1. Are Marth and Roy in the game?

No. When the trophies in Super Smash Bros Melee said that Marth and Roy hail from "Fire Emblem", they meant the Fire Emblem series. Fire Emblem is actually a long-running series from Japan that started on the original Nintendo Famicom (the Japanese NES). Apart from being the first strategy RPG to ever come out (beating the often-attributed-to Shining Force of Sega fame), it was one of Nintendo's first RPG series. The first Fire Emblem, Fire Emblem: Ankoku Ryuu To Hikari No Tsurugi (Fire Emblem: Dark Dragon and the Sword of Light), is the game which features Marth. He also appeared in Fire Emblem 3, Fire Emblem: Monshou no Nazo, which was a remake of the original, as well as additional second half of the game. This game, Fire Emblem: Rekka no Ken (or Fire Emblem: The Blazing Sword, although the subtitle was dropped out of its US release), is the seventh game in the series, hereby referred to as FE7 for short. Roy, the red-headed Marth clone from SSBM, hails from this game's predecessor, FE6. He has a cameo in this game, though it's very minute, and does not come about until the end. So, if you're playing this game looking for Marth or Roy, look elsewhere.

2. Is it true that if my characters die they are permanently dead?

Correct. There are no Phoenix Downs or other methods of bringing your characters back from the dead. If a character dies, they are dead. They don't faint, they don't fall unconscious, and they don't sustain serious injury. They die, and you don't bring them back. If you want to keep them from dying, don't throw them into risky situations. It's up to you as a tactician to keep your characters out of harm's way; if you allow them to die in battle, the game won't hold your hand and let you bring them back to life once the battle ends. They disappear, and they can never be used in battle again. The only way to "bring a character" back is to restart the chapter, but that, as the action suggests, mean you restart the entire mission.

3. What if I let a character die on a chapter and I saved over it? What do I do?

Learn from it, and next time either don't regret that you let your character die, or restart the mission until you get through it without letting a character die.

Aganar

10 years ago#2

4. This character died when he got hit by an enemy. If I keep doing a soft-reset when he gets hit, can I eventually get him to dodge it?

No. The game's auto-save feature is a double-edged sword: On the one-hand, you can turn off the game any time you wish and you'll instantly come back right where you left off when you play next time. However, it also means that the game will instantly record every one of the mistakes you make. If you move a character within range of an archer and don't realize it until you've ended his turn, you're stuck. You can't reset and try to take back his move, hoping to move him somewhere else. The unit has moved, and you'll have to deal with the consequences.

In the case of the fight with the archer, you can reset the game until Hell freezes over, but it won't make any difference. Your character will never dodge the attack. This is because the game does not pull a random number instantaneously for every situation. Instead, it pulls numbers from a list of preset ones that are chosen at the beginning of the chapter. Your character got hit because that particular number happened to be next in line when the game required that a number be used to determine whether or not the archer hits. Resetting the game just makes the game go back to the point right before that number was chosen, and go back down the list. You can't alter it, and you can't control it.

5. Everyone on the boards says that Marcus sucks, and I have no idea why. I just got him, and he rocks! He kills everybody, even the bosses! Why do people hate him?

Most newcomers to the series will fall pray to the "Jeigan" character. The Jeigan refers to a character in the original Fire Emblem, Jeigan (hence the name). He was a purple Paladin that accompanied Marth on his adventures. He was notoriously strong compared to everyone else, primarily because he had already been promoted to his higher class. Once you play through Lyn's mode, you will be taught about "promotion" and the effects it has. Marcus has already been trained (to an extent) and promoted, leaving him significantly beefier than everyone else currently in your party. However, players who look more than two feet ahead of them before they swing their sword should find something suspicious about Nintendo intentionally giving you a player who can wipe out the entire enemy army for you. Jeigan was powerful, but because he was promoted, he gained much less EXP than everyone else. In the same way that in any other RPG a level 50 character will gain much less EXP from a random monster than a level 10 character will, Jeigan gained around 3 EXP per enemy, while most other players could gain anywhere from 10 to 30 for killing an enemy. Thus, for Jeigan to even level up, he had to kill 34 enemies. Those 34 enemies could have fed the entire rest of your party, and probably leveled a few of them up.

But the problem didn't stop there. To further discourage his use (and to screw players who tried to take the easy way out by relying on him), Jeigan had exceptionally low stat growths. Stat growths are what controls the frequency of your character's stat increases. Characters with very high stat growths were likely to gain many stats when they leveled up. Jeigan's, however, were incredibly low, meaning that when he finally even managed to level up, he may gain little to no stats, effectively meanig that he never gets much better than whe you first get him. Marcus is the same way. He may appear strong now, but if you trained Sain or Kent to his level and compared their stats, both of them would outclass Marcus in nearly every area.

Aganar

10 years ago#3

Using Marcus puts a terrible strain on the rest of your party, because people who don't know how to use him effectively will simply use him to do everything, leaving the rest of your characters underleveled. Soon the game will catch up to you. Marcus will not be able to handle everything on his own, and the rest of your characters will be left weak and unable to deal with the enemies. You'll constantly have them dying, and you'll ultimately end up having to start the whole game over.

6. How do I use Marcus effectively?

Marcus is a below-average character, but he is not worthless. In the early portions of the game, because he is so much more powerful than everyone else, he can literally unequip all of his weapons and still be useful. He has enough HP and defense to take little to no damage from attacks, thereby creating a decoy for enemies to attack while your characters can pick them off from a safe distance or sneak up on them. This type of character who can absorb tons of damage while protecting others behind them from enemies is called a "Meatshield".

Marcus also has more movement than anyone else at the beginning of the game, making him a great candidate to attend tasks which need to be done quickly, such as getting to a village before it is destroyed, or rescuing a comrade in danger. If you can learn to use Marcus effectively like this, he can actually have some use in the earlier parts of the game. His usefulness, however, drops very quickly soon afterwards.

7. What does 20/20 mean? Or what about 20/1 or ??/20?

20/20 refers to the current levels of your characters. The first two digits refer to your character's base levels.

This is the level you got them to in their base class. The digits after the slashes represent their accumulated levels after promotion. In Lyn's normal mode, you are forced to promote Wallace at level 12. When he promotes, he changes classes, resetting his level to 1. That makes his total levels equal to 12/1. 20/20 refers to a character who was fully trained to level 20, and then fully trained again to level 20 after promotion, maxing out their possible amount of experience. ??/20 refers to one of two things. It usually refers to the Prepromotes, characters you recruited who were already promoted when you got them. Marcus is an example of a prepromote, as he is already promoted once you gain control of him. However, since he is already promoted, we have no idea what level he was when he originally was promoted, so we don't know his total levels. It's speculated that most of the Prepromotes were promoted before level 20 due to their slightly lower stats, so the term "??/20" is used to indicate the level of a Prepromote that has been fully trained. It also is sometimes to used to indicate that a player is too stupid to remember at what level they promoted their character. -\_-

Aganar

10 years ago#4

8. Why should I bother raising my character to level 20 if he can promote at level 10?

This is something that many people ask themselves, but generally don't think about. Fire Emblem is a game of stats, not of levels. A level 20 character could still have inferior stats to a level 12 character if he just happened to have really bad luck with the RNG (more on that later). If you want to maximize your character's potential, you want to get him as many chances to gain stats as possible. Thus, it seems somewhat pointless to effectively skip 10 possible levels your character could have of gaining stats to get the momentary gains of promotion bonuses. If you were to compare a level 12/1 Wallace to Sain at level 20/1, you would notice that Sain's stats are much better. Why? Because Sain had 8 more levels to train and get his stats built. For this reason, it is recommended that you always wait until level 20 before promoting your characters. It will be much better for the characters, and you'll feel better in the long run.

