

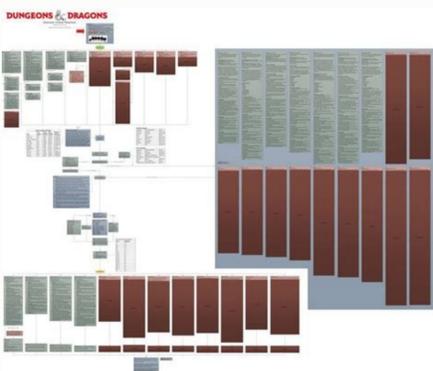
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| Artificer Level | Proficiency Bonus | Features                  |
|-----------------|-------------------|---------------------------|
| 1               | +2                | Basic Features            |
| 2               | +2                | Basic Feature             |
| 3               | +2                | Archetype Choice/Feature  |
| 4               | +2                | Ability Score Improvement |
| 5               | +3                |                           |
| 6               | +3                | Archetype/Class Feature   |
| 7               | +3                |                           |
| 8               | +3                | Ability Score Improvement |
| 9               | +4                |                           |
| 10              | +4                | Archetype/Class Feature   |
| 11              | +4                |                           |
| 12              | +4                | Ability Score Improvement |
| 13              | +5                |                           |
| 14              | +5                | Archetype/Class Feature   |
| 15              | +5                |                           |
| 16              | +5                | Ability Score Improvement |
| 17              | +6                | Archetype/Class Feature   |
| 18              | +6                | Archetype/Class Feature   |
| 19              | +6                | Ability Score Improvement |
| 20              | +6                | Class Ultimate Feature    |

# PATHFINDER





Then it gets worse. Besides boosting Critical and Evasion rates, it is also frequently used in skills that trigger based on random chance to improve your chances for said skills to activate. Fail to take this and you will be Doubled by every Myrmidon in the Prologue. Vengeance means you hit harder as you lose HP (feel free to replace this one for one of the "breaker" skills). Likewise, had you picked Luck as a flaw, it reduces your maximum Luck by 3 and your maximum Strength and Magic by 1.As a general note:An Asset increases the maximum stat it is associated with by 4 and the secondary stats by 2. The growth of this Avatar will be slightly stronger in attacks while being more lucky and tanky. Str: Short for "Strength." The more strength you have, the more damage you do with weapons. For example, in the growth table you see above, you can see that picking Luck as an asset increases your Luck growth by 10% and your Strength and Magic Growths by 5%. I'm planning to use a hybrid Speed type class (Grandmaster I think?) but I believe I've set my asset to Spd but my flaw to Mag. Thus the total damage you take from an attack is equal to: Enemy Str + Enemy Weapon Damage - Your Def. This character's death will result in a game over, but luckily our custom character comes with great advantages that will be explained in the next chapter. This LP will use +Magic -Def to augment our long-range magic attacks while still giving us a good boost in Speed. It's not fatal, but it is the weakest stat in the game, in my personal opinion. Thus, they have high Magic and Resistance growths, and decent Luck growths. (I'm still deciding whether or not to do any of the other child units, since it's a lot of work to organize the information and stuff). I've been going through a tough time recently at a personal level, what with my oldest dog having passed away a few days ago. I'm already a bit far into the game so I'm not sure if I want to start all over again just to change my stats again. Considerations If you have never played a game in this series before, this section will be particularly helpful. I'm a huge fan of the more free to do stuff in between battle fire emblems like the second one on the old nes. They use staves to heal allies or apply negative status effects to foes. Clerics: Spellcasters of the defensive variety. If you still have any questions related to My Unit, here's a breakdown of what "More My Unit Tips and Tricks for Fire Emblem: Awakening" talks about.Gives an overview of My Unit as he/she exists in the world of FE: Awakening. I played fire emblem on the GBA before, but I can't really say I'm good at it. There's a 9 letter limit. Myrmidons tend to have high Skill and Speed, and medium-high Luck, but lowish Strength. Personally, I was reluctant to use my second