

Fire Emblem: The Forum Journeys

Elf's Mainline Game Classes Supplement

**(WARNING: CURRENTLY MOSTLY UNTESTED, MAY NOT PLAY
CORRECTLY WITH OTHER SUPPLEMENTS OR CURRENT
HANDBOOK MECHANICS)**

Version 1.0, for use with PHB 3.Elf/3.0+

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~How to Use this Book~

This supplement is designed for who do want to implement a few extra classes into their game but are not ready for the crazier classes found in my other supplements. Instead, this supplement endeavours to place into the game some classes that already exist within the game's canon, such as the Apothecary and War Cleric, that have been employed in previous FEF games but have not yet been given a formalized place. As with every other supplement if I have written, please do not pressure a GM that does not want to use this to use this; this is very much written for GMs who want to add a little non-vanilla flavor to their FEFs but are not ready for the radical expansions my other works provide.

Later editions will include some Class Skills from earlier versions of FEF revamped to fit with the new meta, such as Corrosion and Reinforce, but for the moment, the primary focus will be classes that exist in FE mainline games. As such, do not ask for classes exclusive to spinoffs; while some, such as Mage Flier, have made their way into the guide, further expansion will not be guaranteed. This supplement is designed to be less paradigm-shifting than my other works, and I intend to keep it that way.

In this guide, we will discuss the following:

- Additional Character Skills
- Additional First Classes
- Additional Promoted Classes
- Associated unique weapons

~Class Trees~

Drifter/Thief or Spy Trainee	Thief/Spy	Adventurer
Fighter/Axe Trainee	Barbarian	Warrior
		Berserker
	Oni Savage	Blacksmith
		Oni Chieftain
Initiate/Sword Trainee	Myrmidon	Master of Arms
Mage Pupil/Anima Trainee	Mage	Mage Flier
Priest Trainee	Priest	Great Master
		War Cleric
Recruit/Soldier Trainee	Soldier	Halberdier
	Quartermaster	Transporter
		Great Merchant
Rider Trainee	Cavalier	Wolf Knight
	Pegasus Knight	Dark Flier
		Mage Flier
	Nomad	Nomad Healer
	Wyvern Rider	Malig Knight
Scout/Archer Trainee	Apothecary	Nomad Healer
		Great Merchant

Shaman Pupil/Dark Trainee	Shaman	Dark Flier
	Necromancer	Malig Knight

~Character Skills~



Aegis

Free Skill, Chance Effect

When suffering an attack from Range 2 or above, there is a (SKL+LCK)% chance to reduce the damage dealt by half.



Aegis+/Pavise+

Cost Skill, Chance Effect

When suffering an attack, there is a (SKL+LCK)% chance to reduce the damage dealt by half.



Desperation

Free Skill, Passive Effect

When making an attack or counterattack, if you are $\leq 30\%$ HP, you may make any follow-up attacks before the enemy counterattacks.



Desperation+

Cost Skill, Passive Effect

When making an attack or counterattack, if you are $\leq 40\%$ HP, you may make any follow-up attacks before the enemy counterattacks, and you gain 15% crit.



Dragon Ward

Free Skill, Chance Effect

When an adjacent ally suffers an attack, there is a (SKL)% chance, based on your stats, to reduce the damage by half, once per Phase.



Dragon Ward+

Cost Skill, Chance Effect

When an adjacent ally suffers an attack, there is a (SKL+LCK%) chance, based on your stats, to reduce the damage by half, once per Phase.



Fury

Free Skill, Activated Effect

You may activate this Skill at the beginning of the Player Phase to gain +5 Hit/Eva/Critical/Dodge, but lose 5 HP at the end of each combat. This Skill will not activate at 5 HP or under and will automatically deactivate.



Pavise

Free Skill, Chance Effect

When suffering an attack from Range 1, there is a (SKL+LCK)% chance to reduce the damage by half.



Rend Heaven

Free Skill, Chance Effect

During an attack, you have a (SKL+LCK)% chance to deal additional damage equal to half your enemy's STR or MAG stat matching your current damage type.



Trailblazer

Free Skill, Passive Effect

Penalties for moving into forest, desert, deep snow, and hills tiles are reduced by 1. This unit suffers no ill effects from weather or terrain.



Vengeance

Free Skill, Chance Effect

During an attack, you have a $(SKL+LCK)\%$ chance to add half of your missing HP to your attack as bonus damage.

~First Classes~

Apothecary

While cities may have access to stores of medicinal and pharmaceutical herbs with ease, distant settlements require regular supply deliveries. As such, brave Apothecaries make their way between settlements, delivering vital herbs and medicines to those who most need it – for a price, of course. Lest one think they are easy pickings, however, an Apothecary carries a bow for a reason, and more than one thief has come away from an encounter less an eye and without their potential quarry. Furthermore, Apothecaries, with their access to medicines and nomadic lifestyle, are naturally healthier and more robust than others, lending them a natural level of durability unrivalled by their more sedentary peers.

Weapon Skill: Bow (C)

Preferred Stats: Defense, Resistance

Starting Weapon: Iron Bow

Promotes from: Archer Trainee

Promotes to: Great Merchant, Nomad Healer



Skill:

Potent Potion:

Consumable items are boosted when administered by the Apothecary:

- Healing items are x1.5 effective.
- Stat-boosting items grant +5 battle stats/+1 character stats and last 1 extra turn.

Quick Salve:

The Apothecary can deploy consumables as a free action.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	4	1	5	4	4	1	4	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+1	0	+2	+2	0	0	+4	+4	5

Barbarian

The frontiers are harsh, dark places, not fit for human inhabitation—for the most part. Only the most intrepid of merchants or the most fearsome of bandits would dare venture out into the wastes. Yet through the sheer tenacity of humans, some still see fit to eke a living out in the wastes. Barbarians live on the very fringe of society, living harsh lives beyond the scope of civilization, and in the process having tougher, fiercer bodies than those within society proper. Channeling their skills at the very edge of life and death, Barbarians can enter a fury so profound that their foes are sent to flee. Yet, at the end of the day, Barbarians are but people; though life has been harsh to them, when the call comes to collect, they are as capable of stepping up to the occasion as any.



Weapon Skill: Axe (C)

Preferred Stats: Speed, Strength

Starting Weapon: Iron Axe or Hatchet

Promotes from: Axe Trainee

Promotes to: Berserker, Warrior

Special: Raid

Skill:

Savagery

While the Barbarian's HP is under 75% of his MHP, +2 damage before defense calculations. This bonus doubles under 50% MHP, and again under 25%.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	7	0	5	1	3	0	2	10	9	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	+1	0	0	0	0	+4	+4	5

Oni Savage/Kijin

In distant lands, the inhabitants wear fearsome masks to intimidate their enemies and forsake armor in favour of their own gargantuan physiques. Such is the preserve of the Oni Savage, occasionally known as a Kijin. Often picked from the strongest of their tribes, the Oni Savage marches into battle with a mask hewn from a fearsome visage and uses their superior strength to smash away the enemy's resistance; so powerful are their blows that their enemies are left defenseless for the pickings. Underestimate not their lack of armor – in a protracted fight, the Oni Savage will remain standing long after you have fallen.



Weapon Skill: Axe (C)

Preferred Stats: Defense, Resistance

Starting Weapon: Iron Axe or Hatchet

Promotes from: Axe Trainee

Promotes to: Oni Chieftain, Blacksmith

Skill:

Shieldbreaker:

After combat, enemies take 5 extra damage from incoming attacks, taking 2 less damage every passing Turn until the effects of *Shieldbreaker* are negated. *Shieldbreaker* applies during the combat it is first applied. *Shieldbreaker* cannot be stacked, but its duration refreshes if reapplied.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	6	2	3	2	5	2	2	9	8	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	0	0	+2	+2	0	+3	+3	5

Quartermaster

It is said that amateurs learn strategy and professionals learn logistics. An army marches on its stomach, and the moment an army runs out of supplies is the moment the army falls. Any good army holds a Quartermaster in high regard. The Quartermaster is in charge of the supplies of the army, whether it is storage, distribution or when required, defense. While in the past, Quartermasters might have remained defenseless and almost immobile, the requirements of the modern battlefield require them to be able to defend themselves when necessary; as such, even the plumpest, baldest-looking Quartermaster is capable of hefting a lance twice their size to run through the nearest unfortunate fool seeking to make a supply raid.