9. What is a character's constitution/aid?

Constitution and aid are character stats, like HP and strength. While they don't level up (except upon promotion), they are still very important to the character. A character's constitution is their ability to lift their weapons, or literally the strength of their arms. Each weapon has a might, as well as a weight. If the character wielding the weapon's constitution is higher than the weight of the weapon, they attack normally. However, if the weapon's weight is larger than the character's constitution, they lose attack speed.

10. What is attack speed?

Attack speed is a character's ability to attack the enemy. Attack speed is determined by the comparison of one character's speed to his or her opponent. If the first character has four or more speed than his opponent, he will attack his opponent twice (unless his weapon only has one use left, in which case he will attack once and the weapon will break). If his opponent has four or more speed than he, the opponent will double-attack him. If the difference of their speeds is three or less, each character only attacks once.

11. How is that linked to constitution?

As I said before, if a weapon is too heavy, the character loses attack speed. For every point of weight that the weapon has which is more than the character's constitution, the character loses a point of speed. So, if Lyn, with a normal constitution of 5, tries to wield a Steel Sword, with a weight of 8, she will lose three speed. That loss of speed could make the difference between her being able to hit an opponent once or twice. So, think about whether or not the extra damage a steel weapon does over an iron is worth the possible loss of not being able to double-attack the opponent.

12. What is aid?

Aid is like constitution, in that it doesn't normally change. Aid is a character's ability to rescue another character. If one character is hurt or close to dying, another character can move adjacent to it. If the character has enough Aid, he or she can select the "Rescue" command and pull in the hurt character, protecting them from danger until you decide to drop her. For a rescue to work, the aid of one character must be higher than the constitution of another. Because of this, strong characters with lots of constitution are harder to rescue. Typically, characters with horses (Cavaliers and Pegasus Knights/Fliers) have much higher aid than unmounted characters, so it's best to use them if someone needs rescuing. Be warned, though, that a character who rescues another effectively has the rescued character riding on their back, and they lose a large amount of speed.

Aganar

10 years ago#5

13. What is the weapon triangle?

The weapon triangle is the system that governs the way in which characters fight. Most melee weapons fall into the category of Sword, Lance, or Axe. Swords are deadly accurate, but are often the weakest of the bunch. Lances are slightly more powerful, and still pretty accurate. Axes are by far the most powerful of the bunch, but are also the least accurate, meaning they will miss more often than the other two.

The "triangle" refers to the order of priorities when two weapons face off. Generally speaking:

Swords beat axes

Lances beat swords

Axes beat lances

This creates a triangle because each weapon's strength is what ends up beating their weakness. It is important to remember the weapon triangle when choosing whom your characters fight, as the weapon which holds the advantage will get a bonus to their hit rate and damage. So, don't go sending sword users against lance users in early parts of the game unless you want to get them killed. Later in the game when your characters have become significantly stronger or are facing weaker enemies the triangle becomes less important, but it is always important to keep in mind.

If you're having trouble remembering it, just think of it like Rock-Paper-Scissors.

14. What about bows?

Bows don't fall into the weapon triangle, and thus don't have any advantages or disadvantages.

15. What are the reaver weapons?

Reaver weapons are weapons that reverse the weapon triangle for that particular weapon type. For instance, a Lancereaver is a sword that is strong against lances, but weak against axes. It's something which is helpful to have handy on your soldiers in case they are forced to deal with enemies carrying a weapon they have a disadvantage against, but it is not wise to keep them permanently equipped, as they still have a disadvantage. So, a Lancereaver is occaisonally good to pull out, but keeping it on to long will eventually result in a Brigand then coming over and whacking you in the head with an axe.

16. What happens if two reaver weaopns collide?

The weapon effects will generally cancel each other out. If a Lancereaver (a Sword) faces a Swordreaver (an axe), they will cancel each other out and be treated like normal weapons. However, since a sword normally beats an axe, the sword will win.

17. What about magic?

Magic has its own weapon triangle:

Light beats Dark.

Dark beats Anima.

Anima beats Light.

18. What is this tactician bonus I keep hearing about?

This is a long circulating rumor that has infected most of the boards, and has finally been debunked. It was originally thought that if you had characters sharing the affinty of the tactician that they would gain an extra 5% to all of their stat growths. However, it was accepted without much question, and never really thoroughly researched. We now know that no such thing exists, and so expecting your characters to turn out much better than normally because you had them all share your affinity is pointless. The only way to increase the stat growths of your character is through the item Afa's Drops. What the Tactician's Bonus does do, however, is slightly boost all characters who share the affinity's hit rate and avoid rate.

Aganar

10 years ago#6

19. What is "Weapon Level"?

Weapon level refers to the level of experience your characters have regarding certain weapons. Each weapon type has an invisible experience bar that builds up whenever you attack with one of its weapons. As you use those weapons, the bar fills up, and your characters gain levels in weapon types. The lowest level a character can have in a weapon type is E, and the highest they can have is an S. At an "S" level, they can wield the rare Legendary weapons, and also get an extra 5% hit when wielding that weapon.

20. Why can't my character wield this weapon? It says he can wield that type!

Your character does not have a high enough weapon level to wield that particular weapon. Each weapon has a certain level that the character must have before it can be wielded. Increase your character's weapon level by having him wield some other weapons of that type first, and then try using it again when they've reached whatever level the weapon requires.

21. What is special about the Devil Axe?

As mentioned before, wielding weapons slowly increases a character's proficiency/weapon level with that weapon type. Most weapons only give one point of EXP per use (meaning using an entire Iron Sword gives 46 sword experience). Some of the heavier weapons like the Iron Blade and Steel Blade give two, but are so incredibly heavy that they are rather pointless to use unless your character is exceptionally strong/fast. The Devil Axe is unique in that it gives a whooping eight points of axe EXP per use. This means that if Raven were to use all 20 of the Devil Axe's uses at his starting axe level (E), by the time the weapon breaks he would have an S level in axes. It is also one of the most powerful axes you can get.

Unfortunately, it comes at a cost. The Devil Axe is "cursed", and can actually backfire on the wielder, dealing damage instead to himself instead of the enemy. The only way to avoid this is to have high luck (17 is considered to be the number a character must have before they are immune to the Devil Axe's backfire).

22. What is unique about the Swordslayer?

The Swordslayer is a Reaver-type weapon. However, it is also a weapon that was designed specifically to kill Myrmidons/Swordmasters. Normally, Swordreavers will allow you to damage Swordmasters pretty well, but their amazing speed and deadly accuracy will still usually leave you taking more damage, due to the inaccuracy of axes. The Swordslayer, however, has an incredibly high hit rate of 80, making it very unlikely to miss a Swordmaster. It also adds alot of bonus damage to the attack, effectively allowing you to kill Swordmasters in no more than two sweeps. However, there is only one that you can legitimately acquire in the game.

