

“ From the day I was born, I was raised to believe that without my noble brothers, and the nation which raised them, i was useless. that I was purposeless if not as a tool for their progression. That there was nothing beyond what i was already given. But now, as the end of this war draws near, I am beginning to see a future beyond them. and beyond here. and for once, this possibility excites me. “

- Ermina to Byleth

Ermina is a playable character who appears in *Fire Emblem: Three Houses* and *Fire Emblem Warriors: Three Hopes*. She is a student at the *Officers Academy* and a member of the *Blue Lions*. She is 18 years old at the start of the game.

Early life

Born a noble in the kingdom of Faerghus to Viscount Harington, Ermina grew up in the Harington family, a minor noble family in between the Tailtean Plains and House Gideon, known for their military base and for its specialization in magic and axe training, along with their involvement in trade of elixirs. She has two older brothers, Silvanus and Benedict, both of which hold a minor crest of indech. Her mother died in childbirth. Ermina, because of her mother dying at birth, was born sickly. Since the Harington family is known for its strength and military prowess, Ermina was kept from the public for many years due to her family's fear of the judgment they will face having had their perfect bloodline tainted by a chronically ill child. Ermina was abused most of her youth by her brothers, both of which taught her that her purpose in life is to serve the nobles of Faerghus, and that she was lucky to have been born to a kind noble family who could take care of her illness, despite being both a second child, and crestless in a noble household. She was experimented on by her brother Silvanus often, who would poison her food to test his elixirs, and often experienced cruel pranks at home. Her condition became worse as she grew possibly due to the stress of living with her brothers. She developed poor blood circulation which began making her get cold easily, barring her further from going outside in Faerghus, which is known for its cold weather. At the age of 11, during an argument, her brother pushed her face onto a nearby stove, permanently scarring her face.

Academy Phase

Ermina enrolled in [Garreg Mach Monastery Officers Academy](#) in Imperial Year 1180 and joined the [Blue Lions](#). She was finally allowed outside of the house in order to participate in the officers academy, as her brothers were too busy to participate, but her father wished for a harington family representative to be within the academy the same year the future king, dimitri, started his academy life.

She rests inbetween doing chores within the academy, as she is used to doing manual labour for her brothers, and fears becoming inadequate as a "tool" if she is not consistently working. She is often rumored to be a ghost in the academy, due to a mix of her sickly appearance, her cold hands, and her lack of public appearances before she was enrolled in garreg mach, despite being in a well known, though minor, noble family.

War Phase

Should Ermina be recruited but has been defeated in Classic Mode during the Academy Phase, she is called back home by her brothers for unknown reasons after the battle of Garreg Mach. She is unable to make it to the promised reunion five years later and her fate is left unknown.

Crimson Flower

Ermina can not be recruited before the timeskip. If recruited by the Black Eagles, in Imperial Year 1185 during the battle in chapter 15, she decides to abandon her family for the imperial army, believing Faerghus to be a lost cause, and disillusioned with the nobility after witnessing the way it has begun to crumble underneath the rule of Duke Rufus and Dimitri. If recruited, she can battle her brothers in Tailtean Plains, where she can spare Silvanus but not Benedict. If spared, Silvanus runs away, promising to return to defeat the empire, and returns during chapter 17 to fight alongside the church of Serios, where he cannot be spared.

Azure Moon

Fulfilling the promise made by the Blue Lions five years prior, the core members minus [Dedue](#) reunite for the first time since the fall of [Garreg Mach Monastery](#). After helping Byleth and Dimitri quell a band of bandits, Ermina follows them throughout the rest of the war between the three nations.

During the battle in Gronder Field, Ermina notes she has not fought by both her brothers in a long time, and that she feels as if they are judging her every step while she battles. Benedict comments that it makes sense for family to watch over another family member, and Silvanus adds that this is especially true considering Ermina's recent shift in attitude towards the king.

Before the battle in the imperial palace, Ermina comments that while she is happy to see the improvement to Dimitri's state of mind and the way the nation of faerghus has developed as of late, she wonders if whatever alternative Edelgard had to the current system of ruling could have worked, before deciding to not think about it anymore, and simply focus on the future they have ahead.

Verdant Wind

If Ermina has been recruited to the Golden Deer post skip and fights with them at Gronder Field, and she is the one to fight Silvanus and Benedict, she will comment to them that she feels as if they would've killed her had she stayed any longer with the Faerghan military themselves. They will offer her to return with them, but she will reject them, before they battle.

Personality

Ermina is a pro monarchist faerghan nationalist, with an incredibly low self esteem who often lets people use her for chores and tasks, and sleeps in between battles, so she can work as much as she possibly can to appease the noble class. She often goes on emotional rants describing her intensive love for the system of nobility and crests, and her adoration for the noble class and her kingdom, and seemingly has a very easily excitable personality, especially when talking to most nobles. Despite her ghastly appearance (which many rumors say is more than just an appearance), Ermina isn't very threatening, and will allow

people to physically harm her without much retaliation. Though, she can be a very powerful mage if pushed onto the battlefield. Due to years of isolation and abuse by her brothers, her social skills are very poor, and she panics quickly when confronted with social conflict that she can recognize. She also has autism, making it difficult for her to understand social situations and rules. Dimitri comments that while she is seemingly very strange and a little uncomfortable at times, he feels bad for her as he thinks Ermina has good intentions at heart, and seems very lonely.