seals and have only advanced my characters on a straight path, but lately I've been thinking that maybe I missed out on a couple of awesome skills from other classes had I only taken the risk.Since I'm planning on starting a new file, this short article really boosts my resolve to get it right this time around.MrSelaticia on February 28, 2013:Fantastic article. The lack of defense won't be a problem. Lck: Short for "Luck." Luck is an oddball stat. Thanks! :D)Darrin Perez (author) from Puerto Rico on March 11, 2013:Hey there Aine!While I can't guarantee that I'll do a guide for good skills from each of the classes, I can offer this list:- Galeforce (from Dark Flier)- Lifetaker (from Dark Knight)- Vengeance (from Sorcerer)- Counter (from Warrior)- Wrath (from Berserker)- Astra (from Swordmaster)- Armsthrit (from Mercenary)- Any of the "-breaker" skills (various classes)- Vantage (from Myrmidon)From there, you'll notice that Counter and Wrath are male-only, and that Galeforce is female-only. Creating your Avatar After selecting your difficulty and game mode, the game introduces the ability to create an Avatar. Gives base stat values, base stat growths, class growths and maximum stat caps for both the Tactician and its promoted counterpart, the Grandmaster. They use tomes to deal magic damage to their foes. I'll do my best to help you, although I'm not nearly at the skill level most of this game's players are (started playing Fire Emblem when Shadow Dragon came out for the DS; Fire Emblem started out for the Game boy Advance, at least outside of Japan)Chris on February 11, 2013:Thank you VERY much for this! I was appaled that they don't explain what the Flaw/Asset system is at ALL! How the hell is someone new supposed to have any idea what to pick?This guide literally kept me from returning the game. Reach level 10 on tactician, slide to thief, get to 10 and promote to assassin, get to 10 (15 if you want the other skill), and slide to grandmaster. I was untouchable by chapter 11 by grinding in dicrogeio on May 21, 2013:Hey thank u really helped me with my avatar add me my friend code is 4124-5879-5050 my name is TitoDouglas Smith on May 08, 2013:I choose skill as my asset and its been godly I activate leathality alone every fourth attack (with support from Lucia) with insane skill levels every attack usually activates something plus a critical almost every other attack!I choose defense as my flaw and pavise plus support allows attacks to practically bounce off meDarrin Perez (author) from Puerto Rico on April 06, 2013:Hello there JedJustin! :DWell, first of all:TBS = Turn Based StrategyRTS = Real Time StrategyConsidering you've played through the game, I'm pretty sure you wrote an unintentional typo in your comment, but better safe than sorry. Speed: Probably the only real Asset choice if you're playing on Lunatic. Your guide the exact kind of information I needed to know before starting my new game.Darrin Perez (author) from Puerto Rico on February 11, 2013:OWow, well first of all: Thank you for reading and commenting. I went +Defense/Skill in my first playthrough. Skill: With less Skill, you're a tad less accurate and have fewer Criticals. Vantage lets you attack first during the enemy phase if you are currently at 50% HP or less, and Lifetaker heals you for up to 50% of your maximum HP if you kill an enemy unit during your turn.For male units, Galeforce is a no-go and you'll want to replace it with Wrath or Counter (I would personally do Wrath, since Counter is quirky (check my Basilio hub for details). For second generation units, if you want to optimize pairings, find pairings that can pass Galeforce to males and Wrath or Counter to females, as those are gender-exclusive. In addition, Speed increases your character's evasion as well. For example, an Asset HP gives +1 to Str/Mag and +2 Lck/Def/Res to your cap. Strength and Magic aren't particularly anything special, and those are the entirety of the secondary bonus growths you will be getting. You won't be Doubling anyone, but a large part of the people that could Double you won't be doing much either, unless they are Mages. As a result, most of my articles are related to video games.The default avatar for My Unit in "Fire Emblem: Awakening." It's the only avatar you can pick in the demo version.Fire Emblem: AwakeningNow that Fire Emblem: Awakening has an official demo, it seems