23. What about the Killer weapons?

The Killer weapons are pretty much like normal weapons, except that they have an added critical bonus. All critical weapons add a total of 30 percentage points to the wielder's critical rate, making almost anyone likely to pull off a critical attack. When used on characters like Swordmasters and Berserkers, it can make their critical rate so high that they will be likely to perform a critical attack almost every turn.

Aganar

10 years ago#7

24. What's special about the Brave Weapons?

Back at #10-11, I said that a character only attacked twice if his speed was four or more than his opponent's. Well, these are the exception. The Brave weapons will always double-attack, regardless of the speed difference between the two characters. However, if a character would normally double attack and uses a Brave weapon on an opponent, he will now attack four times. This makes the Brave weapons incredibly useful on bosses and in the arena.

25. Florina/Rebecca/weak character keeps getting killed in battle! Why do people keep saying they're strong?

All strong characters do not necessairily start out strong. Some start out quite weak, but because of their large stat growths they will become very strong with time. Your first problem is probably that you're expecting too much of your characters. Many characters are fragile, and you need to take care of them. For starters, you shouldn't be sending Florina at a group of bandits and expect to come out of it without a scratch. Remember that the weapon triangle means that the bandits have a hit advantage over her, and she will get hit very frequently, despite her high speed and luck. Remember that archers are never supposed to try to take out a bunch of enemies on their own, as they can only attack from medium-range. If you're going to send Rebecca to attack someone, get every possible advantage you can. Get her into a forest to increase her evasion. Put someone in front of her to block any direct damage. Don't send her against enemies that can counterattack. In time, she'll learn to take care of herself, but for now you have to take the initiative to protect her. Characters will never grow to be strong if you don't give them a chance. So just because a character seems initially weak doesn't mean that you should automatically ditch them for a stronger one. The weaker one may in time greatly outshine the stronger looking one.

26. What is arena abuse?

Fire Emblem contains a few locations scattered around certain missions called "Arenas". These are locations in which you send a character in to fight another character for a set amount of money. It is one of the fastest ways to raise your characters, and one of the best ways to raise money. However, it is also one of the riskiest ways to do both. The opponents you fight will usually be stronger than your characters. Your characters will be forced to fight with iron weapons, while the enemy can use everything from iron to silver. More importantly, your characters will fight to the death. You two don't each attack each other then win or lose depending on who took more damage. Two people enter, one comes out. Because of this, you want to make sure you never send in slow people into the arena (like Oswin), because the enemy will be able to damage him, and they'll double him so many times that before it even occurs to you to try to stop the match and get him out of there, he's dead. Also, it is very unwise to send characters at a triangle disadvantage into the arena, especially when there is a Swordmaster or Berserker in there. A general rule of thumb is that anything that can go wrong in the arena will, and an enemy with a 2% critical rate will activate, killing your character.

27. What happens if a character dies in an arena?

The same thing that happens if a character dies anywhere else. They die, and you lose them. You also lose the money you bet on the match (kind of a sick way of rubbing it in your face, isn't it?)

Aganar

10 years ago#8

28. What is the RNG?

The RNG stands for the Random Number Generator. It is what I briefly explained back at #4, and again at #8. The RNG is a preselected list of random numbers that are used to determine everything that happens within the game. When a character attacks, the game pulls two numbers from the RNG and averages them together. If the number is lower than your character's hit rate, the attack hits. If it's higher, it misses. Two more numbers are also chosen. Both will only occur if the attack is a hit. The first determines whether or not the attack is a critical hit (using the same method as for regular hitting), and the fourth number is used to determine if there is an OHKO. The RNG will determine pretty much everything in battle. When a character levels up, the RNG will also determine what stats the character will increase in. It takes several numbers from the list, then comparing them to the character's stat growths. If the number in the RNG is lower than the percentage of the character's stat growth, that stat will increase. If it's higher, it doesn't, and the next number is compared to the next growth percentage.

There is a way which people have found to explot the RNG that involves moving about in a certain fashion to determine if a number is higher or lower than 50, but I'm not going to bother explaining it here. The term "RNG-screwed" refers to a situation in which a character gets particularly unlucky with a set of stats. Since it's all random, a character with a 70% speed growth can still wind up with low speed. Conversely, a character with 30% strength growth can still wind up with incredibly high strength. So while alot of it is dependent on averages, luck has alot to do with it as well. The term "RNG-blessed" derives from someone getting incredibly lucky with a stat that is normally not high on a character.

29. What is an OHKO?

The OHKO refers to a skill that is exclusive to Assassins. In Fire Emblem 8, its official name was changed to "Silencer", but the fans had long since come up with its unofficial name. The skill is something with the probability of acting equal to half that of the assassin's critical rate. Thus, if a character's critical rate is 30, a number 15 or below will activate the character's critical rate. When this happens, the assassin will do a normal critical animation, but the second he strikes the screen will breifly flash red. The enemy will immediately die, regardless of whether or not any damage was actually done. Since it can wipe out any enemy in one blow, it was dubbed the "One-hit Knockout" or OHKO.

30. Who can use the Wo Dao?

Guy, Karel, Karla, and Lyn. The pattern there would suggest that any Sacaean can use it, however Rath cannot. It may just be that Guy, Karel, and Karla are Swordmasters, allowing them to wield any weapon while Lyn is a Blade Lord as well, and the fact that they're all Sacaean is purely coincidental.

31. What is the LA?

The LA is short for "Link-Arena", a multiplayer option in which players devise a team of up to 5 characters and have them duke it out in a turn-based fight against another player. The Link Arena is different from normal battles in that there is no field to fight on; the teams are simply right across from each other, individually challenging one another. The LA has become a sort of Elitist stage, allowing the best players to show off their "Uber" teams, and prove whose team is better.

Aganar

10 years ago#9

32. Why do people say that XX character is better than YY character in the LA?

People who fight seriously in the LA use teams in which all characters are at their maximum stats. Rather than focus on characters they like, they focus on characters who have the highest possible stat caps, support options, and the least amount of weaknesses. Because of the fact that all characters used in serious LA play are at max stats, there are quite a few characters who are left out. All magic users aside from Canas and Athos are ditched, due to the fact that at max stats, most characters' resistances will be so high that magic is ineffective (Canas and Athos, however, have access to the resistance-negating spell, Luna, leaving them effective). Other characters are left out because they have inferior support options, or have less constitution than their counterparts (Karel, for instance, is typically valued over Guy in the arena, due to the fact that Guy's only supports with people that are used in the arena are Karel and Rath, and having two Swordmasters in an arena team is risky. Karel, on the other hand, supports with Geitz and Dart, both of whom are very good characters at max stats, and also has more constitution than Guy, allowing him to wield heavier weapons without speed loss). Saint Cyan has a Link Arena FAQ that is worth consulting if you want to make an effective max-stat LA team.

33. What are the Mario Kart: DD items

The Mario Kart: DD items are items that were transferred from a Mario Kart: Double Dash bonus disk. This bonus disk was only received if you pre-ordered the game, and is no longer packaged with the game. So, if you don't have it, it is not easily attainable. Most of the items were stat boosting items, along with a few meager weapons (the only real notables of which were the Wind Sword and the Dragon Axe), as well as a holdable item that would give a character the Tactician's Bonus.

34. I've sat my two characters next to each other for XX turns, but their support ranking won't go up! Why?

Two characters cannot support if they have already supported on that map. Characters can only support once per level. Also, characters can only have a maximum of 5 supports. If Lyn has an A support with Eliwood, a C with Florina, and a C with Hector, her Florina and Hector supports cannot go up anymore. They're stuck. If you killed Florina, her support with Lyn would drop, allowing you to get to a B with Hector, but it could not get to an A. You also cannot kill Eliwood since he is a lord.

35. What are "HHM Bonuses"?

HHM stands for "Hector Hard-Mode", a quest which is unlocked when you complete Hector's normal mode. The enemies are much tougher, and there are alot more of them. But what's most important is that some enemies on HHM actually get random stat boosts to their starting stats to make taking them down more difficult. As such, recruitable characters which start out as enemies also get these bonuses, making them more powerful on HHM. The characters which gain these bonuses are Guy, Raven, Legault, Heath, Harken, Vaida, and Geitz. These bonuses are determined at the end of the previous level, so restarting the level because you don't like Guy's HHM bonuses won't change them.

Aganar

10 years ago#10

36. Why can't I go to Chapter 19xx on Hector's Mode?

You need to have played Lyn's mode, and during it gotten Nils to level 7. Then, during chapter 19x, you need to kill Kishuna in one turn. If you attack him and don't kill him by the end of that turn, he will teleport away.

37. Why doesn't the Earth Seal change my Pirate or Thief?

Pirates and thieves require a different item to promote. Pirates require an Ocean Seal, and Thieves require a Fell Contract.

38. Where can I get these?

The Ocean Seal is a 2x2 square two spaces to the left from the bottom-right corner in "Living Legend". The Fell Contract is obtained after beating the boss in "Night of Farewells". The Ocean Seal can also be bought in a secret shop in "Four Fanged Offense".

39. Why do Serra/Priscilla/Ninian/Merlinus gain levels in strength? They can't attack!

Serra and Priscilla can use magic upon promotion. It is unknown why Ninian and Merlinus gain points in those, since they can't attack in any situation. It may simply be that it is much easier within the engine of the game to give the character's a growth in a stat they can't use, rather than write a protocal telling the RNG to skip over that stat and cause a number of problems with references and coding.

40. Why can't I damage the final boss?

You probably forgot to train your lords. One would assume being required to use a character would mean you'd at least take the time to properly train them, but alas some people forget. Your lords are the only people who will have the right equipment to be able to effectively damage the final boss. If you didn't train them, they will be too weak to properly damage the boss without dying, and you'll have to rely on an alternative strategy (which I can't mentioned without containing a number of spoilers, so I'll stop here).

It's 2 AM right now, and that's all I can think of right now that people frequently ask, so that's all I'm going to put up right now. Feel free to ask anything else, and I or the other fellow vets of the board will be happy to answer.

AnotherNameless

10 years ago#11

WOW.

You must've been really busy! Yes. Sticky = must.

[Extra Note about Arenas]: I usually "pull my units out of harm's way" in arenas by pressing the B button when I think they might not take another hit. The trick is to time it right to press B when a "turn" ends (like the brief pause before they start fighting again). So fighting to the death is VERY VERY TRUE if you don't know when to stop.

I hope this helps a bit...

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There's a reason for everything.

Even no reason is reason enough.

EdTacticsMaster

10 years ago#12

... Just as a quick tidbit, when you mentioned Rescuing killing speed.

Speed and Skill both get shot when Rescuing, actually. If memory serves, I believe it cuts them down to, temporarily, half the max in that particular stat for the given character.

---

Hi. I'm your friendly Scouring Site Representative. Sorta. http://www.avidgamers.com/thescouring

EdTacticsMaster

10 years ago#13

[This message was deleted at the request of a moderator or administrator]

starx

10 years ago#14

15. What are the reaver weapons?

Reaver weapons are weapons that reverse the weapon triangle for that particular weapon type. For instance, a Lancereaver is a sword that is strong against lances, but weak against axes.

Somewhat important to note:

Reaver weapons double the effect of the weapon triangle, making it incredibly effective against that certain weapon type.

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Starx

Sparkie009

10 years ago#15

Also, flying units don't get terrain advantages.

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You should rely on your skills, not on your armour.

BlueYoshi579

10 years ago#16

Steel Sword, with a weight of 8

They have 10 Wt, but whatever...

Also, your Aid section was probably the least adequate of an otherwise fine FAQ.

Notes on Aid:

Mounted units LOSE Aid when their Constitution is increased, by either promotion or body rings. Male mounted units have a total of 25 Aid and Con. So, therefore, if Sain gains 2 Con upon becoming a Paladin, he will LOSE two aid, bring him to 14. If you then used all 3 Body Rings on Promoted Sain, you bring his Aid down to 8. Female mounted units are the same, except their total of Con and Aid is only 20. This only really affects Isadora and Vaida, as you shouldn't be compromising your Pegasus Knights by rescuing someone.

Also, did you mention the mine trick? because that would allow you to gain more Swordslayers and Brave Weapons than normal...which is a great boost to the LA.

---

There are few things more childish and immature than irresponsible violence just for the hell of it. ~ Blulum

BlueYoshi579

10 years ago#17

Ah, you did not. I shall add it.

The Mine Trick:

You first recieve a mine in Chapter 13, if memory serves. Anyway...to perform the mine trick, first set a mine on a space where you are certain the enemy will step, and finish your turn. Now, the instant your turn ends, get your fingers readied on the soft reset buttons (A+B+Start+Select). When then enemy steps on your mine, it will explode, sending a purplish gas geyser up into the air. SOFT RESET NOW. When you resume the chapter, the geyser will drop, and you shall control your enemies. Take this oppurtunity to throw away or sell useless enemy weapons. HOWEVER! If the enemy has a valuable weapon, look around for one of two things: A route that the enemy can take to Merlinus, or an enemy that drops something (it's name will glow green in their item screen). If you CAN reach Merlinus, then do so. However, it's generally plausible to put the item you want (A Silver, Killer, Wo Dao, Brave, or Rare Weapon) to the enemy with the "drop slot." Make SURE to put it in the "drop slot," which will generally be the first item slot, as weapons drop most often. Proceed to kill the enemy with his new found treasure. It will then become YOUR new found treasure. The most common items to use this on Are Swordslayers, Brave Weapons, The Wo Dao, AND VAIDA'S SPEAR. Vaida's Spear is a fantastic weapon, though hard to get your hands on. In Eliwood's mode, it's fairly simple. Set off the mine, soft reset, and have Vaida fly down to a Shaman who has Luna. It may hurt to give up such a nice tome, but you'll get more, and it's worth the loss. Vaida's Spear give +17 HP, +5 Power, +4 Skill, +9 Speed, +4 DEF, and +14 RES. Anyone who can use lances can eventually use it. And by the time you reach this chapter, any lancer you're serious about using should have B in Lances by now. The only exception is Eliwood, as he must promote to get Lances. Once he gets to B, he makes a fine weilder of the Uber Spear (The popular name for Vaida's Spear). He effectively gains 8 AS from it, and he'll be nigh impossible to kill with it. And he should be so, as you get game over if a lord dies. HOWEVER! Be warned: The Uber Spear has a mere 15 uses and a ranged attack, so it can break with ease. In the same chapter, IIRC, that you get the US, you get a staff called "Hammerne." it has 3 uses, and can fully repair anything else. The Uber Spear is a front runner for its treatment. Just make sure it has 1 use left, as you can't very well repair a bunch of splintered lance fragments!

You can get several mines in the course of a game. One you recieve from a crazy old lady in Chapter 13. When you recruit Heath, he has one on him. Save only one NPC/Green Soldier in Chapter 15 (Eliwood's tale) or Chapter 16 (Hector's tale), and they will have saved a mine from the vault. Enemies throughout the game also carry mines, so keep your eyes open and your thieves ready.

---

There are few things more childish and immature than irresponsible violence just for the hell of it. ~ Blulum

spartan3107

10 years ago#18

BUMP. this topic needs to be read.

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Main: Ice Rocker-Champion Server

Global Chat Handle- @spartan3107

MalcolmMasher

10 years ago#19

Various notes and nit-pickings.

Correct. There are no Phoenix Downs or other methods of bringing your characters back from the dead. If a character dies, they are dead.

There is an exception... during the tutorial, party members who have their HP reduced to 0 are merely wounded too badly to fight, and will return later on (with their stats and levels reset to default values, which are generally below average.)

Also, the Transporter does not permanently die when his HP are reduced to 0. Instead, he leaves the field until the next battle, and he won't gain a level.

Jeigan was powerful, but because he was promoted, he gained much less EXP than everyone else.

Accordin' to this FE1 mechanics FAQ thingy, experience gained from an enemy is based on the damage you dealt (if the enemy survives) or their fixed 'experience reward' (if you kill them). So Jeigan would presumably earn as much experience as anyone else.

14) While bows don't fit into the weapon triangle, all bows (except the Emblem Bow) are effective against flying enemies.

19) S rank also gives +5 Crit with that weapon type. A normal character can only get S rank for one type of weapon.

21) 160 axe EXP would only get Raven about halfway through B rank.

Normally, Swordreavers will allow you to damage Swordmasters pretty well, but their amazing speed and deadly accuracy will still usually leave you taking more damage, due to the inaccuracy of axes.

Nah, the Swordreaver does a pretty good job of giving the axeman the damage advantage - doubled weapon triangle is very nice. And axemen have high Strength, while swordmasters tend toward low Defense...

24) It's worth nothing that a Brave weapon's consecutive strike is not exactly like a regular double hit - the enemy doesn't get to counterattack after the first strike, only after the second.

26) While Oswin's unimpressive Speed certainly doesn't help, it's his high Defense that really kills him in the arena. If you have better Defense, the enemies have better weapons and better stats. The same applies for magic, although high level spells aren't that great, so it's not as much of a problem.

The skill is something with the probability of acting equal to half that of the assassin's critical rate. Thus, if a character's critical rate is 30, a number 15 or below will activate the character's critical rate.

Not quite - the game has a 4-RN sequence. First it draws two RNs and averages them to see if the attack hits. If it hits, it draws one to check for a critical. If it criticals, it draws one to check for an OHKO.

Note that the double RN for Hit means that hit rates differ from what is shown (hit rates above 50 are more likely than they say, hit rates below 50 are less likely). I haven't gone and tested it, but I'm pretty sure that the RN for Crit is drawn even if you have 0 Crit. And the RN for OHKO/Silencer is definitely drawn whether or not the character is an Assassin. It just serves no purpose unless they are.

These bonuses are determined at the end of the previous level, so restarting the level because you don't like Guy's HHM bonuses won't change them.

They're determined when you start the chapter. If RNs are drawn before a chapter begins - for movement during plot scenes, say you can alter the HHM bonuses by restarting the chapter and skipping the custcenes.

38) Worth pointing out that only Thieves are guaranteed to find the Ocean Seal; other units may or may not snag it.

This only really affects Isadora and Vaida, as you shouldn't be compromising your Pegasus Knights by rescuing someone.

Why not? The Pegs are handy rescuers, because they can fly, so it's easier for them to get out of enemy range.

---

Super Tact, GameFAQs home of FFT simulations.

http://boards.gamefaqs.com/gfaqs/gentopic.php?board=571942

Aganar

10 years ago#20

Feh. It was 2 AM, and I was too lazy to double-check everything I wasn't 100% sure about (I remember reading the HHM in an FAQ, but I guess it was wrong).

And I did remember wanting to put the mine glitch in, but it slipped my mind when the time came. Thanks for the additions/corrections!

-

HeaththeKing

10 years ago#21

The Uber Spear

The Uber Spear is the most poweful weapons in the game, to get it you must have a mine, and be on Ch24E(26H) the boss named Vaida carries it,

Step 1) Plant a Mine near an enemy, end turn

Step 2) When the Enemy steps on the mine, while loosing hp, reset the game, you now have enemy control

Step 3) Have Vaida trade to a wyvern by her, and make a chain until you get to the shaman with a droppable luna tome,

Step 4) Kill the Shaman, and the Uber Spear is yours

It boosts

hp+17

Str+5

skl+4

spd+9

def+4

res+14

43 (assuming The Mine Trick and The Uber Spear were 41 and 42). What is the "Triangle Attack"?

The Triangle Attack is an ability possessed only by the Pegasus Sisters. In Fire Emblem 6 it was also doable by the three Generals, but here it has been limited to just the Pegasus Knights. In order to trigger it, you must bring with you the three Pegasus Sisters, Florina, Fiora, and Farina (this means that they must all be alive). Since Farina is required, this can only be done on Hector's mode. Florina joins automatically in Lyn's mode, and rejoins at Chapter 16. Fiora is acquired on Chapter 19, and Farina at Chapter 25. To first initiate the Triangle attack, the three sisters must be enclosed 270 degrees around an enemy. They must be adjacent to him, so that they are all within one space of each other (or in other words, they all must be able to hit each other with a Javelin). If they are just getting to the enemy, two of the Pegasus Sisters must wait. The third one can then attack an enemy and initiate the Triangle Attack. The attack will be an automatic critical, and will do three times the normal damage of that character's attack.

Because the damage done is dependent on the character who initiates the attack, it is suggested that you use your strongest sister to attack. Also, while somewhat impractical, a Triangle Attack can actually be done three times in one turn. If all three Pegasus Sisters surround the enemy and remain there until the following turn (they can engage in a Triangle Attack, but they must still be there by the time the turn is over), they will be free to all attack on the following turn. Each attack by the sisters will be a triangle attack. This is helpful, although there aren't many situations in which this three-time Triangle Attack is really needed.

Alright, I'll do supports. Maybe once I've covered every conceivable inch of the game, they'll get around to stickying the topic.

44. What are Supports?

Supports are an option that appears once two compatible characters have stood by each other for a certain amount of turns. Once they have, an option appears on the menu called "Support", and allows the characters to engage in a conversation. After their conversation, their support level will go up. When a support is achieved, both parties are granted certain statistical bonuses based on their affinities as long as the two characters are within a longbow's range of each other. The support levels range from C to A.

45. What determines how long it takes for a support level to go up?

When two characters stand adjacent to each other, an invisible meter begins to tally the amount of points they've accumulated. Once the meter reaches 81 points, a C level support conversation can be achieved. At 161, a B level support. Finally, at 241, an A. Different characters have different starting values and different growths when standing next to each other, which explains why some characters can support faster than others. For instance, Lyn's support with Florina has a starting value of 76 and a growth rate of four, meaning that it will only take two turns of them standing together before they can reach a C support. It will only take a grand total of 42 turns for them to reach an A level. Matthew's support with Serra, however, has a starting value of 5, and a growth rate of 1. That means it will take 71 turns to get to a C rank, and 236 turns to finally get to an A.

46. How do I find the time to group the characters like that to get their supports up? Matthew will NEVER naturally stand next to Serra for 236 turns!

Most stages have a boss that stands still. In those cases, you can simply eliminate everyone but the boss, and end your turn over and over. The boss won't do anything, and your turns will start to accumulate. However, there is an even faster way. While that way works, you still have to wait every time for the boss to finish his turn (even if he doesn't do anything), depriving you of valuable time. However, on the levels where you must "Sieze the throne", you can have no enemies on the map and still use turns. Those levels are especially helpful for building up supports; since there are no enemies, there is never an enemy turn, and you can go through turns twice as fast.

47. How do I know what bonuses the characters will get from supports?

The bonuses are dependent on the supporting characters' affinities. Each affinity holds specific bonuses that become stronger as the support level increases. To calculate the bonuses (when looking at a specific table), one simply takes the bonuses given by both character's affinities, adds them together, and takes the average.

|Element|\_|POW|\_|DEF|\_|HIT|\_|EVA|\_|CRT|\_|CEV|

|Fire\_\_\_ |\_|\_1\_ |\_|\_0\_|\_ |\_5 |\_|\_5\_|\_|\_5\_|\_|\_0\_|

|Thunder|\_|\_0\_ |\_|\_1\_|\_ |\_0 |\_|\_5\_|\_|\_5\_|\_|\_5\_|

|Wind\_\_ |\_|\_1\_ |\_|\_0\_|\_ |\_5 |\_|\_0\_|\_|\_5\_|\_|\_5\_|

|Ice\_\_\_\_|\_|\_0\_ |\_|\_1\_|\_ |\_5\_| |\_5\_|\_|\_0\_|\_|\_5\_|

|Light\_\_ |\_|\_1\_ |\_|\_1\_|\_ |\_5\_| |\_0\_|\_|\_5\_|\_|\_0\_|

|Drkness|\_|\_0\_ |\_|\_0\_|\_ |\_5\_| |\_5\_|\_|\_5\_|\_|\_5\_|

|Anima\_ |\_|\_1\_ |\_|\_1\_|\_ |\_0\_| |\_5\_|\_|\_0\_|\_|\_5\_|

(Hope that's readable. Just took a half hour to format.)

So, at a C support for Wind and Ice, the bonuses will be as follows:

Pow: 0.5%

Def: 0.5%

Hit: 5%

Eva: 2.5%

Crt: 2.5%

Cev: 5%

Note that Fire Emblem always rounds down, so the bonuses in Wind and Defense are nulled. At an A support, they will each be 1.5%, but the game will round it down to 1.

48. I've had my characters together for XX turns. Why isn't their support level going up?

If a pair's support level has already risen once over the course of that map, it will not rise again until the next map. You can keep the units there as long as you desire, but they won't be able to support again. However, (someone feel free to correct me on this if I'm wrong) even if they have already had their support level go up, their overall points will still continue to accumulate.

It may also be that one of the characters has already gotten 5 supports. Every character can only have a maximum of five supports during one playthrough. Once they've hit that amount, it can't go any higher. Even if all of five of them are C's, you can't do anything more.

Finally, a character can only have one A conversation. If a character has already gotten an A with someone else, they can't get another.

49. Which characters can support?

Everyone except Athos is able to support (even Merlinus!).

50. What's the deal with Pent and Louise?

Pent and Louise are a predetermined couple. Because they are husband and wife (and therefore already at their max relationship status), they have an automatic A with each other. Therefore, the best either of them can get with anyone else is a B. However, to get their support conversations, they must talk during certain maps. The maps which they have to speak during (and it must be these maps, no substitutes) are Cog of Destiny (Ch. 27 Eliwood/29 Hector), Victory or Death (30E/32H), and Light Part 2 (Final Chapter).

51. How do you get to an A support with Renault? You only have him for two chapters!

The final chapter, Light, is a two-part chapter. A support can be acquired in the first part as well as the second, making his A level attainable.

52. What if I have a support with someone I don't want, and want to get rid of it?

The simple answer is that you can't. The complex answer is that if you let a character die, all of his/her supports will fade, meaning that if you happen to support with one character you absolutely despise, you could intentionally get him killed and have his support erased. However, this means that you have to specifically bring a character to a mission only to let him die. Also, if you have a conversation with a Lord, it can't be erased, meaning that Eliwood/Lyn, Eliwood/Hector, and Lyn/Hector supports cannot be erased during your playthrough.

3. Which characters are connectec to the characters of FE6?

Eliwood- Father of Roy. Also appears as a secret character.

Hector- Father of Lilina. Also appears as a secret character.

Barte- Father of Fir. Appears as a recruitable character.

Karla- Mother of Fir.

Karel- Uncle of Fir. Appears as a recruitable character.

Hawkeye- Father of Igrene.

Rath- Son of Dayan. Father of Sue.

Nino- Mother of Lugh and Rei.

Rebecca- Mother of Wolt, and apparently was also Roy's nanny.

Geese- Younger brother of Geitz.

Canas- Son of Niime, father of Hugh.

Pent- Father of Klein/Clarine.

Louise- Mother of Klein/Clarine.

Zephiel- Brother of Guinevere. Appears as a story character and a secret character.

Guinevere- Sister of Zephiel. Appears as a story character and a secret character.

54. What are the canon pairings in FE7?

The only "canon" pairings are Barte/Karla and Pent/Louise. Canas is already married in FE7 (and already with a son), and everyone else is left ambiguous.

55. But this evidence shows that this couple is clearly canon!

If Intelligent Systems had wanted you to know who Roy's mother was, they would have told you. FE6 was programmed prior to FE7, and thus anything that is told to you about Roy, Lilina, Sue, Hugh, Rei, etc.'s nonliving parent must be taken with a grain of salt because they had not yet thought up their parents. When they made FE7, they made characters, with the occaisonal cameo from the previous game or situation meant to lead into the next game. However, they did not go back and check every single piece of dialogue in FE6 for consistency; more importantly, part of FE7's charm was the idea that you were able to choose your characters' pairings.

Thus, there will always be things that will try to hint towards one thing or another. Hector and Lyn get a special conversation and a theme meaning they must certainly be the canon pairing, right? But that contradicts the ending, where Lilina is stated to be very shy. That would lean it more towards Florina. But some of Lilina's character traits lean neither towards Lyn OR Florina, but towards Farina. The whole thing is intentionally left ambiguous, and trying to find support for the pairing you happen to like does nothing more than try to change people's views to equal yours. If it makes you feel better knowing that you found some piece of evidence that leans towards Erk being Rei's father over Jaffar, then by all means enjoy it, but know that there are no canon pairings outside of the ones I have mentioned. Unless Nintendo releases an FE4 styled "Treasure" book, there never will be canon pairings. And if there were, it would diminish the quality of FE7's support system, as it would make all non-canon pairings in the eyes of some players obsolete, because they want to go the way the story is supposed to go.

There, got that question out of the way once and for all.

56. Who is the best magic user?

Canas. Ask Saint Cyan if you want proof.

57. I can't get a certain song in the sound room!

Before you complain about not having a complete sound room, you need to have played through Eliwood and Hector's tales. Hector's tale contains a few themes not found in Eliwood's. As for the hard-to-get themes:

#79- Get Eliwood and Ninian to an A support before Cog of Destiny. Their dialogue afterwards should unlock the theme.

#81- Get Lyn and Hector to an A support before Battle Preparations. During BP, have them talk to unlock the theme.

#96- When tracks 1-95 are unlocked, this one will then unlock.

#99/#100- These were traditionally unlocked through the Mario Kart bonus disk. However, someone has claimed to have unlocked them without the bonus disk by playing through Eliwood's Normal & Hard mode and Hector's Normal & Hard mode.

58. Which chapters have arenas?

The Port of Badon (16xE/17xH), New Resolve (20E/21H), Four-Fanged Offense (23E/24H), and Battle Preparations (29xE/31xH). However, Battle Preparations has a five-turn limit, so using the arena is unwise unless you have a character badly in need of an emergency level or two.

59. Where are the secret shops?

Ch.19E/20H: One is at the bottom right corner of the map, and the other is at the right-most tile of the top-left strip of plains.

Ch.21E/22H: In the top-left corner of the top-left room (to the left of the pillar).

Ch.23E/24H- Lloyd: In the northwestern portion of the map, there are five forests, three enterable and two not, that form a cross. The tile northwest of the cross under the exposed Earth and to the right of the mountains holds the secret shop.

Ch.23E/24H- Linus: The lone forest on the Eastmost island.

Ch.29E/31H- In the bottom-left tile of the 2x2 grid of plains at the southern edge of the map.

60. What is the "arena trick" with Ninian?

Even though Ninian will be used 90% of the time to dance for a character who has already moved, she can also use her rings to temporairly increase a character's stats. Nini's grace will increase a character's defense and resistance for one turn. Filla's Might will increase a character's attack, and Thore's Ire will increase a character's critical rate. Because the arena is a fight to the death, having extra defense and resistance makes the battles alot easier, making using Nini's Grace on characters before entering popular. Normally the effect is only supposed to last for a turn. However, a glitch will allow you to keep the effects of the ring for as long as you desire, making arena abusing alot easier.

The method to do the glitch is as follows:

1. Have Ninian cast Nini's Grace onto the character you want to arena abuse.

2. Position two characters with high aid outside the arena horizontally (Paladins and Fliers work well).

3. Send your character into the arena.

4. Use the first character positioned outside the arena to rescue the character in the arena.

5. End your turn.

6. Use the character positioned next to the character who rescued the guy in the arena to take the character and drop him somewhere.

7. Heal the character if he is hurt.

8. Have Ninian dance for the character.

9. Repeat steps 1-8 for as long as desired.

As long as the character remains rescued by the end of the turn, he/she will never lose the effects of the ring.

61. What are "unmaxable" stats?

Unmaxable stats are stats which you cannot legitimately max. Even RNG abusing to get your characters perfect level ups and stat-up items, there are some stats which the programmers neglected to realize cannot hit their cap with certain characters. If you see a person who has capped these stats, they have used a Gameshark or some other cheating device. The characters and their uncappable stats are as follows:

Athos- Speed (max 24, cap 25)

Jaffar- Luck (max 23, cap 30)

Merlinus- Strength (max 4, cap 20)

Renault- Strength (max 20, cap 25), Resistance (max 26, cap 30), Luck (max 20, cap 30)

Vaida- Resistance (max 21, cap 23), Luck (max 28, cap 30)

62. "What does 'Prf' mean?"

"Prf" means "Preferred". These are weapons that only certain characters can use. The preferred weapons are the Rapier, the Wolf Beil, the Mani Katti, and the Forblaze; they can only be used my Eliwood, Hector, Lyn, and Athos respectively.

63. Why can't I enter a Secret Shop?

To enter one of the secret shops, you have to have a character equipped with a Member Card. The only Member Card in the game is found on Ch.19 E/Ch. 20 H, "Dragon's Gate". A theif will appear on turn seven, and attempt to run away. The game makes it very easy for you to get this item, as this chapter is the same chapter in which Legault appears, so even if Matthew died or you forgot to bring him you can recruit Legault and use him. Lyn and the primary Lord can recruit Legault, so it's best to try to get to him quickly.

64. Why do Matthew and Legault lose their ability to steal upon promotion?

Thieves have traditionally not had a promotion. If you wanted to be able to steal, you brought a thief, regardless of whether or not he was "weak". However, with Fire Emblem 7, Intelligent Systems decided to turn Thieves into potential combat units by adding the "Assassin" class. This would hopefully allow players to use thieves, typically well-liked characters, for longer periods of time without dumping them once everyone else began to promote. However, the first assassin we meet in this game in Jaffar. For story purposes, it makes no sense for Jaffar to have the ability to steal, since Assassins are not typically trained for petty theft; they are trained solely to kill. I'm speculating then that in order to keep the Assassin class from seeming overpowered (Being able to steal, use lockpicks, and use the OHKO may be a bit too good), and to be able to use the same class module for all three assassins, the ability to steal was dropped. It makes no logical sense why Legault and Matthew should forget how to steal simply because they become assassins, especially since assassins should be even sneakier than thieves, but we can forgive that. The game doesn't have anything worth stealing after Night of Farewells, anyway.

65. How does Merlinus gain experience?

For every level you choose to bring Merlinus, he has a chance to level up. All you need to do to ensure that he levels up is not let him die. If he takes too much damage in battle, he will retreat, and you will lose the ability to send inventory to him. If he survives the chapter, he will instantly level up in the next one. This, however, only applies to his tent form. Once he upgrades to the wagon, he only gains experience by dodging.

66. Why didn't Athos give me Afa's Drops?

Athos gives Afa's Drops to the Tactician. You are only required to have a tactician within your first playthrough. After that, the game gives you the option of creating him or not. If you choose not to, the characters will not address you in combat, as there is no tactician. Similarly, Athos won't have anyone to give the drops to. So, if you want them, you have to make a tactician at the beginning of the mode.

