also need to see characters like the player character or Silas that are in all versions of the game, this guide right here will help you. For the children's characters that appear in each version, use this guide. If you play Revelation and need to see a guide to hoshidan characters as well, here's a parenting guide and here's a kids guide. Here's what to expect from this guide. One character at a time, I will present mechanical information like the character's growth rate, maximum stats, and personal skill. The loan goes to Serenes Forest for all this very specific data. Once the mechanical stuff is out of the way, I will provide a character analysis based on the data and on my personal experience in the game by recommending certain classes or combinations of skills to help you get the most out of each character. If you want to find a specific character in the guide, you can go to them by searching for their name using CTRL and F on the keyboard. Conversely, for those on a mobile phone, they will be in alphabetical order. And now, without further ado, let the character guide begin! ARTHUR Class: Fighter Recruitment: Automatically joins Chapter 7 (Conquest) or Chapter 14 (Revelation) Growth Rates - HP: 50 Str: 45 Mag: 0 Skl: 55 Spd: 35 Lck: 5 Def: 45 Res: 20 Maximum Stats: Skl No 3; Str and Def No.1; Res -1; Lck -3 Personal Skill: Unhappy - Enemies for 2 spaces get Crete Evade -15, this device has Crete Evade -5 ————— - makes predictable Captain America joke Arthur something self-styled superhero, but his power is a little unfortunate - he's un lucky. His luck is garbage. Garbage. Terrible. Unhappiness follows Arthur wherever he is caught, but he somehow remains positive and does everything in his power to help the people around him, especially his beloved Lady Elise. Arthur joins in the early stages of conquest and is about halfway through the Revelation. Arthur's personal skill is devastating all around. Any enemies in the two spaces from him lose 15 points from their ability to dodge critical hits, meaning that if you have a unit with a high-critical weapon ready, that guy or gal will be in great shape. Of course, Arthur's skill also reduces his own crit evasion by 5, and that combined with his absolutely terrible luck stats means that if Arthur can take a critical hit, he will take a critical hit. This is a serious weakness of Arthur that you absolutely have to watch out for during the game. Arthur begins to play as a fighter and cavalier as middle class. That makes him four promoted variants of Berserker, Hero, Paladin, or The Great Knight. This actually gives him access to some absolutely fantastic skills, including both Salt and Moon (special attacks that heal the user or ignore part of the enemy's defense, respectively), Axefaire (No. 5 damage when using the axe), Axebreaker (No. 50 to hit and avoid against enemy axe-owners), Aegis (chance to ignore half the damage from certain types of attacks, mostly long-range weapons), and armored strike (No. They're not the only ones either. Arthur's incredible selection of skills makes him a beast in attack or defense, or you can always combine your favorites for the best of both worlds. In Conquest it can be difficult to have the character jump between classes because of the limited number of chapters and experience, but Arthur got early on and he can certainly be worth the investment. Arthur begins to play as a fighter, which allows him to naturally gravitate to Berserker or Hero. Berserker is really a solid choice for him - they get a hidden stat bonus to a critical hit, which combined with his personal prowess gives him a serious critical power hit. They also get access to S-level axes, which means you can equip Arthur with the best weapon possible and get the best weapon skills bonus. He may end up needing some Speedwings depending on how well RNG contributes to you, as its growth rate as Berserker sits right at 50%. But its HP, strength, and skill will be pretty solid. Where you really need to keep an eye out is luck - the combination of Misfortunate and Berserker's hidden stats gives him a whopping -10 Crete, and his luck stats are likely to be painfully low. Using Arthur can be a serious gamble - it's up to you to decide whether a potential reward is worth the risk. BENNY Class: Knight Recruitment: Automatic chapter 13 (Conquest), speak w/Eliza in Chapter 14 (Revelation) Growth Rates - HP: 50 Str: 40 Mag: 0 Skl: 50 Spd: 10 Lck: 35 Def: 55 Res: 45 Maximum Stats: Def No 3; Res No1; Spd -3 Personal Skill: Fierce Mien - Enemies within 2 spaces avoid shrinking by 10 ————— That guy might look like he's a creepy guy, but actually he's a big ole softy. Benny is a knight from the nores of Nora in the service of his master Charlotte, and he is recruited automatically during the Battle of conquest, while you must use Eliza to talk to him to recruit him to the Revelation. Benny's personal skill is simple, but solid, the kind of skill I really like - any enemies within 2 spaces of his are so concerned about his visage that they lose 10 points from their avoid statistics, making it easier for allies to hit them. This is very useful for those with less or allies who do not have the advantage of weapons against the nearest enemy. Enemy. Benny is whoever you want on the front lines, everyone who attacks around him will benefit from that skill. Benny starts as a knight and has the opportunity to become a fighter. This opens him up with a number of useful skills such as Wary Fighter (can't double the attack or be a double attack), Pavise (chance to reduce damage from some enemy attacks by half), Moon (chance to ignore part of enemy defense), Armored Strike (Defense No. 10 when initiating a battle), Axefaire (No. 5 attack when using an axe), Sol (chance to heal the damage done to the enemy) and Axebreaker (No. A cautious fighter is a must for Benny - his speed is terrible and he is guaranteed to be twice attacked by almost any opponent, so you're going to want to take advantage of that advantage from the enemy. Because he won't be able to double attack as a consequence of this (not that he would have been able to anyway), the moon is another good option, so you can really break on the enemy with his attacks. If you decide to make him a general, giving him an Axebreaker is a great option for mitigating the threat from enemy axe-owners. Benny is one trick pony, but he's crazy good at his one trick: defense. With a 75% growth rate in both HP and defense as general, he will not only be able to take physical attacks well, but also sponge damage for a long time. And its natural resistance growth is so high that with RNG on your side, it can really have a pretty solid defense against magical strokes as well. Benny's main vulnerability is his brutal speed stats, so you really want to make sure to get a Wary Fighter on him whenever possible. He has some worthwhile skills throughout his class options, so if you manage to switch him around it will be absolutely worth your time. BERUKA Class: Wyvern Rider Recruitment: Automatic During Chapter 10 (Conquest) or End of Chapter 12 (Revelation) Growth Rates - HP: 45 Str: 30 Mag: 10 Skl: 55 Spd: 30 Lck: 45 Def: 40 Res: 25 Maximum Stats: Skl and Def No 2; Sdg -2; Str and Res -1 Personal Skill: Opportunist - If the beginning of a battle where the enemy can not counterattack, damage No. 4 ————— Ah, Beruka. This socially-clumsy killer proudly rides on top of the wyvern and faithfully serves his master Camilla. She's been following you all your life, and she's angry that you didn't know she was stalking you. Despite this, she joins Chapter 10 during conquest or Chapter 12 in Revelation. Beruka is one of two characters in the game that I think has quite a great personal skill but wasted on its owner. The



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