







Name	Morgan	Lucina	Inigo	Kjelle	Brady	Nah	Gerome	Cynthia	Laurent	Yarne	Owain	Severa	Noire
Main Class													
Skills													
Str		+2	+2	+1	-2	+3	+5	+1	-2	+5	+2	+2	+3
Mag		+1	+1	-1	+4	+1	+1	-1	+6	-1	+1	0	+3
Skj		+3	+3	+2	+3	+2	+1	+5	+2	+4	+1	+6	+2
Spd		+3	+3	+2	+1	+1	-2	+2	+2	+4	+2	+6	+2
Lck		+2	+2	+4	+3	+0	-1	+1	+2	-2	+2	0	-3
Def		-1	-1	+1	-2	+3	+6	+1	-2	+4	0	-1	+3
Res		-1	-1	+0	+4	+3	-1	+2	+1	-1	0	-2	-1
S Support													
A+ Support													
Father	Henry	Olivia(Mother)	Chrom	Donnel	Libra	Gaius	Kellam	Frederick	Ricken	Stahl	Vaike	Lon'qu	Gregor
Paternal Skill		Aether	Rightful King	Counter		Soi							Wrath
Maternal Skill	Galeforce						Dual Support+		Dual Support+	Deliverer	Galeforce		

<b>Class</b>	Hoshido Noble	Samurai	Swordmaster	Master of Arms	Oni Savage	Oni Chieftain	Blacksmith	Spear Fighter	Spear Master	Basara	Diviner	Onmyoji	Priest	Great Master	Priestess	Sky Knight
<b>Str</b>	34	20	30	33	24	34	33	22	34	31	17	25	18	32	29	19
<b>Mag</b>	28	16	28	25	19	28	25	15	25	30	22	33	21	30	32	16
<b>Skl</b>	29	23	32	30	16	25	32	23	33	30	20	31	20	31	30	21
<b>Spd</b>	30	25	35	30	20	30	31	22	32	31	23	32	22	33	33	23
<b>Lck</b>	33	24	33	31	17	25	30	21	29	35	19	27	23	32	34	25
<b>Def</b>	31	18	27	31	23	36	32	22	30	30	16	25	17	28	26	18
<b>Res</b>	28	20	31	28	18	31	27	21	29	32	20	31	24	32	34	25
<b>Class</b>	Falcon Knight	Kinshi Knight	Archer	Sniper	Ninja	Master Ninja	Mechanist	Apothecary	Merchant	Kitsune	Nine-Tails	Songstress	Villager	Nohr Prince(ss)	Nohr Noble	Cavalier
<b>Str</b>	28	27	21	31	17	27	30	24	33	20	29	28	19	23	32	22
<b>Mag</b>	27	26	15	25	15	25	25	15	25	18	29	27	15	17	31	15
<b>Skl</b>	30	33	23	35	25	35	33	19	29	23	33	31	19	19	28	21
<b>Spd</b>	34	31	21	33	25	35	30	19	28	24	34	31	19	21	32	20
<b>Lck</b>	35	34	20	30	18	28	30	21	32	24	33	35	22	22	27	24
<b>Def</b>	27	25	20	31	19	26	31	23	33	18	27	27	18	21	29	22
<b>Res</b>	35	31	17	28	20	34	31	20	30	23	34	28	15	19	32	21
<b>Class</b>	Paladin	Great Knight	Knight	General	Fighter	Berserker	Mercenary	Hero	Bow Knight	Outlaw	Adventurer	Wyvern Rider	Wyvern Lord	Malig Knight	Dark Mage	Sorcerer
<b>Str</b>	31	35	24	38	25	40	22	32	29	19	27	22	33	31	19	25
<b>Mag</b>	26	25	15	25	15	25	15	25	25	18	31	17	25	30	24	35
<b>Skl</b>	30	29	22	32	23	32	24	35	32	20	27	21	33	28	16	26
<b>Spd</b>	30	27	17	25	22	33	22	32	33	24	34	20	29	27	19	29
<b>Lck</b>	32	28	22	32	21	25	20	31	30	18	27	19	28	25	18	26
<b>Def</b>	32	37	26	40	19	27	21	30	27	17	25	24	35	31	19	29
<b>Res</b>	32	28	18	30	18	25	19	27	32	22	34	15	26	31	22	33
<b>Class</b>	Dark Knight	Troubadour	Strategist	Maid, Butler	Wolfskin	Wolfssegner	Dread Fighter	Dark Falcon	Ballistician	Witch	Lodestar	Vanguard	Great Lord	Grandmaster		
<b>Str</b>	32	16	25	28	24	36	32	27	39	25	29	36	30	31		
<b>Mag</b>	31	19	33	31	15	25	28	32	25	36	26	25	25	33		
<b>Skl</b>	28	24	28	33	18	29	29	28	31	27	35	29	32	33		
<b>Spd</b>	27	20	31	33	22	31	31	33	25	34	33	30	34	29		
<b>Lck</b>	31	23	33	32	17	26	26	32	32	28	40	30	35	26		
<b>Def</b>	34	16	25	29	21	32	29	26	27	26	30	32	29	28		
<b>Res</b>	30	21	32	29	15	26	34	34	26	29	29	27	31	33		

Dragon Ward	Hoshido Noble	5 Allies adjacent to the user have a Luck x 0.5% chance of receiving half damage from enemy attacks
Hoshidan Unity	Hoshido Noble	15 Adds 10% to skill activation rates
Duelist's Blow	Samurai	1 When user triggers the battle, Avoid +30
Vantage	Samurai	10 At the start of battle, when the user has under half HP, they attack first
Astra	Swordmaster	5 Skill x 0.5% chance of triggering 5 consecutive hits with half damage
Swordfaire	Swordmaster	15 When user is equipped with a Sword, damage +5 during battle
Seal Strength	Master of Arms	5 After battle, enemy's Strength -6 *1
Life and Death	Master of Arms	15 During battles, damage +10, damage received +10
Seal Resistance	Oni Savage	1 After battle, enemy's Resistance -6 *1
Shove	Oni Savage	10 Select the "Shove" command to push an adjacent ally 1 tile
Death Blow	Oni Chieftain	5 When user triggers the battle, Critical rate +20
Counter	Oni Chieftain	15 When an adjacent enemy triggers the battle and inflicts damage, the enemy receives the same damage
Salvage Blow	Blacksmith	5 When user triggers the battle, Luck% chance of receiving a Katana, Naginata, Club, Yumi or Shuriken if the user defeats the enemy
Lancebreaker	Blacksmith	15 Hit rate and Avoid +50 when the enemy is equipped with a Lance
Seal Defence	Spear Fighter	1 After battle, enemy's Defence -6 *1
Swap	Spear Fighter	10 Select the "Swap" command to swap places with an adjacent ally on the map
Seal Speed	Spear Master	5 After battle, enemy's Speed -6 *1
Lancefaire	Spear Master	15 When user is equipped with a Lance, damage +5 during battle
Rend Heaven	Basara	5 Skill x 1.5% chance of adding half the enemy's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage
Quixotic	Basara	15 User and enemy's Hit rate +30 and skill activation rate +15% during battle
Magic +2	Diviner	1 Magic +2
Future Sight	Diviner	10 When user triggers the battle, Luck% chance of gaining double experience when user defeats the enemy
Rally Magic	Onmyoji	5 Magic +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Tomefaire	Onmyoji	15 When user is equipped with a Tome, damage +5 during battle
Miracle	Monk, Shrine Maiden	1 Luck% chance of leaving the user with 1 HP when they have 2 or more HP
Rally Luck	Monk, Shrine Maiden	10 Luck +8 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Renewal	Great Master, Priestess	5 Recover 30% HP at the start of the user's Turn
Countermagic	Great Master, Priestess	15 When the enemy triggers the battle and inflicts magical damage, the enemy receives the same damage
Darting Blow	Sky Knight	1 When user triggers the battle, follow up attack speed +5
Camaraderie	Sky Knight	10 Recover 10% HP at the start of the user's Turn if there are allies within a 2 tile radius
Rally Speed	Falcon Knight	5 Speed +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Warding Blow	Falcon Knight	15 When user triggers the battle, magical damage received -20
Air Superiority	Kinshi Knight	5 Hit rate and Avoid +30 when facing Flying enemies
Amaterasu	Kinshi Knight	15 Allies within a 2 tile radius recover 20% HP at the start of the user's Turn
Skill +2	Archer	1 Skill +2
Quick Draw	Archer	10 When user triggers the battle, damage +4
Certain Blow	Sniper	5 When user triggers the battle, Hit rate +40
Bowfaire	Sniper	15 When user is equipped with a Bow, damage +5 during battle
Locktouch	Ninja	1 User can open doors and chests without requiring keys
Poison Strike	Ninja	10 When user triggers the battle, the enemy's HP is reduced by 20% after the battle
Lethality	Master Ninja	5 Skill x 0.25% chance of instantly defeating the enemy when dealing 1 or more damage
Shurikenfaire	Master Ninja	15 When user is equipped with a Dagger, damage +5 during battle
Golembane	Mechanist	5 Attacks are effective against Mechanists, Automaton and Stoneborn
Replicate	Mechanist	15 Select the "Replicate" command once per map to create a replica with the same appearance, stats, inventory and HP as the user
Potent Potion	Apothecary	1 The effect of HP recovery and stat-boosting potions is increased by 50%
Quick Salve	Apothecary	10 After consuming a HP recovery or stat-boosting potion, the user can perform another action
Profiteer	Merchant	5 Luck% chance of obtaining a Gold Bar after moving during the first seven Turns
Spendthrift	Merchant	15 During battles, user spends a Gold Bar for damage +10 and damage received -10
Evenhanded	Kitsune	1 During even-numbered Turns, damage +4
Beastbane	Kitsune	10 When user is a Wolfskin or Kitsune, their attacks are effective against Beast units
Even Better	Nine-Tails	5 Recover 40% HP at the start of even-numbered Turns
Grisly Wound	Nine-Tails	15 The enemy's HP is reduced by 20% after the battle
Luck +4	Songstress	1 Luck +4
Inspiring Song	Songstress	10 Skill, Speed and Luck +3 for one Turn for the unit who receives the user's song
Voice of Peace	Songstress	25 Enemies within a 2 tile radius deal 2 less physical damage
Foreign Princess	Songstress	35 "Foreign Army" enemies within a 2 tile radius deal 2 less damage and receive 2 extra damage
Aptitude	Villager	1 Adds 10% to all growth rates during Level Ups
Underdog	Villager	10 Hit rate and Avoid +15 when user's Level is lower than the enemy (promoted units count as Level +20)
Nobility	Nohr Prince(ss)	1 Experience gained x 1.2
Dragon Fang	Nohr Prince(ss)	10 Skill x 0.75% chance of adding 50% of the user's Attack Power as damage
Draconic Hex	Nohr Noble	5 After battle, enemy's stats -4 *1
Nohrian Trust	Nohr Noble	15 User shares their support unit's battle skills *2
Elbow Room	Cavaller	1 When user fights in terrain with no terrain effects, damage +3 during battles
Shelter	Cavaller	10 Select the "Shelter" command to make an adjacent ally the user's support unit
Defender	Paladin	5 When user is the lead unit while paired up, all stats +1
Aegis	Paladin	15 Skill% chance of halving damage from Bow, Magic, Dagger, Dragonstone, Breath or Stone attacks
Luna	Great Knight	5 Skill% chance of ignoring half the enemy's Defence (if user has a physical weapon) or Resistance (if user has a magical weapon)
Armored Blow	Great Knight	15 When user triggers the battle, physical damage received -10
Defence +2	Knight	1 Defence +2
Natural Cover	Knight	10 When user fights in terrain with terrain effects, damage received -3 during battles
Wary Fighter	General	5 During battles, neither the user or enemy can perform follow up attacks
Pavise	General	15 Skill% chance of halving damage from Sword, Lance, Axe, Beaststone, Claw or Puppet attacks
HP +5	Fighter	1 Maximum HP +5
Gamble	Fighter	10 Hit rate -10, Critical rate +10
Rally Strength	Berserker	5 Strength +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Axefaire	Berserker	15 When user is equipped with an Axe, damage +5 during battle
Good Fortune	Mercenary	1 Luck% chance of recovering 20% HP at the start of the user's Turn
Strong Riposte	Mercenary	10 When enemy triggers the battle, damage +3
Sol	Hero	5 Skill% chance of restoring half the damage dealt to the enemy
Axebreaker	Hero	15 Hit rate and Avoid +50 when the enemy is equipped with an Axe
Rally Skill	Bow Knight	5 Skill +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Shurikenbreaker	Bow Knight	15 Hit rate and Avoid +50 when the enemy is equipped with a Dagger
Locktouch	Outlaw	1 User can open doors and chests without requiring keys
Movement +1	Outlaw	10 Movement +1
Lucky Seven	Adventurer	5 Hit rate and Avoid +20 for the first seven Turns
Pass	Adventurer	15 User can pass through tiles occupied by enemy units
Strength +2	Wyvern Rider	1 Strength +2
Lunge	Wyvern Rider	10 Select the "Lunge" command to swap places with an enemy after an attack
Rally Defence	Wyvern Lord	5 Defence +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Swordbreaker	Wyvern Lord	15 Hit rate and Avoid +50 when the enemy is equipped with a Sword
Savage Blow	Malig Knight	5 When user triggers the battle, enemies within a 2 tile radius have their HP reduced by 20% after the battle
Trample	Malig Knight	15 Unless enemy is on a mount, damage +5
Heartseeker	Dark Mage	1 When fighting adjacent to an enemy, enemy's Avoid -20
Malefic Aura	Dark Mage	10 Enemies within a 2 tile radius receive 2 extra damage from magical attacks
Vengeance	Sorcerer	5 Skill x 1.5% chance of adding half the user's (Max HP - Current HP) as damage
Bowbreaker	Sorcerer	15 Hit rate and Avoid +50 when the enemy is equipped with a Bow
Seal Magic	Dark Knight	5 After battle, enemy's Magic -6 *1
Lifetaker	Dark Knight	15 When user triggers the battle, recover 50% HP after defeating the enemy
Resistance +2	Troubadour	1 Resistance +2
Gentilhomme	Troubadour(M)	10 Female allies within a 2 tile radius receive 2 less damage during battles
Demoiselle	Troubadour (F)	10 Male allies within a 2 tile radius receive 2 less damage during battles
Rally Resistance	Strategist	5 Resistance +4 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Inspiration	Strategist	15 Allies within a 2 tile radius deal 2 extra damage and receive 2 less damage during battles

Live to Serve	Maid, Butler	5	When healing an ally, the user recovers the same amount of HP
Tomebreaker	Maid, Butler	15	Hit rate and Avoid +50 when the enemy is equipped with a Tome
Odd Shaped	Wolfskin	1	During odd-numbered Turns, damage +4
Beastbane	Wolfskin	10	When user is a Wolfskin or Kitsune, their attacks are effective against Beast units
Better Odds	Wolfssegner	5	Recover 40% HP at the start of odd-numbered Turns
Grisly Wound	Wolfssegner	15	The enemy's HP is reduced by 20% after the battle
Even Keel	Dread Fighter	1	During even-numbered Turns, magical damage received -4
Iron Will	Dread Fighter	10	When enemy triggers the battle, magical damage received -4
Clarity	Dread Fighter	25	User recovers from status reduction effects twice as fast
Aggressor	Dread Fighter	35	When user triggers the battle, Damage +7
Speed +2	Dark Falcon	1	Speed +2
Relief	Dark Falcon	10	Recover 20% HP at the start of the user's Turn if no units are within a 2 tile radius
Rally Movement	Dark Falcon	25	Movement +1 to all allies within a 2 tile radius for one Turn when the "Rally" command is used
Galeforce	Dark Falcon	35	When user triggers the battle, allows a full action if the user defeats the enemy (once per Turn and no help from a support unit)
Survey	Ballistician	1	When using the "Cannon" command, Hit rate +10
Opportunity Shot	Ballistician	10	When user is a Ballistician, Skill% chance of attacking an enemy within range at the start of the users Turn
Rifled Barrel	Ballistician	25	When using the "Cannon" command, range +1 and inner/outer range -1
Surefooted	Ballistician	35	When user is a Ballistician, Movement +1 and all traversable terrain costs 1 movement point to cross
Shadowgift	Witch	1	User can equip Dark Mage exclusive Tomes (only Nosferatu so far)
Witch's Brew	Witch	10	Luck% chance of obtaining a potion item (eg. Vulnerary) after moving during the first seven Turns
Warp	Witch	25	Select the "Warp" command to instantly move adjacent to an ally and perform another action
Toxic Brew	Witch	35	When user triggers the battle, Skill x 1.5% chance of reducing the enemy's Movement to 0 and Avoid by 20 after the battle (until the next Turn)
Dancing Blade	Lodestar	1	Speed +3, Defence -1
Charm	Lodestar, Great Lord	10	Allies within a 2 tile radius deal 2 extra damage during battles
Dual Guarder	Lodestar	25	When user is the support unit while paired up, shield gauge gain +1
Speedtaker	Lodestar	35	When user defeats the enemy, Speed +2 (up to 10) (does not overlap with other Taker skills and expires after the chapter)
Heavy Blade	Vanguard	1	Strength +3, Speed -1
Veteran Intuition	Vanguard	10	Critical Evade +15 during battles
Aether	Vanguard, Great Lord	25	Skill x 0.5% chance of triggering a Sol hit followed by a Luna hit
Strengthtaker	Vanguard	35	When user defeats the enemy, Strength +2 (up to 10) (does not overlap with other Taker skills and expires after the chapter)
Dual Striker	Great Lord	1	When user is the support unit during Tag Team, Dual Strike damage +3
Awakening	Great Lord	35	When HP is under half, Hit rate, Avoid, Critical rate and Critical Evade +30
Tactical Advice	Grandmaster	1	When user is the support unit while paired up, lead unit's Hit rate +10
Solidarity	Grandmaster	10	Adjacent allies receive Avoid +10 and Critical Evade +10
Ignis	Grandmaster	25	Skill% chance of adding half the user's Strength (if user has a physical weapon) or Magic (if user has a magical weapon) as damage
Rally Spectrum	Grandmaster	35	All Stats +2 to all allies within a 4 tile radius for one Turn when the Rally command is used