Ermina is also obsessed with her brothers, as her family isolated her from social interaction most of her life, and her father was often very absent, meaning the primary source of her social circle for a long time was her two brothers. She is also forbidden from marriage, so as to not create a "sick child" under the family name. Since her brother Silvanus works as a chemist/apocathryst and often uses her as a lab rat to experiment on with medication and poison for the Faerghan military, she has attributed herself as a "tool" for her family and their success. Because of this she also often offers to test "dangerous" things (or things she perceives as dangerous) for other nobles, as she has grown much more immune to poison over the years.

post skip, after Dimitri disappears for 5 years and king Rufus takes over, Ermina becomes increasingly disillusioned with the myth of noble superiority. She no longer believes in the nation of Faerghus, and has become depressed. It is said that during those 5 years, Ermina was locked into her house again, and the juxtaposition between her academy days and the way her brothers treated her further pushed her to believe that the noble class is unfairly given the amount of power they get. She is further disappointed when she realizes Dimitri has returned to the nation, in her words, as "the worst king she would've asked for". Despite this, she feels as if there is no alternative, as she has not been allowed to explore any alternative after her academy days, and believes she is doomed to die for a nation she has grown to despise, and a system she hates. As the story progress, Ermina grows to believe in the power her friends have to change systems like these, and depending on the route even begins to believe that change can include complete abolishment of nobility, and for the better.

TEA TIME QUOTES

- *Tea invitation:* " I'm quite shocked to be invited... You havent poisoned my drink, have you? Haha. "
- *Favorite tea reaction:* " This tea... I do not deserve such good things. Thank you, dearly. "
- *Preferred topics:*

I'm counting on you	Evaluating allies	Someone you look up to	Your ambitions	You're doing great work
Fodlan's future	Reliable allies	Monastery security	Books you've read recently	The existence of Crests
The ideal professor	The Library's collection	Overcoming weaknesses	Past laughs	Hopes for the future
The nobility system	Mighty weapons	Classes you might enjoy	A place you'd like to visit	Thanks for everything
You seem well	Equipment upkeep			

● *Final conversation:*

The history of the monarchy we have today is quite rich. How long its gone for shows great survival capability for its system. (Chat or nod)	Kids can be quite cruel! My brothers used to be very naughty in their pranks. (Laugh or chat)	I am a big fan of birds! They're fascinating. I always wished I could fly that way! (Nod, commend)	A lot of people find me creepy... There's been even rumors I'm a ghost in between my piers. Do you think so too, Professor? (Disagree or praise)	I'm quite busy, but being around you is too great a chance to miss. (Blush, chat, or sip tea)
I've been watching you in battle! You're so powerful... I hope to learn from you. (Blush or laugh)	I wish more people would talk to me. But I understand why they would not want to be near someone like myself. (Disagree, admonish)	I'm a bit jealous of your charisma. Even though you're usually so quiet, everyone seems to love you. (Laugh or chat)	I don't think it's a shame to admit that we are all to some degree tools for our rulers. I don't understand why everyone is so disgusted by this... (Disagree, admonish, or chat)	

● *Examination:*

- "The bow? It was a gift from my brothers. I keep it close to my head, so they're always in my thoughts. Haha!" (Look at face, preskip)
- "The bow? I put it away in a drawer. It's pretty, but... It doesn't suit me anymore." (Look at face, postskip)
- "I'm grateful for your interest, professor." (Stare at torso.)

● *End of tea time:*

"As happy as I am to be here with you, I must return to my work. Thank you for talking to me, dear professor."

INVITE TO JOIN HOUSE : -

(*failed*) : - "I appreciate the sentiment, but leaving the kingdom behind would simply not be right!"

(*Successful*) : - "You're quite talented, professor... I'm sure I can learn far better how to defend our Faerghus with you as my teacher."

COOKING TOGETHER

"I used to cook for my brothers quite often. As a tool for our rulers, I must learn to feed those I serve as well!"

INVITE TO MEAL

(*Liked meals*) : - "I do not deserve to be eating something as wonderful as this... but if you insist!"

(*neutral meals*) : - "It has been quite a bit since I ate properly. Thank you."

(*Disliked meals*) : - "Aha. it's only natural someone like me will be fed something like this."
"

SELECTION QUOTES : -

(*Full Hp*) : - " At your service! "

(*Half Hp*) : - " If you wish, professor! "

(*Low Hp*) : - " I'll die... honorably... "

DEFEAT QUOTE

" I wish to be of use to you further... so I must pull away for now. "

DEATH QUOTE

" I'm happy to fulfill... my purpose... for you. "

Lost Items

Lost Item	Description
Expensive And Dirty Cleaning Cloth	An expensive looking cleaning cloth with the initials G.H sewn in gold string. It probably belongs to someone from a noble family who is often cleaning.
Alertness Potion	A potion that raises the alertness and energy of whoever drinks it for 10 hours. It probably belongs to someone who often works for long periods of time without rest.
Bird Food In A Bag	An assortment of nuts and grains meant for birds. It probably belongs to someone who really likes birds.

House Harington:

House Harington is a house which originated in roots from the empire. They split off after political conflict with house Varley during imperial year 983, and contributed greatly in defense of Gautier territory from sreng invasions. In turn, they received possession of a military base in between the Tailtean Plains and House Gideon, and said military base became known for their specialization in magic and axe training, along with their involvement in trade of elixirs.

sprites:

