Fire emblem fates conquest character guide

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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 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

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 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

—-Ah, Beruka. This socially-clumsy killer proudly rides on top of the wyvern and faithfully serves his master

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 —

hidden weapons, both in close combat and on the training ground. Thus, without using inaccurate and unreliable throwing axes to use this ability against the archers. And what is the biggest weakness of the rider's wyvern again? Right. Archers. Beruka has a very difficult time taking advantage of the opportunist safely, but when she gets the chance, it definitely helps her blow power. Beruki's starting class is Wyvern Rider, and its secondary class is Fighter. This gives her Wyvern Lord, Malig Knight, Berserker, and Hero as promoted class options. She definitely gets some useful skills out of these ways: Swordbreaker and Axebreaker (No. 50 to hit and avoid against swords and axes, respectively), Sol (chance to heal HP equals the damage done), Axefaire (No. 5 damage while wielding an axe), and Trample (No. 5 damage from unmounted enemies). See those two damage skills number five? You absolutely want to run these together at Beruka, as those combined with the Opportunist give her 14 extra damages against any opponent she attacks who is unable to take revenge. This helps counteract her below-average strength growth and increases her chances of getting killed. Beruka especially has another role that she can play with a combination of rallying strength and rally defense. These two skills together makes anyone within 2 spaces of her physical powerhouse with 4 attack and defense. You can use it to bring in a force group of allies and then break them into enemy ranks. Beruka is a character with great personal skill who suffers from an unhappy growth rate. Neither her strength or speed is high enough to make her a real threat on the battlefield, and she has difficulty playing a defensive role because of her crippling arrow weakness and relatively low resistance. If you change your class around to scoop up skills from her different classes, she can get enough damage momentum to be somewhat viable. But in Conquest your resources are limited, so it would be better to use your skills on characters with more natural potential. CLASS CAMILLA: Malig Knight Recruitment: Automatic in Chapter 10 (Conquest) or End of Chapter 12 (Revelation) Growth - HP: 40 Str: 50 Mag: 25 Skl: 50 Spd: 55 Lck: 25 Def: 35 Res: 45 Maximum Stats: Str, Skl, Spd, and Def No 1; Mag -1; Lck -2 Personal Skill: Thorn Rose -Neighboring Allies deal No 3 damages and take -1 damage — --Camilla your older sister and Princess Nora. She's kind of creepy with all her over-protective big sister thing, but there's legitimately more to her than just a really disturbing fan service. It has quite a backstory, bring to the table. Still strange that you can marry her though... It doesn't matter, either joins Chapter 12 in Revelation. Thorn Rose is a normal personal skill. In general, I prefer the skills of Princess Hoshidan than the Nochrian, but anything. Any ally character next to Camilla gets a bonus of 3 to their damage and one to their armor against incoming attacks. It's a pretty good positive effect that makes allies more dangerous, but getting Camilla next to a group of people to take advantage of this will certainly take some careful planning. Camilla begins as a Malig Knight who is already an advanced class. Its other options are Lord Weivern, the Sorcerer and the Dark Knight. If you test her growth rate above, you'll see that Camilla stands for strength over Magic, so you probably don't want to settle on a magical class like her final form. However, the skills that these classes offer are guite valuable. Revenge gives you a chance to deliver an attack with additional damage equal to the missing HP user, Bowbreaker gives 50 pounds to hit and avoid when fighting the enemy with a bow (incredibly valuable for a character with a weakness for arrows), and Lifetaker heals Camilla by 50% if she initiates the fight and takes the enemy down. These skills work well for Camilla, like Malig Knight or Wyvern Lord for higher health, speed and defense on growth compared to magic and resistance on the growths from The Knight's Malig. However, it is worth training as a Malig Knight long enough to get a Trample that increases the damage from non-montant units by 5. Camilla joins the party at a higher level than most of your team, and using her too much early on can really juice valuable XP from other members of your team. However, carefully using it as a defensive unit until everyone catch up with her level is very helpful. Once everyone is even with her, start using her for her impressive strength and speed. You will have to keep an eye on the archers, although switching to a sorcerer to pick up a Bowbreaker will make this threat much less problematic for her. Overall, Camilla is worth keeping around and changing her classes can give her a solid variety of skills. CHARLOTTE Class: Fighter Recruitment: Automatic in Chapter 13 (Conquest); Talk W/ Eliza in Chapter 14 (Revelation) Growth - HP: 65 Str: 55 Mag: 0 Skl: 35 Spd: 50 Lck: 45 Def: ——-This a sweet, good-natured country girl is just a beautiful person who needs protection from a big, strong man. I mean, until she.. Charlotte's personality around men - primarily rich men - is a complete facade. This girl vile, and can swing the axe with more ferocity than the most buffest, beardiest, plaid-wearingest lumberjack you've ever seen. She joins in on the third turn in Chapter 13, or when you talk to her with Eliza in Chapter 14. Exposure has a big effect, but it's pretty situational. Enemy randoms tend to be the default male, meaning that apart from the occasional footsoldier who happens to be a woman, this ability will only work for specific bosses. Now that doesn't mean it's bad - be on the sidelines, Hinoka but it just means that this skill doesn't have much versatility and it's going to be hard to build a strategy around it. It's more about, hey, I have to use this kind of skill. Charlotte begins to play as a fighter - the first ever female fighter, at least in the American releases of Fire Emblem - but can also moonlight as the Troubadour. It's a really weird secondary choice for her, as she has terrible dress up in Magic and Resistance both. Nor does it provide her with a number of very useful skills; Inspiration (allies within 2 spaces of deal No.2 damage and take -2 damage) and Tomebreaker (No.50 hit and avoid against volume-weilders) are the only ones with great value. Since class-changing seals - and the time to use them effectively - are a rare commodity here, it would be best to just keep Charlotte in her natural progression rather than jumping around. Spend a little time as a hero to pick up Sol (the chance to heal HP equals the damage done) and Axebreaker (as a Tomebreaker, but against the axe-owners) before becoming a Berserker to enjoy S-level axes, Axefaire (No.5 damage while owning axes), and a huge hidden pulse of Crete rate. Charlotte is a classic Fire Emblem fighter: strong and fast with high HP but fragile defense. She joins a bit of a low-level, but once you get her training, she'll be hitting hard and very likely hitting machine (especially against female opponents). Just make sure you keep the healer nearby as it will take a pretty hefty amount of damage as well. EFFIE Class: Knight Recruitment: Automatically in Chapter 7 (Conquest) or Chapter 14 (Revelation) Growth - HP: 35 Str: 60 Mag: 0 Skl: 35 Spd: 50 Lck: 50 Def: 35 Res: 30 Maximum Stats: 3 Sds No.1; Skl, Def, and Res -1 Personal Skill: Puissance - When this unit has 5 or more strength than its --- Bro, do you even raise? This is a question posed to effie by almost everyone, as her devotion to physical strength and exercise corresponds only to her friendship with Princess Eliza. She joins very early in conquest and is about halfway through into Revelation. Effie's personal skill is one that I really love. Effie is very prone to strength - check that 60% of natural growth rates! -- and that means it's quite common for her, exceed the power of most enemies by 5 points. Damage to the cause it's really nice because while Effie has a good natural at rising speed as a knight she can't really take full advantage of this and rarely be able to double attack. This means that you want her to hit as hard as she can with her first hit potentially OHKO opponents. Puissance is a great way to make it happen and makes it deadly for fracile characters like Archers. Diviners, and Samurai. Effie's starting class is Knight, but she can become a Troubadour if she chooses. It's not the perfect class for her any stretch of imagination. Inspiration is good for her (No. 2 damage and armor for all allies within 2 spaces), as well as Tomebreaker (No.50 hit and avoid against volume-owners), but overall you'll be better off using your print to train her as a Great Knight and General rather than the Grand Knight at any time - the generals have the best HP, Skl, Lck, and Res build up compared to the Grand Knights only with higher slings in the Spd. However, you'll definitely enjoy the moon (chance to ignore half the enemy's defense) and armored strike (No.10 defense when initiating a battle), so be sure to earn a decent ride as a Grand Knight to catch these skills. Effie has incredible strength and good speed for the general, so if you don't keep The Wary Fighter on it she may be able to double attack some opponents. Just know that for a defensive role, she's a little on the soft side, so you have to be careful not to tank with her too much. ELIZA Class: Troubadour Recruitment: Automatic chapter 7 (Conquest) or Chapter 14 (Revelation) Growth - HP: 30 Str; 5 Mag: 65 Skl; 25 Spd; 55 Lck; 70 Def; 15 Res; 40 Maximum Stats; Mag No 3; Sps. Lck, and Res No.1; Str -1; Skl -2; Def -3 Personal Skill; Lilv's Equilibrium - Neighbor Ally Take -3 Damage and Deal No 1 Damage - Best Little Sister Ever! Don't be offended by my real little sisters. But seriously, Eliza frikkin' is adorable and should be protected. She is too sweet and innocent for the world of The Conguest of the Fiery Emblem. She was recruited at the beginning of the Conquest, but about halfway through the Revelation. Lily's Poise is a simple but very useful personal skill that allows Elise to reduce the damage to neighboring allies. This works pretty well, since Nochrian healing staves usually only work on adjacent characters. Of course, having Eliza next to allies on the front line can mean she's in danger, so you better be careful to protect her. Although I prefer Sakura's personal skill a little more because he has some range to it, it's still pretty solid. While Eliza is usually a healer, her secondary class is a little more aggressive: wyvern She takes after her sister in this regard, but with a pitiful rise of strength 5 she won't do much good as a wyvern rider. However, it may up to some pretty decent skills that way. Wild Strike is a good chip-damage skill for weakening nearby enemies, and Trample allows it to inflict 5 pounds of damage on unmounted units. And while her physical damage will never be spectacular, her magical damage has the potential to be incredible, so this skill certainly matters to her. Also, as a wyvern lord you can pick up a rally defense that goes well with the Resistance rally ability from the strategist's line. Eliza starts playing like the Troubadour, which is, frankly, a fantastic class. In the early stages, it will play a very important role as a party healer. As soon as she has the opportunity to become a strategist, she will not only bring healing, but also serve as a powerful glass gun. With such high magic on the growths and maximum magic statistics of 3 euros, Elise can cause crushing magical damage. I recommend picking up a live serve from the maid class and, if you have print and time, Trample and Rally Defense from Malig Knight and wyvern gentleman, respectively. These skills together allow it to function very effectively as a support role, providing healing and increased defense for its allies, and allowing it to deal crippling damage with magic if necessary. Eliza is a great character who I totally recommend to keep in your party. FLORA Class: Virgin Recruitment: Upgrade Launcher / Ballista / Fire Orb to Level 3 (Conquest and Revelation) Growth - HP: HP: 35 Str: 40 Mag: 20 Skl: 45 Spd: 30 Lck: 35 Def: 30 Res: 30 Maximum Stats: Skl No 2; Str and Def No.1; Mag, Lck, and Res -1 Personal Skill: Ice Blood - When the HP user is smaller than the maximum and enemy attacks, the enemy takes the same amount of damage and takes the --Flora around from the beginning of the game, a much cooler and more efficient maid than her sister Felicia. Her motives are also different, so don't expect her to join you early on, like Felicia or Jacob. In fact, recruiting it requires you to upgrade the type of weapon on your base to the 3rd (and highest) level. Chances are you won't perform this feat until the end of the game. Flora's personal skill is the icy blood that causes enemies attacking her to take the same amount of damage they dish, as well as reducing their skill and speed stats by 3 each. It should be missing HP for this to activate, but this skill can be quite devastating for enemies who get the jump on Flora. Combine this with her dagger and she will chip the enemies to a very weak state where another ally will surely finish off them. As a character who cannot form a friendship and therefore celebrate the benefit of many types of seals, Flora has three sets of classes rather than She starts as a maid, but can become a strategist, sorcerer, Dark Knight, Hero and Knight Luke. This gives her access to great great skills. Skills include Inspiration (No. 2 for damage and allied defense within 2 spaces). Revenge (chance to add 50% of missing HP to the damage inflicted), Lifetaker (heal 50% of HP's max when initiating combat and defeating the enemy), Sol (chance to heal HP equals 50% damage), and at least four switch skills (No. 50 to hit and avoid against weapons Axes, syurikens, bows and volumes). It's a ton of useful skills, so many that you can't run them all at the same time. You can run all four Breaker skills to make Flora dodging machines against most types of weapons in the game, or run Revenge, Sol, Lifetaker, and her personal skill together for a strategy of hurting and healing that leaves HP Flora in a constant state of flow, in the best way possible. Which strategy you prefer is ultimately up to you. Flora is a complex character because she joins so late and has no support to talk about except for the player's character. It certainly shuts down, but great personal skill and an incredible selection of class skills means that investing seals in it will reap serious rewards. Of course, conquest can be difficult to spend so much time on a single character, especially at the end of the game. Flora may be worth the investment, but it is certainly expensive. In the long run it can pay off more to put that energy into the characters vou type in early in the game, saving it if you've lost characters like Felicia, Jacob, or Eliza, Gunther Class; Great Knight Recruitment; Automatic chapter 15 (Conguest) Growth - HP: 15 Str: 5 Mag: 0 Skl: 5 Spd: 0 Lck: 15 Def: 5 Res: 5 Maximum Stats: Str and Def No2: Sk No.1: Spd and Res -2 Personal Skill: Power Partner - If the main character is the lead division, hit No. 15 and damage No. 3 — --It's really hard to talk about Gunther without spoilers, since, you know, he dies in the third chapter of all versions... So why is he here? It's a complete mystery... if you could somehow recruit him in one version, he'd probably look around chapter 15. In addition to its very unfortunate title, Gunther's personal skill is regrettable in another way: it only works in conjunction with the player's character. This means that paired with literally someone else, Gunther's personal skill is not a factor. When Gunther stands behind Avatar, though, (s) he gets a pretty good boost in accuracy and power. This is especially useful in chapters 2 and 15, where your character player is pretty much flying solo except For Gunther and possibly another person. In these very specific situations, use this strong partner. Man, it was a strange suggestion... Uh, I'm not going to do that. Moving on. Gunther begins as a Grand Knight, but has access to The Paladin classes, Bow Knight, Malig Knight, and Wyvern Lord classes. There's a pretty decent selection of skills that from this are probably the best of which skills are like Sol (heal 50% of the damage unmounted units). He also gets access to Axebreaker, Shurikenbreaker, and Swordbreaker, giving him a 50 pound hit and avoid against all these types of weapons. Gunther is not a great character. He joins the party guite highly aligned, but with such pathetic growth he has no direction to grow don't even have many options with him. When it comes to Gunther, just leave it. He's still dead, so you can't use him or anything. Yes, there are no spoilers. CLASS KITON: Wolfskin Set: Conversation in Chapter 14 (Conquest), Automatic chapter 13 (Revelation) Growth - HP: 60 Str: 60 Mag: 0 Skl: 20 Spd: 35 Lck: 30 Def: 50 Res: 25 Maximum Stats: NoStr3; Def No2; Skl -2; Spd and Res -1 Personal Skill: Collector - Luck % chance of collecting 3 materials or food before the 7th turn romance? Keaton turns into a wolf like a monster and a pretty cute guy. He very well finds useless scraps and collects them as if they are treasures. He joins the middle of the game in both Conquest and Revelation. Keaton's personal prowess doesn't have many useful applications. He randomly collects food or supplies during the first seven rounds of the fight based on his luck stat. These types of items have different stands - food you can certainly do without, but ore can be very useful when forsing custom gear for your lot. Especially if Keaton collects species that are different from the one grade of ore you get in your base. So while his skill won't help you defeat your enemies directly, it's not entirely useless either. Keaton's second class is a fighter that allows him to move to hero and berserker classes. This gives it access to Sol (the chance to heal HP is equal to 50% damage), but not much else impressive. The fact is, wolf kina and wolfssegner skills aren't quite guite surprising either, so it might still be worth having an Axebreaker (No.50 hit and avoid against axials) and rally strength (No. 4 to Str for Allies for 2 spaces when used). If you really want to get some interesting skills at Keaton, you need to use a friendship seal or partner seal. Keaton is a character you can have confidence in when it comes to hitting hard and taking (physical) hits. Where he gets a little spotted is his speed. With a 50% growth rate in wolf skin and wolfssegner classes, RNG is a huge deciding factor when it comes to whether or not it will be able to when it comes to speed. With good speed, Keaton is as a double attack with a whopping 80% overall growth rate in strength (again, assuming you remain wolf skin) will be quite devastating. However, 50% of RNG can also really leave it wanting to speed up and make it unsatisfactory. Either way. Keaton can be a pretty solid tank character, and even if he doesn't get a double attack Grisly Wound ability means that every enemy that attacks him takes an extra 20% of their HP to the detriment. Place him on the defense, let the enemy ranks to abandon his presence and then swoop in and finish them off. LASLOW Class: Mercenary Recruitment: Automatic chapter 12 (Conquest) or 17 (Revelation) Growth - HP: 50 Str: 45 Mag: 0 Skl: 45 Spd: 30 Lck: 55 Def: 35 Res: 25 Maximum Stats: Skl No 2; Str and Lck No.1; Spd, Def, and Res -1 Personal Skill: Fancy Footwork -Str/Spd No 1 for all allies for 2 tiles when using —— —-Hmm, something strange about Laslow. He seems familiar. Could it be ... Lol you're