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Fire emblem three houses supports arrows

With the free exploration of the monastery, support in Fire Emblem is probably more important than ever: Three houses. Finding ways to raise the support level is one thing, but it's easy enough to completely miss out on all the important support conversations that increase your support rank and give you more power in combat. If you missed them, learn how to view support conversations in Fire Emblem: Three Houses. (Psst! Hold on to some lost items? Our guide can help you return them to their rightful owners!) How to get support conversations the support conversations in Fire Emblem: Three houses are often very silly, but some touch on serious issues. © Nintendo build up enough support with a character through combat, gifts, lost items and other means and you have the chance to interact with them in a unique support conversation. If the support conversation is between you and any of the other characters, they will come and find you on your toes, which leads to a dialog box asking if you have time to talk to them. However, if the support conversation is between two of your allies, it's up to you to find and view them. To view support conversations between other characters, you must open the Support menu. This can be done when viewing the calendar or exploring the monastery by clicking the X key to open the menu. From here, click the support button to list all the characters in your house (there will be an exclamation point next to support when calls are due). You can also open the support menu from the radial menu before each battle, but you will not be able to see the conversations unless you are in the monastery. From this menu you can see all the characters that are ready for support conversations in Fire Emblem: Three Houses. © Nintendo With the support menu open, all characters who are ready to have a support conversation will display a small voice box next to them. Select them, and then select the character from the list where the speaker box next to them is located. This will start a support conversation that continues the action between the two characters and increases their support level. Many of these stories are humorous in nature, but others are really very touching or emotional, so we recommend to look through them. Once the cutting scene is complete, you'll reach a new level of support between the two and improve their combat skills together. It is important to check their support list regularly as characters quickly gain support ranks with each other when they are on the battlefield or share meals in the monastery. It is easy to forget the list, then you will go 10+ conversations at once, which can prove quite time consuming. This ensures that your team is as strong as possible, and Support Conversation uses two arrows to symbol support conversations with the Arrow or two arrows symbol have two levels to this level. © Nintendo When you open the support list of a particular character, you will notice that some of the support ranks contain a small icon with two arrows above them. This means that the support conversation has two phases. Regardless of the letter that the arrows are, you can earn two support convesations at this level, such as C and C+. Continue to increase support to get the two parts of this phase in your support story. Some support conversations can only be completed beyond a certain level in the main history of Fire Emblem: Three Houses. If you haven't reached it yet, you'll receive a message that says it will take some time to deepen this bond. Continue playing until you start a new month or event, and then try again. That's all there is to know, how to watch support conversations in Fire Emblem: Three Houses. If you make sure you stay up to date, you'll keep the conversations from piling up and giving you a much stronger team in battle. To increase these support levels, take a look at our Lost Items Guide for Fire Emblem: Three Houses. Are you looking for more guides? We can also help you recruit and reclassify characters in Fire Emblem: Three Houses! Guide Cutting Edge Fire Emblem Three Houses Load Comments Edit Share Sprite by Sagittae. Sagittae (Japanese version) is a spell from the coat of arms of Fire Emblem Gaiden and its remake, as well as Fire Emblem: Three Houses. As the name suggests, he shoots arrow waves at a selected enemy target. Although Sagittae is one of the stronger spells, it suffers from relatively low accuracy. Weapons statistics[edit | edit source] Fire Emblem Gaiden[edit | edit source] Fire Emblem Echoes: Shadows of Valentia[edit | edit source] Fire Emblem Heroes[edit | edit source] Name Type Sagittae Tome Mt Rng SP Rarity 14 2 400 ★★★★★ Effect Grants Def+3. If the enemy's atk at the beginning of the fight ≥ Atk+5 of the unit, atk/Spd/Def/Res+5 during combat Fire Emblem: Three Houses[edit | edit source] Item Locations[edit | edit source] Fire Emblem Gaiden[edit | edit source] Fire Emblem Echoes: Shadows of Valentia[edit | edit source] Fire Emblem: Three Houses[edit | edit source] Etymology[edit | edit source] Sagitta is the Latin noun for arrow, and Sagittae is likely to be The name Sagittae is also reminiscent of the image of the Sagittarius, the ninth astrological sign in the Greco-Roman zodiac sign, which is usually depicted as a centaur with bow and arrow; its symbol also uses bow and arrow Pictures. Gallery[edit | edit source] Community content is available under CC-BY-SA unless otherwise stated. Opinions about an article or post go here. Fire Emblem: Three Houses is an incredibly deep and complex game. While there is a half decent tutorial, most of the nuance of the game is hidden in the tips section or flat is not Ever. This can cause you to bite some pretty stupid decisions early game that will come back to you twenty chapters later. To avoid this fate, we've put together this handy guide to optimize you from day one. Here are 20 things I wanted to know before the launch of Three Houses. Never let a weapon break as a result of an attack It's okay to let a weapon break during a fight as broken weapons remain in your inventory, but never leave a pause as a result of your characters' attacks. Why? For whatever you attack, that will be what you are defending. So when you smash your weapon in an attack, you're defending yourself with a broken weapon that can barely hit the enemy or do damage. It is usually best to bring at least two different weapons into battle, not only in case you break, but also to cover different types of enemies and weaknesses. Repairing is better than buying. Forging is better than repairing So, what do you do with these broken weapons? Now fire emblem veterans want to buy replacement, but keep themselves! This is actually a waste of money. You can actually repair them for much cheaper as long as you have forging resources that should make you flush when you've done quests. But even this is not the most effective way to use your resources. For a comparable amount of money and a few more resources, you can forge a broken weapon into a higher-level weapon. This will fully restore the loads of your weapon, so you'll also get a free repair action. In fact, forging a weapon that isnot broken (or about to break) simply wastes its entire durability. You should only forge weapons that are at the end of their lifespan. You can simply brutal violence lost items AND gifts! If you return a lost item to a character who has lost it, you will significantly increase your bond with them. However, selecting the wrong lost item does not give you any penalty. There's really nothing to stop you from carrying a bag of garbage around and asking every character you see if every single element in it is her. A restriction to give a lost item to a character who is already in your house will maximize their motivation, so you probably won't have brutal violence people who have already exhausted their motivation. As for gifts, certain characters like certain things more than others, but eventually most basic gifts can be bought on the market. once you can throw them all on a character's face to see what they are in. Note the only difference between gifts that characters like and gifts they don't like is that gifts they don't like increase your bond by half. Gifts that do not increase their bond at all are extremely rare. So you can buy the shops every month and just throw a pile of garbage at a character of your choice, and they will eventually come to love and worship you. it is a pretty fantastic strategy if you're trying to recruit everyone. Support ranks are much more important than stats when recruiting character recruitment, the game tells you that characters could join your team if your stats and skills are of a certain level. What it doesn't tell you is that support ranks are far, WAY more important than your stats. When you create a character to support Rank C, you more than halve your recruitment statistics requirements. When you raise a character to support Rank B, you lower those requirements again and give them a chance to join your class without being prompted, regardless of what your values are. If you want to recruit as many characters as possible, support ranks are gone. You should be fishing every day for fast Professor En-Ups and Gardening Your Professor's rank is very important. In fact, it could be the most important statistic in the game. Not only does it give you a greater chance to recruit students and other teachers for your cause, it also affects how many actions you can take in your spare time, how much lessons you can give your students, and how many battles you can take part in battle weekends. In short, the higher your professorial rank, the more powerful your entire army is. Unfortunately, it is not entirely clear how to increase professorial rank. Participation in events increases them. Answering student questions raises them. You can also spend time while exploring the monastery to raise it. However, fishing and gardening do not cost time and increase your professorial level. This is SO important. Every exploration day you should buy the shop of fishing baits and fish silly. Then harvest your crops and plant some new ones. This drip feed from Professor XP gives you access to higher professor ranks just a little earlier, which means more time, which means even faster professor level-ups. Sharing food is one of the best uses of your time If you are trying to do something while exploring the monastery, consider sharing a meal with the students. It achieves a lot of things at once. First, it increases the bonds between the students you choose. Second, it increases your ties with the students you choose. Third, it restores motivation for every student in your class, which is incredibly valuable. Forth, it gives you Professor XP for some reason. Why not! Tea parties are another great use of your time If you are looking to recruit a particular character one of the best things you can do is invite them to tea. Look at it this way every time your binding with a character goes up, you'll see a small arrow or two flashes across the screen that show how much their binding has increased. A gift can increase your bond by a maximum of two, which is already considered quite high. A tea party, if perfected, increases your bond by six! It's the fastest way to get people You. Note that characters need to trust you enough to accept your invitation to tea, but you can ALWAYS invite them to tea on their birthday, pretending to be instead of wasting 200 dollars on flowers. Every month, a student from another house is invited to the battle. Every month you can invite a guest from another house to fight with you. Do this every month and ALWAYS use them in combat (or put them on an adjutant to your main character). This will increase your ties with them and make them easier to recruit. In addition, these characters will always be on an equal footing, making them incredibly powerful for any mission. Seminars are useless because one is just as useful if no longer by exploring the monastery seminars are a trap. While they allow your students to regain their motivation and learn some skills while also learning some skills, you can always achieve more by exploring the monastery. For example, seminars can restore the motivation of six characters, but sharing a six-character meal only takes three units of time in exploration mode, and if your professor rank is high enough, you still have time to increase ties or work on skills as you wish. Don't emphasize Byleth's abilities Byleth, ironically, increases their skills much more slowly than anyone else in your party because they can't teach themselves. You might think that this means you have to spend a lot of time getting faculty lessons while you're exploring campus, but frankly that's a kind of waste. Once again I don't want to get too deep into spoiler territory, but you will eventually get access to special classes for Byleth for free, as well as a very easy way to increase any of their skills. So just don't sweat it. Always learn your class skills before you switch. You should change your classes (including your base classes) pretty much only after you have learned their class skills. You can always go to a lower class later without penalty, but A) why should you and B) its hidden in the items menu for any reason? Best to finish only once. A side note, this also means that if you have completed learning a class ability, there is really no reason to stay in that class. Yes, you may like the statistics gains of this class, but your time is better spent learning new skills. The percentage chance is a lie when fire emblem: Three houses tells you a percentage chance to say beat the enemy pass a test, it's lying to you. We need more data to get a real sense of which algorithm is used here, but it seems that every percentage chance below 50% is much lower than advertised and every percentage chance above 50% is much higher than advertised. This seems to be the method of generating random numbers double roll. Is. Previously used Fire emblems, but as I said, we don't have enough data to be safe. There is a soft reset function! Fire Emblem is a game about save cumming. All Fire Emblem fans know this. However, the game has no charging function! What should you do? Now, when you quit the main menu, close the game and reopen it, stop it! There is a soft reset feature that the game says nothing about. Just press minus, plus, L and R at the same time and you're going back to the main menu, ready to load. Create a pre-battle routine There are a lot of things to check before each battle and if you don't do a routine of review, you'll find that your inventory will be unmanageable, your battalions will die, and your characters will be saturated with skills they can't even use. The trick here is the inventory menu. Here is practically everything. This allows you to equip items, assign battalions, and change abilities. Honestly, the menu system is kind of weird. So here's what you do. First, use the marketplace to fully calm all your battalions. Then use the blacksmith to forge all broken weapons. That should be enough for most battles. Every month, be sure to repeat your entire inventory to ensure that everyone uses the best possible weapons and that they are not saturated with garbage or items that are best left in your convoy such as stat raises and gold bars. By the way, always sell Bullion. They do nothing, but give you cash. Turn on the enemy's range indicator and never turn it off by pressing ZR on empty ground during the battle, and turn on the enemy's universal range indicator. This shows you every square on the map that the enemy can attack. NEVER TURN IT OFF! Your general strategy for most battles should go toward this area and put a tank in to lure the enemy, and then take out those enemies with high-powered attackers. Lather, rinse, repeat. Attack Speed is not the same as Character Speed In past Fire Emblem games, calculating double attack was fairly easy. If your speed was five higher than the opponent's speed, you got a double attack. In three houses, speed, weight and many other variables are calculated to give you a new statistic attack speed. This is compared to your opponent's attack speed, and if it's four larger, you'll get a double attack. Withdrawal when things look spicy is the greatest power over time that your protagonist has, even more than the Divine Pulse. If you withdraw, you will pull over the fight, just as you did at the beginning of the card, except that you retain all the XP you earned when you play the card for the first time. When your Divine Pulses go out and you are dangerously close to permadeath for your character, just retreat. It's exactly the same as the start Fight around, but you get a bonus for it. Use Auto-Battle to take any combat points on normal difficulty levels certain cards and will be well below your level. These are grinding cards. They are low-stakes cards that usually give you Bullion and a few items to defeat. Don't waste your time micromanaging your units on these maps. There is basically no danger of a unit dying, and even if they do, you can use the Divine Pulse to rewind and do it again. Simply turn off animations, activate the automatic battle and get these cards in a minute or two. Byleth is not an empty slate, a small side thing about the main character: Byleth. It seems as if Byleth is this empty slate with which you can do anything, but it's actually not quite true. Their growth rates are even across the board, with the exception of magic and defense, which grow 10 percent slower, and resistance that grows 15 percent slower. This makes them best suited for heavy offensive heavy speed classes like Myrmidons and Swordmasters, although frankly the growth rates of magic classes can usually do enough to push them in a different direction if you really want. WARNING This last tip is useful, but has been noted as a spoiler by some readers. Have you been warned. Recruitment is really important without getting too deep into spoiler territory, any character you don't recruit will eventually become your enemy. While, yes, you might want to recruit characters to add them to your army, recruiting is just as much management as you don't want to fight in the future. If you're not going to recruit all of them (which is difficult, I know), try to leave a selection of unrecruited characters that are especially weak for your army load. Unfortunately, house managers and their awareness cannot be recruited under any circumstances. It is also worth noting that each recruited character comes with a special item, such as a stat-up element, seal or really big bullion. These are our top 20 tips for launching Fire Emblem: Three Houses. If you have a tip you want to leave, don't hesitate to put it in the comments. Comments.