

Verses

Ephraim

-Restoration King: Main Verse, post-Sacred Stones. Ephraim is King of Renais and overseeing the restoration of Magvel as a whole, particularly Renais and Grado.

-Troubled Prince: Any events happening during Sacred Stones, between Chapter 5x and the rest of the game afterward.

-A Legacy of Peace: Pre-Sacred Stones verse, anything happening before the release of Fomortiis.

-Sacred Heroes: Fire Emblem Heroes verse (D I S G U S T I N G)

-Fights I Can Win: Modern-verse where he and Eirika are the heirs to a large company currently owned by their father, though rumor is that Lyon's father (who owns a similar company, larger than the one that belongs to Ephraim and Eirika's father) has been entertaining the idea of acquiring it as of late, to the chagrin of both the twins and Lyon as well (HS or College)

Selena

- Fluorspar Reborn: Main verse, post-Sacred Stones, Selena either actually survived her encounter or has been resurrected and has yet to discover which happened and why. She serves as a general once more, protecting the people of Grado and helping them rebuild.
- The Dedicated General: Pre-Sacred Stones, anytime from before she is a general to 1 year prior to the events of Sacred Stones.
- Fluorspar's Awakening: Awakening verse, in which, after the events of Sacred Stones, Selena finds herself alive and later arrives in the world of Awakening through an Outrealm gate.
- An Oath Tested: Sacred Stones verse, anytime between The Dedicated General and Fluorspar Reborn verses
- Glimmering General: Heroes verse, in her Summer outfit

Morgan

-Son of a Knight: Main verse, post-Awakening in which Morgan is the son of Robin and Frederick.

-Time to Smash the Odds: Morgan is part of an alternate Final Smash for Lucina where he enters and helps with the smash a la Robin and Chrom (Pair Up final smash). He obviously has backgrounds with Lucina, Robin, and Chrom, and will recognize Marth for sure, but he knows little of Ike and Roy, and that's as far as his pre-established Smash relationships go.

-Modern Historian: Modern day AU where Morgan is early in his college years, focused on becoming a history teacher (much like his mother) and is still the son of Robin and Frederick.

-Call of the Dragon: Fates verse where Morgan goes searching for his friends, Owain in particular. Morgan doesn't change his name without Anankos there to instruct him to do so, seeing no need for it, himself He winds up in Nohr and pledges himself as a retainer to MU, who he gets along with very well as they are alike in several ways, and follows them regardless of which branch of fate they take.. He does feel a little abandoned though, even though they explain to him why they were needed there, His starting class in this verse is Cavalier.

-A House Disgraced: Morgan's 3H verse pre-timeskip. The specifics of his 3H verse can be found [here](#).

-A House Redeemed: Morgan's 3H verse post-timeskip. The specifics of his 3H verse can be found [here](#).

-The Power That's Inside: Pokemon AU.

Morgan's team is: Swampert, Dragonite, Ursaring, Rotom, Arcanine, Sylveon

Morgan originally comes from the Hoenn region, having had a Teddiursa almost as long as he can remember which his mother helped him catch, and a Mudkip that he got when he was 11. He and his friends travel around different regions, seeing all the interesting things there are to see and catching pokemon of varying regions. Morgan also has a Victini who follows him around, but doesn't have a pokeball and doesn't participate in battle. The Victini just developed a strong attachment when Morgan encountered it in Unova by chance. When it looked at Morgan in curiosity, he offered the small pokemon some of the berries he had with him, and the Victini came to develop a strong bond, insisting on tagging along with Morgan. When he reaches the age of 20. Morgan sets his sights toward becoming the champion of a region (which region depends on the other character's setting)

-Battle of Heroes: Fire Emblem Heroes verse, in Morgan is summoned to the world of Heroes, still aspiring to be able to match wits with his mother someday

F!Morgan

- Daughter of a Scientist: Main verse, post-Awakening, in which Morgan is the daughter of Robin and Miriel.
- She Blinded Me With Science: Modern day AU Her personality is the same, and she's working toward becoming a Chemistry teacher.
- Answering the Call: Fates verse for F!Morgan which is essentially the same as Morgan's Fates AU, including following the Fates MU regardless of route (see Call of the Dragon on Male Morgan's muse/verses page for more details).
- A House Disowned: F!Morgan's 3H verse pre-timeskip, essentially identical to M!Morgan's 3H verse except F!Robin is replaced with M!Robin
- A House Renewed: F!Morgan's 3H verse post-timeskip, essentially identical to M!Morgan's 3H verse except F!Robin is replaced with M!Robin
- Yggdrasill's Invitation: F!Morgan's FEH verse, in which she is summoned to the world of Heroes.