joking. It's impossible. And yet... Hmm. It's a puzzle, of course. If you've played The Awakening, Laslow might just resemble someone. Even so, his set time is guite different depending on the game: he joins the early mid-game in Revelation. Unusual Footwork is a pretty fur skill in my opinion. I understand that personal skills probably shouldn't be as strong as legitimate rallying skills, but they couldn't have at least done that to provide Str/Spd No.2? Seriously? Anyway, it's the kind of personal skill that doesn't hurt to use when you have nothing better to do, but you probably won't go out of your way to use it. Best combined with full-blown rally skills, but Laslow comes in with only one of them without the widespread use of seals. Laslow is a really valuable character in Conquest because of the feature he shares with two other familiar-looking characters: the secondary class from Hosido. Laslow's middle class is a ninja, making him one of the few members of the Nochrian force capable of transmitting ninja skills. Through a ninja class, he gets access to Poison Strike (enemies lose 20% of HP after the battle initiated by the user), Locktouch (open locked chests and doors) and Lethality (a rare chance to instantly kill the target). He already recognizes Saul from the Hero Line (the chance to restore HP to 50% damage is done), and that goes well with Poison Strike's slow chip down enemies, while keeping Laslow pretty healthy. While Master Ninja is probably the best quality class that Laslow gets access to (S-rated shurikens, as well as hidden stat bonuses), it doesn't necessarily have the appropriate stats to fully implement it - not compared to, say. Kaze. Its relative the build really lends itself to the hero's class, where his particularly high skill gives him the best best activate lethality and select enemies without breaking a sweat. Even if you don't necessarily want to use it the whole game, it's good to have around for breeding purposes, handing out the rare ninja abilities to your kids so they don't have to be ninjas to get to know them. CLASS LEO: Dark Knights Set: Automatic chapter 14 (Conquest) or 17 (Revelation) Growth - HP: 45 Str: 25 Mag: 55 Skl: 35 Spd: 45 Lck: skill and the status of one of the youngest children gave him something out of Napoleon's complex. He's still there for his family though, and they're lucky he is - this guy can sling a spell like no one's business. He recruited midgame in both titles, but is a bit later in Revelation than in Conquest. Pragmatic is a fantastic personal skill and I wish more characters had skills like him. Leo is more powerful when faced with opponents with less than full HP, which is a skill you can strategize and that you can customize guite easily. Once he attacks someone missing a bit of HP, he inflicts colossal damage to No.3. That's six pounds if he can double the attack! And the soft momentum of the defense isn't too shabby either. Pragmatic is great because you can anticipate it into your strategy to make sure that Leo is always as effective as possible. Second class Leo is a troubadour who is one of my favorites and has access to some really good skills. Honestly, both sets of Leo's class are awesome and overall he gets some pretty amazing stuff. With access to revenge (chance to add 50% missing HP to damage), Lifetaker (heal 50% HP max after defeating an opponent in battle block initiates), Inspiration (No. 2 for damage and defense for all allies within 2 spaces), and both Bowbreaker and Tomebreaker (No.50 hit and avoid against the specified weapon), it has a truly amazing set of skills to use and pass on to its child. Leo is a great character with access to a lot of good skills and classes. As long as he starts as a dark knight, I honestly recommend settling on a sorcerer. Sorcerers have the best stat covers in Magic, Speed and Resistance, compared to dark knight edges in health, strength, skill, luck, and defense. This may make it look like the Dark Knight is ultimately better, but you should consider that statistics are ultimately more important. The sorcerer is a squishier, yes, but neither the Dark Knight nor the sorcerer is meant to absorb the blows - they're about damaging. The Sorcerer Does It with a 4 point advantage in the Magic and a 2 point advantage in speed. Speed. The sorcerer has an S-rank in volumes, which means an increase in damage by 1 euro and an increase of 5 strokes compared to the rank. And on top of that, the sorcerer's class receives a hidden stat bonus of 5 pounds, 10 crits and 5 pounds. These bonuses, along with the bonus rank of arms, cause differences in ability regarding skills and luck stats completely disappear. The sorcerer now deals 5 more damages per attack, with a greater accuracy and a higher chance to score a critical blow. I fully recommend the sorcerer over the Dark Knight for Leo, as this will allow him to better deliver on the role to inflict damage. NILES Class: Outlaw Recruitment: Automatic chapter 8 (Conquest) or 17 (Revelation) Growth - HP: 40Str: 35 Mag: 20 Skl: 40 Spd: 50 Lck: 30 Def: 30 Res: 40 Maximum Stats: Spd No 3; Res No1; P-2; Skl -1 Personal Skill: Kidnapping - Capture common attack? Freakin' Leonardo and Virion ... Either way, this guy either joins you early on, or at the end of the game, depending on the version you play. If you've read my birthing guide character already, you know that I hate this personal skill already. Each path has a character that specializes in capturing enemy units for prison, but it is a waste of personal slot skill. If I want to capture people, I have to use these characters don't actually have personal prowess. I wish the capture mechanic was based on the detail you could carry or the art scroll you could assign to any unit you want in place of style art, something. Anyway, I don't like The Abduction. BUT in the interest of fairness, using a common unit is much more viable in Conquest, where difficulty is more punishable and you can potentially lose enough units to need some random to outsal your team. I'll give him that much, at least. Neal's secondary class is a dark magician who is not a great class for him in terms of statistics, but certainly offers him some good skills. Namely, Revenge (chance to add 50% missing HP to damage) and Lifetaker (to heal 50% HP after the start of the fight and defeat the enemy). These skills pair well together - take damage, inflict additional damage thanks to revenge, recover missing HP with Lifetaker, repeat - and they fit the strategy of the outlaw class as a whole. Lifetaker in particular gives Niles some survivability when you want him to go to and plunder through treasures. I definitely recommend using Niles in your lot. Even if he's a nasty guy in the way he is he Teasing his allies and strangely perverted towards the women in the group, he is worth dealing with for his fighting abilities. The Nochrian side is slow overall, so Niles brings some much-needed quickness to the team and he's great for going away alone to scoop up some treasure chests while everyone else is busy fighting. Also, his child is absolutely worth recruiting! NYX Class: Dark Mag Recruitment: Talk to PC in Chapter 9 (Conquest) or Chapter 15 (Revelation) Growth - HP: 30 Str: 5 Mag: 50 Skl: 35 Spd: 50 Lck: 20 Def: 15 Res: 30 Maximum Stats: Mag No 3; Sps No.2; Res No1; Lck -1; Skl and Def -2 Personal Skill: Countercurse - When the enemy initiates a fight and inflicts magical damage, they take half of that damage of weird Freaky Friday scenario where she's an adult woman who has lived for years trapped in the body of an underage girl. Or I think maybe a minor, since she can get married and have children ... I do not know. Cultural standards about this are different, so I don't want to fill this article with my American bias about the appropriate age for procreation. I just fill it with other kinds of bias, like my fiercely worded opinions about personal skills. Anyway, the Knicks are recruited early in the Conquest game or mid-game in Revelation. In both cases, you need to talk to her with the player's character. As much as I wanted to riff on personal skills. Countercurse is actually not that bad. This is a weaker version of Countermagic, but not in such a grueling way that the skill is now useless. When an enemy magician attacks nix, they do half the damage to her. While you don't necessarily want to put her tiny, fragile body in front of every sorcerer you see, this skill can definitely see some benefit if you apply it carefully. Just make sure that Nyx has HP to take any damage to enemy dishes and you'll be fine. Nyx starts out as a dark magician, but has access to an outlaw class like her secondary. It's kind of a strange choice for her, and it doesn't guite fit her style. Although an outlaw/adventurer is a good class statistically, it does not offer skills were in one advanced class, or even if they had level 5 skills, but only skills worth picking up (Pass and Shurikenbreaker) both require level 15 in the respective classes. Luckily, Nyx gets some pretty great skills from her basic class (this line leads her to revenge and lifetaker, for example), so you can just take advantage of these and maybe use partner seals to tech some of the best things on it if you have Nyx has great magic and speed stats, with some good max stat adjustments in those as well (in terms of statistics, it's actually better better than Leo, who, I would say, competes with her only because of his excellent choice of skills and personal skill). Making her a sorcerer will make her a powerful alass cannon. Don't aet into the habit of putting this girl to harm, but when the harm wanders into her range of attacks, she will gladly blow up his smithereens. ODIN Class: Dark Magician Recruitment: Automatic during Chapter 8 (Conquest) or 17 (Revelation) Growth - HP: 55 Str: 35 Mag: 30 Skl: 55 Spd: 35 Lck: 60 Def: 40 Res: 20 Maximum Stats: Mag, Skl, and Lck No 1; Spd and Res -1 Personal skill: Aching Blood - Crete No 10 when using a custom weapon with the name of at least 12 characters long — trembly to you? How does the blood of the heroes flow through it and encourage him to own the legendary blade? Oh, maybe it's just me. But he's a magician, so obviously they're different. Anyway, One joins quite early in conquest, but much later in Revelation. Blood pain is actually pretty solid personal skills (just to be surpassed by your child's personal prowess, but hey, isn't that what any parent would want?). Forged weapons are usually better than typical things that you can buy in a store, and it's not like giving it a funny name like Gigamegayolt or Flurbnhustmneir is no fun. And when you do that good powerful custom weapon gets a solid 10 pounds before the critical bonus hit. It's definitely worth your time! One is one of three characters on the Nochriian Way that has Hoshidan class as its middle class. His is a samurai class that offers some pretty fantastic skills for Odin to pick up. Astra gives you the chance to attack 5 times with 50% damage, a total of 250% damage in a single strike. Swordfaire gives No 5 to damage with swords, useful for Odin not only in his middle classes, but also as a dark knight as well. And Seal Speed from the master of weapons can be combined with Seal Magic from the Dark Knight to the completely grueling enemy magicians with the attack of one, reducing their magic and speed to -6 to effectively render them useless in the offensive. One is a complex character for a place in a particular class. He has access to two really big final classes: the Sorcerer and the Swordmaster. Both have access to S-level weapons and hidden stat bonuses, making them really effective classes to use. However, One doesn't exactly have the perfect growth rate for any of them. It is balanced, and so his stats seem to be more appropriately suited to an equally balanced class. In this situation, the Dark Knight may be the most appropriate class. Although One doesn't Be able to fill the shoes of a sorcerer or swordsman, he can take the useful skills they offer and guide them to them The Dark Knight is to serve as a pretty solid second-string fighter with the potential to deal with solid physical or magical damage. Anyway, One is a valuable character to use because he offers useful skills to convey and has a pretty awesome baby that definitely belongs to your team. PERI Class: Cavalier Recruitment: Automatic chapter 12 (Conquest) or 17 (Revelation) Growth - HP: 30Str: 50 Mag: 5 Skl: 30 Spd: 50 Lck: 35 Def: 25 Res: 45 Maximum Stats: Res No 2; St and Sdg No.1; Skl -1; Def -2 Personal Skill: Bloodthirsty - When a unit initiates a fight and defeats an enemy, Str/Mag/Skl/Spd No. 4 in one turn great for those who love the tragic backstory. And hey, who doesn't like a tragic backstory? While Peri's obsession with killing things will be disturbed by a person like this? She's too sweet to be a sociopath! Peri joins you at the beginning-mid game of Conguest or at the end of the middle of the game of Revelation. Bloodthirsty is a really interesting personal skill in that it is activated in what seems to be the worst possible time - when Peri's turn is over. She defeated the enemy and now she gets a stats boost? I wanted to give the stats a boost for the enemy! Peri's personal skill invites you to use Azura to the fullest: You run with Peri, finish off the enemy, Azura sing and then send your newly empowered Peri to deliver some serious retribution to the enemy, Middle-class Peri is a dark magician (why is everyone in Nor dapping in dark magic, it seems?), which is not suitable for her stats, but definitely offers skills she can use. I've mentioned many times now a fantastic combo that's a revenge/lifetaker, and it works great on Peri. With Armored Blow from her large knight class, she can even increase physical protection when initiating a fight, so she will take a reduction in damage - and therefore have a greater chance of healing all the damage with the help of Lifetaker. Add the moon's defensive capabilities, and you have a pretty solid character on your hands. Cavalier, frankly, one of my least favorite classes, but Peri does a decent job with it. Its build up is best suited to the paladin approach, so be sure to change in this class after picking up amazing skills from the great knight class. While Peri may be a bit average as a unit, she has hecka fun in support of conversations, so if you play for the whole social/dating sim aspect of the game she's a strong candidate in that category. Selena Class: Mercenary Recruitment: Automatic in Chapter 10 (Conquest), End of Chapter 12 (Revelation) Growth - HP: 40 Str: 30 Maximum Stats: Spd No 2; Def No1; Str and Skl -1 Personal Skill: Fierce Rival - If This Unit Is Support Support and the leading unit of the earth is a critical blow, this unit will land a critical blow, and —— ——Toe they are not even trying! Come on, it's obviously ... You know! From waking up! The name is almost the same, the hairstyle is identical, she looks just like her mom I think they can't be the same person. People in Intelligent Systems should come to work on some fresh projects. In any case, this