Weapon Skill: Lance (C)

Preferred Stats: Defense, Resistance

Starting Weapon: Iron Lance

Promotes from: Lance Trainee

Promotes to: Great Merchant, Transporter

Skill:

Supply Tent:

The Quartermaster has 2 extra inventory slots. This skill stacks with *Deep Pockets*.

Rations:

If the Quartermaster has not engaged in combat for at least one Phase, they regain 10 HP per turn.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	4	0	3	3	5	2	2	9	8	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	0	0	+2	0	+2	0	+4	+4	5

~Promoted Classes~

Adventurer

While some Thieves prefer the usual method of cat burglary, sneaking through the back door and stealing anything not bolted down, others prefer the usage of guile and charm. The Adventurer prefers a more genteel touch, charming the mark into lowering their guard before taking them for all they were worth, Relying on luck and indirect methods more than their cousins, the Adventurer is not entirely defenseless when chips are down; in addition to the knives they carry, swordplay and staff usage are employed by the Adventurer, to further add to the confusing arsenal an Adventurer possesses.

Weapon Skill: Hidden (B), Sword (B), Staff (B)

Preferred Stats: Luck, Magic

Promotes from: Thief (if using PHB 3.Elf) /Spy (if using PHB 3.0)

Promotion Item: Treasure Mark

Skill:

Lucky Seven:

Once per turn, the Adventurer may raise two of their Hit, Critical Rate, Evasion or Dodge by 7 as a free action. This Skill remains active until the Adventurer changes the stats they are raising, the Adventurer is reduced to 0 HP or they are Silenced or their skills otherwise deactivated.

Fleetfoot:

The Adventurer pays 2 less MOV to pass onto difficult terrain, up to a minimum of 1.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+1	+3	+4	0	0	+2	+3	+3	6



Blacksmith/Kaji

Masters of craftwork and combat, the Blacksmiths are skilled warriors from the same sort of tribes that the Oni Savage calls home. Also called *Kaji*, Blacksmiths specialize in targeted strikes that dull the enemy's blade, weakening their strikes against the Blacksmith's already considerably mighty constitution. Furthermore, their craftsmanship is such that the Blacksmith's armor is often superior to the poor craftsmanship of others, withstanding blows that might fell others.

Weapon Skill: Sword (A), Axe (A)

Preferred Stats: Skill, Defense

Promotes from: Oni Savage

Promotion Item: Hero's Crest

Special: Armored

Skill:

Swordbreaker:

After combat, enemies deal 5 less damage with all sources, dealing 2 extra damage every passing Turn until the effects of *Swordbreaker* are negated. *Swordbreaker* cannot be stacked, but its duration refreshes if reapplied.

Endurance:

The Blacksmith's Armored bonus is increased to 4+10% against physical attacks.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+8	+1	0	+1	0	+4	0	0	+4	+4	6



Dark Flier

Descending from the heavens in a burst of shadows, the Dark Flier is a force to be reckoned with. Combining the shadowy might of chaotic elder magic, and the swiftness of their mount for momentum, the Dark Flier relies on blitzing past their opponents with unfathomable speed and strength, and sending their enemies into disarray before they can retaliate. Speed is of the essence with a Dark Flier; striking fear into the hearts of those who they oppose is their sole defense against anything that does not need magic to retaliate.

Weapon Skill: Lance (A), Dark (A)

Preferred Stats: Magic, Speed

Promotes from: Pegasus Rider or Shaman

Promotion Item: Fell Contract



Special: Pegasus, Dismount/Canto, Walking on Air

Skill:

Galeforce:

After defeating an enemy in a combat they initiated, the Dark Flier gains +1 DMG and +2 HIT to a maximum of +5 DMG/+10 Hit per enemy defeated in initiated combats. If the Dark Flier is downed or fails to down an enemy they have initiated combat against, their Galeforce bonus resets.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+3	+2	0	0	0	+3	+4	+4	6

Great Master / Head Priestess

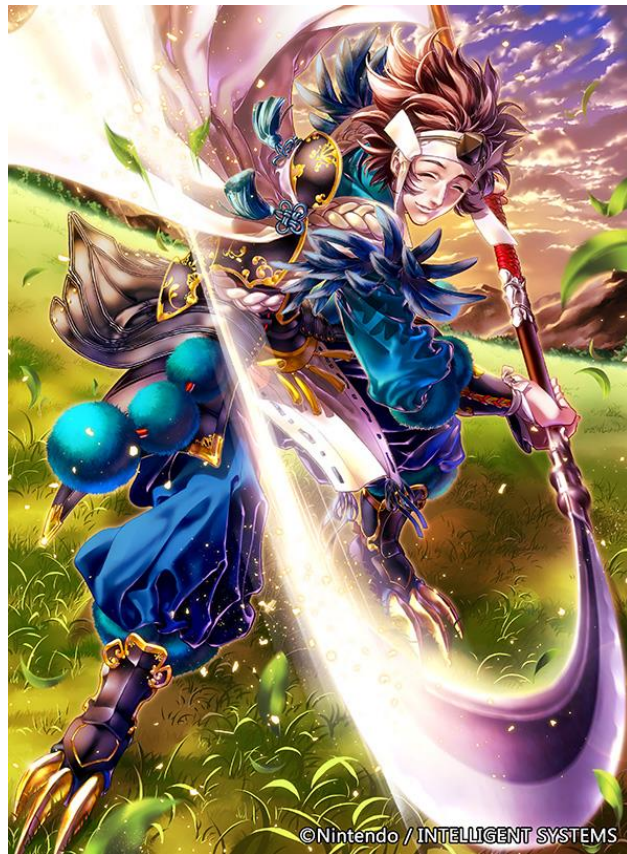
Practicing martial arts in conjunction with healing arts, the Great Master possesses a deceptively weak countenance. Unlike their Bishop cousins, they lack strength in the magical arts, preferring instead to strike down those foolish enough to attack them with a lance. Moreover, their practice is such that they have gained strength to resist and even counter magical attacks with ease, lending them to being able to repel would-be magical attackers. As such, a Great Master is often found defending their charges rather than staying at the backline to heal those retreating, one hand healing and one hand keeping dark forces at bay at the tip of a spear.

Weapon Skill: Lance (A), Staff (A)

Preferred Stats: Resistance, HP

Promotes from: Priest/Cleric

Promotion Item: Faith Icon



Skill:

Countermagic:

When the Great Master takes damage targeting their RES, they have a SKL% chance of returning this damage as if they had Counter. Countermagic does not stack with Counter; if one activates, the other does not.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+8	0	0	0	0	+2	+4	0	+4	+4	6

Great Merchant

The pursuit of profit is, for some, the highest aim of all. The Great Merchant seeks profit, through selling necessary, if slightly shady, wares to those in need of them. Nothing satisfies them more than a deal closed, and nothing comforts them more than the heaving cabinets on their backs being empty of the vast amount of wares. Yet, despite their propensity towards finance rather than profit, they too are capable of fighting; in addition to a bow, the Great Merchant uses lances, if nothing else since, as a long sharp stick, it is both easier to learn how to use and easy to fashion in an emergency.

Weapon Skill: Lance (A), Bow (A)

Preferred Stats: Defense, Skill

Promotes from: Apothecary or Quartermaster

Promotion Item: Guiding Ring

Skill:

Herbalism:

The Great Merchant may use their main action to draw a consumable item based on their terrain and select a result. They also gain *Quick Salve* upon promotion if they did not already have it.

- Plains/Floor/Special Terrain: Vulneraries, Venom Vials and Concoctions
- Forests/Forts/Hills: Status Restoring Items bar Nul Needle
- Hill/Mountain/Sand/Desert: Temporary Buff Items

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+3	0	+2	+3	0	0	0	+4	+4	6



Halberdier

Some Sentinels, instead of specializing in defensive work, prefer to dive into the middle of the enemy ranks, using the leverage of their lances and their newly found love of axes to clear a path for their comrades. The Halberdier serves as the unstoppable force to the Sentinel's immovable object, charging through the enemy line and breaking through their defenses with the ease of a hot knife through butter. While frailer than Sentinels, they make up for it through power and speed.

Weapon Skill: Lance (A), Axe (A)

Preferred Stats: Strength, Speed

Promotes from: Soldier

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Luna:

The Halberdier gains Luna upon promotion. If the Halberdier already has Luna or Luna+, they may pick a different Free Character Skill.

Impale:

On a critical hit, Halberdiers ignore enemy DR bonuses, including from Armored, any equipment or terrain modifiers, and any buffs.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	0	+4	0	0	0	+3	+4	+4	6

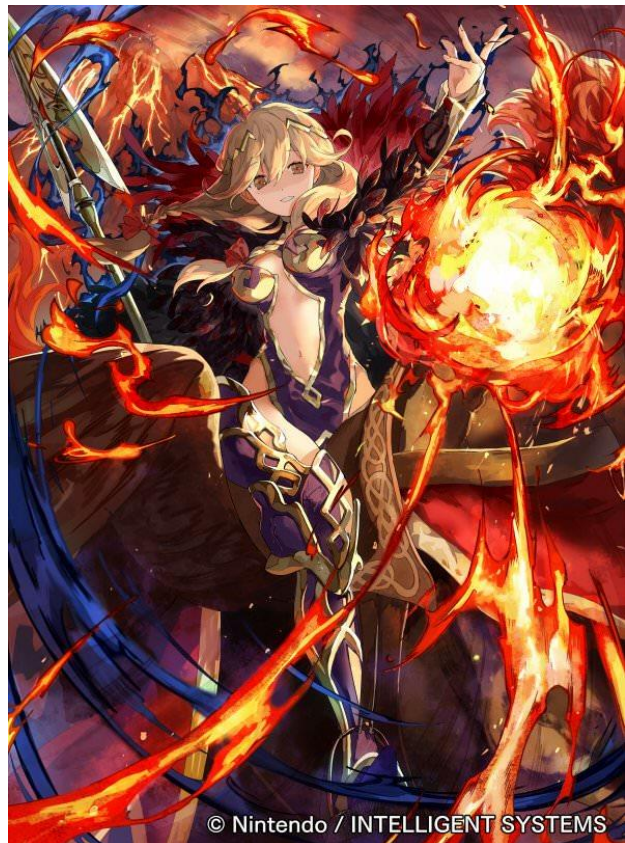


Mage Flier

Pegasi have a natural resistance to magic, unlike most animals, lending them to being used to fight mages. Mage Fliers are paradoxes in this respect; a mage, atop a pegasus, seems rather odd. Their unique properties, however, make them uniquely suited to fighting other mages; their speed makes them able to evade magical assault, while being skilled mages themselves allows them to counter magical assault with their own abilities. With a hail of fire from above, the Mage Flier storms the battlefield.

Weapon Skill: Lance (A), Anima (A)
Preferred Stats: Resistance, Magic
Promotes from: Pegasus Knight or Mage
Promotion Item: Guiding Ring

Special: Pegasus, Dismount/Canto, Walking on Air



Skill:

Warding Blow

When the Mage Flier initiates combat, +5 DMG and +5 RES.

Banish:

The Mage Flier gains WTA against Monsters, Undead and Levitation units.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+3	0	0	+4	+1	+4	+4	6

Malig Knight/Revenant Knight

The dark arts are not often used to enhance living beings, but Necromancers have learned the art of communing with the dead. Malig Knights are the result of such communion; by resurrecting dead Wyverns, the Malig Knight is able to create a fearsome mount that strikes fear in all who oppose them; with a mastery over dark magic as well as physical weapons, the Malig Knight's fearsome countenance has been the subject of many a nightmare – that is, of those unfortunate few that survive an attack by one.

Weapon Skill: Lance (B), Dark (B), Axe (B)

Preferred Stats: Magic, Defense

Promotes from: Wyvern Rider or Necromancer

Promotion Item: Fell Contract



Special: Wyvern, Dismount/Canto, Walking on Air

Skill:

Savage Blow:

After combats at 1 range initiated by the Malig Knight, all adjacent enemies take 5 unresisted damage. This damage cannot kill. This does not activate *Draw Life*.

Condemn:

Against grounded units, +3 DMG and +3 DR. Condemn has no effect against Levitating units.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	0	0	+4	+2	0	+4	+4	6

Master of Arms

Some Myrmidons prefer to seek mastery of multiple weapons instead of merely the sword, and in so doing, master the lance and the axe. Masters of Arms are skilled at holding the line, shifting between weapons and fighting styles to disorientate their enemies. In the face of certain death, a Master of Arms can even cut loose, risking life and limb to strike down their opponent. Such a risk is calculated, however; the Master of Arms is not called a Master for nothing,

Weapon Skill: Lance (B), Sword (B), Axe (B)

Preferred Stats: Defense, Skill

Promotes from: Myrmidon

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Life and Death:

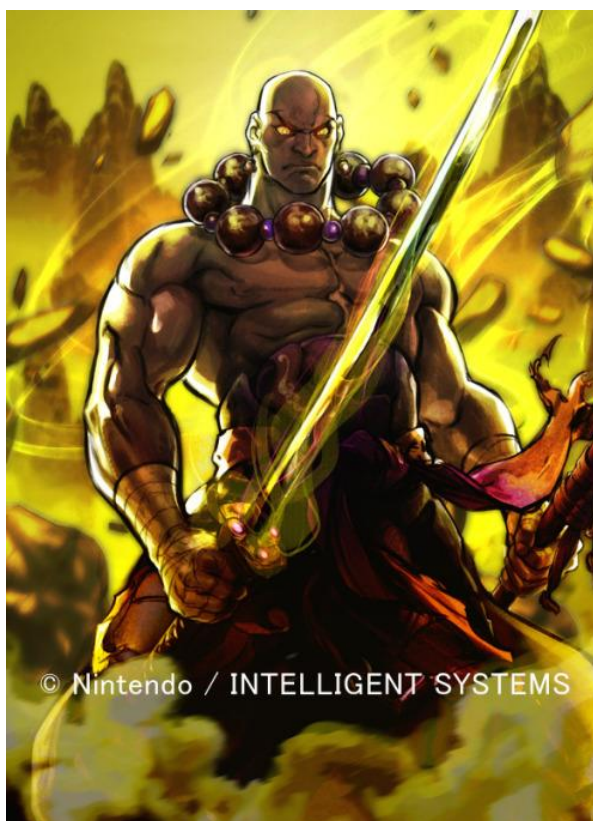
The Master of Arms may enter or leave a Life and Death state using their action. While in Life and Death, the Master of Arms deals and takes +5 DMG, and both parties gain +15 Hit, in combats where the enemy can retaliate.

Encourage:

After a successful combat by the Master of Arms, they may elect to encourage a nearby ally (ally within two spaces), granting them +3 DMG and +10 Critical to their next combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	+3	0	+2	0	0	+5	+5	6



Nomad Healer/ Combat Medic

The battlefield is a dangerous place, to be sure, even for medics who only wish to help their allies. While there is an unspoken agreement to let healers tend to the wounded without incident or interruption after battle, in the heat of combat, when a healer waving around a magical staff to miraculously close the wounds of their friends and get them back into battle fresh as a rose, all bets are off, and they are as free a target as anyone. To that end, Combat Medics train themselves to be in and out as quick as they can, patching up their patients before quickly putting space back between them and their foes. Should the situation get hectic, they are trained to defend themselves with horseback archery. In hectic cases, a Combat Medic can even provide a secondary angle of assault to compliment the main force.



In the steppes of the nomads, tribe doctors and masters of apothecary developed medicines and salves to tend to their kin. Using soothing fruits and herbs, these healers were able to clean harsh wounds before patching up their allies. These techniques have been observed and mimicked by apothecaries from all walks of life, from other nomadic tribes to the most lavish of kingdoms.

Weapon Skill: Bow (A), Staff (A)

Preferred Stats: Speed, Luck

Promotes from: Apothecary or Nomad

Promotion Item: Knight's Crest

Special: Horseback, Dismount/Canto

Skill:

Heal and Run

Hit and Run now also activates when the Nomad Healer uses a staff.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+1	+2	+3	0	0	0	+2	+4	+4	6

Oni Chieftain/Shura

Some Oni Savages, seeking to further increase their fearsomeness in battle, learn the power of magic to supplement their skills. The Oni Chieftain, occasionally known as a Shura, are capable of wielding club and tome in tandem, able to augment their fearsome masks with visages of flame and thunder to further frighten their enemies. Some may even imbue their weapons with magic, smashing through unprepared opponents, while their intimidating appearance weakens the resolve of enemies before them.

Weapon Skill: Axe (A), Anima (A)

Preferred Stats: Resistance, HP

Promotes from: Oni Savage

Promotion Item: Guiding Ring

Skill:

Death Blow:

When an Oni Chieftain initiates combat, +10 Critical and +3 DMG.