Aversa

- A Chance At Hope: Main verse, post-game after she has been recruited into the Shepherds following her Spotpass mission.
- Of Truth and Conquest: Fates verse, after the post-game of Awakening. She has still discovered the truth of herself from her Spotpass mission and was brought into the Shepherds afterwards. Essentially this is an AU her in the Fates verse after events of her main verse. She ends up in Nohr and is convinced to join MU's army after her flirting (regardless of which gender MU) proves to be ineffective, yet the MU sees potential in her beyond her sexuality and shows kindness to a stranger like herself.

Tiki

- Naga's Voice Awakens: Awakening verse, 2000 years after the events of the first three Archanea games, any time after she is awakened at the Mila Tree.
- A Dragon Appeared: Heroes verse, any time during the events of FEH

Kaze

- Branded Traitor: Kaze's canon Conquest verse
- A Pledge to Keep: Kaze's canon Birthright verse
- Loyalty to the End: Kaze's canon Revelation verse
- Before the Storm: Kaze's normal life in Hoshido prior to being captured at the start of Fates

Dwyer

- Live to Serve: Main verse, Revelation, set any time during or after the events of Fire Emblem Fates: Revelation

Petra

- I Will Get The Victory: Three Houses verse, pre-time skip
- I Will Prevail: Three houses verse, post-time skip
- I Am Having Great Heroism: FEH verse
- A Knight's Honor: Medieval knight AU with blade-of-fraldarius's Dorothea where Petra is secretly a Princess whose nation was attacked and occupied by enemies when she was young, but she was brought to the nation of Dorothea's family for safety under secrecy to protect her, where she became a knight and now serves as Dorothea's guard, wanting to one day retake her home but until then, pledging her life to Dorothea.

Ashe

- Always Smiling: Three Houses verse, anytime in the game or not long before the game, before Lonato's death
- Knightly Aspirations: Three Houses verse, after Lonato's death, pre-time skip
- Moving Forward: Three House verse, post-time skip

Miles Edgeworth

-Pursuit of Truth: Main verse, post-SoJ in which Edgeworth remains as Chief Prosecutor

-A New Creed: Post-AA, pre-AAI verse.

-Ace Investigator: Post-AAI₁, pre-DD verse (I'll probably make this post AAI₂ once I get to finishing that game)

-Young Defender: Child verse when Edgeworth was in elementary school with Phoenix and Larry.

-Shadow of Perfection: Verse before/during AA₁

Juniper Woods

-Blossoming Sunflower: Main universe, post-DD and anytime during SOJ where Juniper is continuing to study law at Themis.

-Withered Petals: Post-DD in a bad ending where she never sees Athena again and starts to consider giving up pursuing being a judge, believing the Dark Age of the Law will never end.

-Spirit of the Woods: Forest Spirit AU. Juniper is a forest spirit, as is her grandmother, and can only leave the forest for so long or she'll die. She reveals this to Athena when they're younger. During DD Case 3, as she's gotten older she's more used to being out of the forest but she can still only be out of it for about 3 days at most. Day 2 of the trial is her third day being away, and is literally a race against time to save her life as she gradually becomes weaker and weaker. When she's pronounced not guilty, Athena and Apollo have to race her out to the forest in the mountains that's her home.

-A Forest of Coral: Mermaid AU. Juniper is limited to staying in the ocean for a long time (though she can be near the shore on the surface of the water and be just fine) but as she gets older and stronger she's eventually able to be away from water and even change her tail into legs for periods of time. She's seen and studied a lot about the outside world but even though she's practiced behavior for the world outside of the ocean, she's very shy about approaching it. (She can be assumed to be close friends with Athena still, just with increased difficulty of visiting each other.)

-Blooming Again: During DD, post-case 3 but pre-case 4 (and case 1 subsequently) between the first and second time she's accused.

-Searching For Strength: Pre-5-3 verse with Juniper still at Themis as Student Council president, where she still tries to act serious around others sometimes to come off as strong and capable. She will sometimes let down her guard, however, around those she knows and cares about, like Robin and Hugh.

-A Sunflower Yet To Bloom: Child!Juniper verse, before the events of DD and before she was even at Themis.

Karen

-Overpowering Tactics: HGSS, main verse, anytime during the events of the game or after

Nate

-World Tournament Champion: Post-game B2/W2 verse where Nate has won the Champions Tournament in Driftveil City and continues to participate in tournaments regularly,