familiar-looking lady may be recruited relatively early in both Conquest and Revelation. Fierce rival is a great sounding personal skill that I have never successfully activated. I think for me, it all comes down to your approach. I pretty much always use a more defensive pairing up strategy where the characters are literally paired together rather than just standing in adjacent grids. In this situation, you can't activate this skill, so it involves a certain strategy. However, I think that having Selena standing next to someone with a gun-killer is a pretty fierce combo behold. Selena is the Knight of heaven. It's a pretty big class, as The Falcon Knight offers rally speed (perhaps the best rally skill lacking in rally spectrum) and Warding Blow (No.20 resistance to magical damage at the start of a fight). While the ninja and samurai classes that Laslow and Odin offer are both available for the Nochrian party through Kaze, Selena is the only way to get the sky knight on your team and pass those skills on to your kids. Close the secondary class of the character as a knight of the sky at the beginning of the game, that is. Selena is a fairly balanced block, but definitely not impressive. Her overall class selection is pretty bad - not an S-ranked weapon, not a really impressive skill, and no unifying strategy to really give her a niche in the group. Its main selling point is its growth rate, which is not in samurai or ninja territory, but is one of the highest in the Nochrian force. Use it for quick damage from the axe-wielding enemies and pass Warding Blow to the child who can actually use it. XANDER Class: Paladin Recruitment: Automatic chapter 16 (Conquest) or 17 (Revelation) Growth - HP: 45 Str: 50 Mag: 5 Skl: 40 Spd: 35 Lck: 60 Def: 40 Res: 15 Maximum Stats: Str and L Nock2; Def No1; Mag, Skl, and Spd -1; Res -2 Personal Skill: Knighthood - When the enemy has a max HP, damage and defense No. 2 --Man, I've never been so happy to reach the end of the alphabet! Xander is the older brother in the Nochrian royal family and is a kind of father to them, as Garon is not quite good in all this dad. Xander is brave but practical, obedient but kind, and loves his country but loves his family I'm a huge fan of Xander - maybe not as much as those who like his abs, but still. Xander is one of the last characters to join you in both Conquest and Revelation. As much as I like Xander, this personal skill is garbage. The benefit of it only when the enemy has the maximum HP means that he loses this benefit against those he fought before, or who fought against another member of the team. And since Xander really lacks the speed to take advantage of the damage bonus of 2 pounds twice, but the power for the No.2 to lead to OHKO, it's not exactly a destructive ability. It's not useless, but sometimes it can seem like it. Xander's second class is Wyvern Rider, which means that three of Nora's four royal siblings can ride dragons. It's not too awful for him as Trample gives him a much-needed damage bonus, and a wild kick can make him useful for chipping down enemies when he's unable to take them directly. Xander's really useful skills actually come from his access to the great class of knights, so you definitely want to move on to that when you get the opportunity. You may have felt the theme in the previous paragraphs: while I love Xander's personality and character, it's like the unit he definitely wants. He has good strength but not a berserker well, meaning he won't be finishing off enemies in one shot. But his speed is very lacking and he won't really double attack either. In fact, Xander's role is more of a tank character capable of taking blows for your party while doling out damage, so vulnerable units like criminals and magicians can come and clear. Because this role is more appropriate for him, I actually recommend a large knight class for him rather than his typical paldin class. Higher limitations in health, strength, and defense make more sense for - cow is finally over. The last Fire Emblem Fates Guide has been completed! I may at some point try to create some sort of ultimate guide that puts all the characters in one document, with updated information for the manual that is a Xander's growth. little older and therefore perhaps not all the important details. But for now, I'm ready to put Destiny behind me and wait waiting for the next FE title: Shadows of Valentina! You can definitely expect me to talk in detail about that game, so if you like these guides feel free to follow through WordPress, via email, or social media so you'll know when the guides for Echoes start coming. In the meantime, I'm saying goodbye to you, adventurers! Adventurers!

opportunist allows Beruke to inflict 4th damage on opponents who cannot take revenge on her. Now let's think for a moment about who can't get revenge. She owns axes, so overall she will attack in close combat. This means that The big three (swords, axes, spears) can take revenge. Plus magic and

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