Fell Façade:

While in combat with the Oni Chieftain at Range 1, enemies lose 3 DMG/DR during combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	+2	+2	0	0	0	+3	0	+4	+4	6



Transporter / Supply Line

Resources need a quick way of making their way to the frontline. While horses are quick, they scarcely carry very much. Enter the wagon, and thusly, the Transporter, whose job it is transport goods to the front as fast as possible. However, unlike an ordinary merchant convoy, the Transporter, being a part of the army, is fully capable of protecting their cargo, bearing down on their would-be attackers with lances and even swords. And should they be incapable of protecting their cargo alone, oftentimes Transporters bear their allies to battle, leaving a nasty surprise for those who would assail the Transporter and subsequently find themselves assaulted by their allies hiding among the supplies.



Weapon Skill: Lance (A), Sword (A)
Preferred Stats: Defense, Resistance
Promotes from: Quartermaster
Promotion Item: Knight's Ring

Special: Convoy, Horseback, Dismount/Canto

Skill:

Transport:

Units can board a Transporter or disembark them as a main action; while onboard, they are treated as Rescued. They can also access the Transporter's inventory and the Convoy while embarked. Transported units cannot attack, but they may use items while being carried on the Convoy. The Transporter may also remove a Transported unit or take someone onboard as a main action. The Transporter may transport up to two units at a time. Skills and other modifiers that affect Rescue also affect Transport. Rescued units take up Transport slots.

Rearguard:

While Rescuing or Transporting units, +3 DR and +10 Hit/Eva.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	0	0	0	+2	+3	+2	0	+4	+4	6

War Cleric

Occasionally, the pacifism of the Priest must give way in times of desperation, or when their flock is endangered. Like their distant cousins the Great Masters, the War Cleric bears weapons into battle, in this case axes. War Clerics, however, place far more emphasis on healing; they are healers first, rather than banishers of evil, and take a far more defensive role in combat. Indeed, with staff and axe in tandem, the War Cleric takes to the fight to protect their flock – and to take lives, should protecting their flock require it.

Weapon Skill: Axe (A), Staff (A)

Preferred Stats: Resistance, Luck

Promotes from: Priest/Cleric

Promotion Item: Faith Icon



Skill:

Twin Disciplines:

Healing an ally grants the War Cleric +5 AT to their next combat. Attacking an enemy grants +5 HP extra healing to their next heal. The buff from Twin Disciplines must be consumed before another Twin Disciplines buff can be used.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	+3	0	+4	0	0	0	+4	+4	6

Wolf Knight

Recent developments and discoveries have allowed the domestication and subsequent riding of gigantic wolves into battle. Such steeds being faster and swifter than a horse – at the cost of durability and hardiness- has led to the nascent Wolf Knight corps of various armies to be reserved more for hit-and-run operations, unlike the shocktrooper-like Duke Knight, the hardier rearguard Great Knight, or the all-rounder Paladin. The Wolf Knight prefers swift attacks, whittling at their enemy's durability with knives, before darting off the way they came.

Weapon Skill: Sword (B), Lance (B), Hidden (B)

Preferred Stats: Speed, Skill

Promotes from: Cavalier

Promotion Item: Knight's Crest

Skill:

Certain Blow:

When initiating combat against an enemy, +15 Hit and +3 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+4	0	+4	0	0	0	+3	+4	+4	6

~Unique Weapons~

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Ernest's Thorn	Bow	Apothecary	1	8	10	80	10	40
+15 Dodge while equipped								
Bone Axe	Axe	Barbarian	1	13	10	80	10	40
+1 MT for every combat, resetting at the start of the user's Phase								
Tonbo	Axe	Oni Savage	1	13	10	70	30	40
Golden Lance	Lance	Quartermaster	1-2	12	9	75	10	40

~Changelog~

v1.0:

- *Fury* removed from Barbarians to change into a Character Skill. Barbarians now receive *Savagery*.
- Oni Savages receive Blacksmith as a promote and no longer promote into Berserkers.
- Halberdiers now receive *Impale* as well as *Luna*.
- Trailblazer icon updated.
- Wolf Knights added.

v0.95:

- *Herbalism* transferred to Great Merchants. Nomad Healers gain *Heal and Run* instead.
- *Fury* cost reduced to 5 HP.
- Error in Class tree fixed; Quartermasters are no longer shown as promoting from Archer Trainees.

v0.9:

- Supplement released.

~Credits and Special Thanks~

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- The good people of Pokemon Reborn's FEF community for providing the character skills and classes that currently make up this book.
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