

# **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 0.5, 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
	Oni Savage	Berserker
		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	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  $<$  or  $=$  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  $<$  or  $=$  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+LCK)% chance, based on your stats, to reduce the damage by half.



## **Dragon Ward+**

### **Cost Skill, Chance Effect**

When an adjacent ally suffers an attack, there is a (SKL+LCK)% chance, based on your stats, to cancel it out altogether.



## **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. No ill effects from Weather are suffered as well.



## **Vengeance**

### **Free Skill, Chance Effect**

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

## ~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	3	1	3	2	5	4	2	8	7	5

#### Promotion Bonuses:

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

##### Fury:

Barbarians may activate this Skill before combat to gain +5 Hit/Eva/Critical/Dodge, but lose 5 HP after combat. The damage from Fury cannot lower the Barbarian under 0 HP, but if the Barbarian has less than 5 HP, they cannot activate Fury.

#### Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
23	7	0	5	1	1	0	4	10	9	5

#### Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+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, Berserker

### 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 applied.

### Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	2	2	3	2	5	4	2	10	9	5

### Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+1	0	0	+3	+2	0	+4	+4	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
21	3	0	3	2	5	4	2	9	8	5

### Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	0	0	0	+3	+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. They may change which stat is buffed every Turn.

### 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	+2	+2	0	+2	0	0	0	+3	+3	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	+1	+2	0	0	0	+2	+2	+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
+4	0	0	0	0	+2	+3	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
+1	0	0	+2	0	+3	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.

**Promotion Bonuses:**

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

The first combat the Mage Flier engages in during a Turn, +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	+1	0	0	0	+3	+2	+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	+2	0	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
0	+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
+2	+1	+3	+1	0	0	+2	+1	+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 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:**

The first combat the Oni Chieftain engages in during a Turn, +10 Critical and +3 DMG.

**Fell Façade:**

Enemies that attack an Oni Chieftain at Range 1 lose 5 DMG/DR during combat.

**Promotion Bonuses:**

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

### **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~**

- Solymr for contributing the images for Oni Savage, Halberdier and Oni Chieftain.
- The good people of Pokemon Reborn's FEF community for providing the character skills and classes that currently make up this book.
- The good people of the FEF section of Bay12; y'all continue to inspire me to put out content for FEF and without you, neither this fork nor any other of my works would even exist.