7. Why is it some characters die in battle but don't quite "die"?

Some characters need to remain alive for story purposes. So, if Ninian happens to die, she will only be unuseable in battle. But, since she's an important story character, she will still be alive to fufill her part in the story. This also applies to Nils and Athos.

There are also a few characters who have to remain alive to allow characters in FE6 to exist. So, if Barte happens to die in battle, Marcus will inform Eliwood (or someone will inform Hector, I presume) that he will be unable to assist in battle any longer. The other characters who should (presumably) have this applied to them are Pent, Louise, Rebecca, Nino, Rath, Karla, Marcus, and Karel. However, I have only confirmed Barte.

Alternately, characters who die in Lyn's mode will flee and not be useable again until they reappear in Eliwood and Hector's modes. However, that is a gameplay mechanic and not a story one.

68. How can Athos have an "S" in all forms of magic?

He's an Archsage. He is above normal classes, and is not bound to their limitations. Thus, he does not have to worry about having only one S, one A, one B, and one C.

69. What's the difference between a dragon and a wyvern?

Nothing, actually. The decision to name the ridable dragons "wyverns" was made on behalf of Nintendo of America. It is assumed that this change was made for the sake of story consistency. It makes no sense why everyone is so shaken up about the prospect of dragons reappearing when they're already facing soldiers riding dragons. It could be argued that the dragons supposodely being summoned are far more fierce and monstrous as opposed to the modern, smaller dragons that have been trained by the Dragon Riders, but it is still an inconsistency. NOA was probably hoping to be able to make a distinction between wyverns and dragons to make the story more plausible.

Running out of juice...could really use some help with bumping. Any type of serious question, please ask. I want the FAQ to be as complete as possible, to avoid the same type of topics from being asked.

70. What gender is Lucius?

Lucius is a guy. Erk is a guy. Vaida is a woman.

71. Is Chi in this game?

That would be Ninian, not Chi.

72. How do I boss abuse?

Find a level in which the boss is stationed on a castle or fort. Send a unit who can survive an attack from the boss, and have them wait within his range. The next turn, the boss will attack, your unit will counter-attack, and the turn will end. Heal your unit if he was hit, and move him out of range of the boss. Because the boss is on a fort/castle, he will slowly heal his HP. The experience your unit gained from attacking the boss is quite high, and you can continue to keep attacking the boss without killing him for alot of experience. The most common example of doing this is on Lundgren in Lyn's mode, to the point where all of her units are at level 20, and will be received that way on Eliwood's mode.

Beware that Boss abusing is almost like arena abusing, but without much of the risk, making it even cheaper. It can take away alot of the game's challenge, and consequently the game's fun.

73. Why do people say that the Killing Edge is better than the Wo Dao?

The Wo Dao's usefulness comes from its light weight, and its high critical rate. However, the fact that its lighter also makes it slightly less powerful than the Killing Edge. It also is rather useless, based on who it comes with. The Wo Dao can be acquired by recruiting either Karel or Karla. The Wo Dao would work great on Guy or Lyn, because their con is so low that they lose a point of speed when wielding the Killing Edge, while they can wield the Wo Dao without any speed loss. However, Karel and Karla have cons of 9 and 8 respectively, meaning they can lift the Killing Edge's 7 weight without any speed loss anyway, making the lighter Wo Dao somewhat pointless to give them.

The Wo Dao has the advantage over the Killing Edge that it has 5% more crit than the Killing Edge. However, it has only 8 might, while the Killing Edge has 9. So, what it essentially boils down to is that your character will critical 1 out of 20 times more if he was wielding the Wo Dao instead of the Killing Edge, but will be doing anywhere from 1 to 6 less damage (1 if he hits once, 6 if he manages to double-attack and critical both times).

The final reason the Wo Dao may be considered inferior to the Killing Edge is that it is very difficult to acquire. You can only get two Wo Dao's legitimately, and one or two more using the Mine Glitch. The Killing Edge, however, can simply be bought in stores.

So, it's up to you to decide which one is better. The Killing Edge, for the most part, will work better in the hands of someone like Karel or Karla, for the sake of it dealing better damage. The Wo Dao, however, may work well for someone like Guy or Lyn, who may need to rely on the 5% critical a bit more.

73. What determine my rankings?

Your overall rank is an average of the five sub-rankings you get as you play the game. The sub-rankings are dependent on the following:

Tactics- How quickly you complete the map. You'll want to play aggressively if you want to have a high rating here. Arena abuse will totally demolish your tactics rating.

Survival- How much of your team is alive. Even losing a few characters can severely bring down this rating. If you want it to remain high, restart a chapter whenever someone dies (or don't let them die in the first place).

Funds- How much money you have, or the overall worth of your inventory. This is the most difficult rating to keep up, since you essentially have to save almost everything you get. Keeping it high often means you won't be able to promote characters like Matthew or Dart, because their promotion item is of such high value that using them would be a huge capital loss.

Experience- How much EXP is gained by your units. To keep this high, you need to use unpromoted units in most of your battles. Prepromotes (and Rath, in Lyn's mode) will gain much less EXP than everyone else; relying on them will get you a very low EXP score.

Combat- How you do in combat. Dishing out lots of damaging and taking little in return is essentially how you keep this rating high. Characters who take lots of damage without really being able to return it will drag this rating down, so you'll need to keep weaker characters behind stronger ones or in high-evasion terrain to do as well in combat as possible.

74. What determines who talks to me about my ranking at the end of the game?

The person who will comment on your overall ranking at the end of the game depends on whom you gave your Afa's Drops to. At the moment I am unsure who the default person is (i.e. who talks to you if you didn't use or get Afa's Drops).

75. What's with terrain?

Every type of terrain has certain statistics that will give your characters bonuses in combat. Some, like plains, won't give you anything. Others will give you minor bonuses in defense or avoid as long as you remain on them. The bonuses for each type of terrain are as follows:

Arena: Def- 0; Avoid- 10

Armory: Def- 0; Avoid- 10

Desert: Def- 0; Avoid- 5

Forest: Def- 1; Avoid- 20

Fort: Def- 2; Avoid 20

Gate: Def- 2; Avoid 20

House: Def- 0; Avoid- 10

Inn: Def- 0; Avoid- 10

Lake: Def- 0; Avoid- 10

Mountain: Def- 1; Avoid- 30

Peak: Def- 2: Avoid- 40

Pillar: Def- 1; Avoid- 20

Plains: Def- 0; Avoid- 0

Ruins: Def- 0; Avoid- 10

Sand: Def- 0; Avoid- 5

Sea: Def- 0; Avoid- 10

Throne: Def- 3; Avoid- 30

Vendor: Def- 0; Avoid-10

Village: Def- 0; Avoid-10

76. Anything else I should know about terrain?

- Mounted units cannot cross mountains. Period. Some units will take longer than others to cross them, based on their movement and unit type.

- Flying units ignore all terrain bonuses, so thinking that putting Florina in a forest will let her take on a horde of units can lead to large problems (though it may give you some satisfaction knowing then that Florina managed to dodge all of the units on her own)

- Berserkers and pirates are the only ground units that can walk over water. They also have an easier time traversing mountains.