like the perfect time to write about how you should build My Unit in that game. Their growths tend to be similar to that of Mages. The first choice is deciding the gender. Myrmidon lovers would probably disagree (they still have to admit that Speed > Skill though!) Pick Luck as your asset. :drake on February 22, 2013:thanks for the guide it was quite helpful so far from my current stage of the game. What's that minus 4 :)Thanks for reading Aine!Aine on March 11, 2013:Thanks for this guide. We'll be sticking with the default Robin. While Awakening added an optional Casual mode that removes permadeath (characters who die in one mission are again available in the next), if you play Classic Mode, this value will still be ever-important. :(Also, this helps people who may read through these comments and wonder what the heck each of them means).Secondly, I'm not sure what you mean by customizing skills. Basically, each class gets two skills as they level up. Res: Short for "Resistance." The magic equivalent of Defense. Below, I display a table giving what exactly affects what.(Growth Bonuses/Penalties Based on Asset/Flaw SelectionSource: Serenes ForestsAsset/FlawHPStrMagSKlSdPdLckDefResHP+/-15+/- 5+/- -5Str+/- 10+/- 5+/- -5Mag+/- 10+/- 5+/- 5SkI+/- 5+/- 10+/- 5Spd+/- 5+/- 10+/- -5Lck+/- 5+/- 5+/- 10Def+/- 5+/- 10+/- -5Res+/- 5+/- 5+/- -10The choice of asset and flaw for your character also affects their maximum stats. :)Val on March 16, 2013:Great guide! Great game! This is actually my very first Fire Emblem game. I have one question though. I'm a first time player of the FE series myself (well, even aware I was buying an RTS) and I'm still trying to figure a few things out. Your total damage with a weapon is equal to Str + Weapon Damage. However, and to use an example, if you have 10 Speed and your opponent has 6 or less, you get to attack a second time. :)Hope this helps!P.S: Since you offered a guide suggestion, it's only fair to let you know that I'll be writing a hub on Lucia and another on Morgan in a few days (currently on hiatus after writing the last hub for the first generation units. :)Secondly, I'm glad you decided not to return this game, but have to wonder why u haven't included some of the characters from later on in the game?Darrin Perez (author) from Puerto Rico on February 12, 2013:Thanks for reading Jaie! Awakening is my second Fire Emblem experience (I have played Shadow Dragon; technically I have played Radiant Dawn as well, but I played it for so little time that I never really count it when talking about my FE experiences).This is the perfect game if you're a total newbie, since it's fairly forgiving.Hope you enjoy it as much as I have!Jaie on February 12, 2013:Just wanted to say thanks for the in-depth guide! I just picked up a 3DS XL + Fire Emblem today and it is my first game in the series, although I'm a huge fan of turn based rpgs.Darrin Perez (author) from Puerto Rico on February 11, 2013:Hello there OneMech! Thank you very much for reading and I'm glad that it helped you out! That's what I'm here for. It quickly became apparent that I needed to figure out skills and abilities.AwsomeDarrin Perez (author) from Puerto Rico on February 22, 2013:Hello there drake! Well, first of all, I have to thank you for reading and commenting on my hub! I'm glad that it has helped you out.As for the reason I haven't included later characters yet, well:- I've been releasing roughly a hub per day. A Flaw decreases the maximum stat it is associated with by 3 and the secondary stats by 1. If your question isn't covered by these articles, feel free to post your question in the comments section of either:Joe from north miami FL on May 29, 2014:I want to play this really bad. Normally, when you attack an enemy unit, you attack once and the enemy counterattacks once, if able. So the examples of a vote is: Older Female, light red hair, default Normal Male, dark green hair, aesthetic Older Male, purple hair, wacky Each vote counts as a copy, so potentially the thread can make a monster (but isn't that half the fun?) Voting will end in about two days or so. Pick HP as your flaw. Indeed, it could help you greatly in staying alive against both physical and magical threats. The readers are what make this worth it, in the end. Female from left to right (Normal, Young, Older) Male from left to right (Normal, Young, Older) Next comes naming your Avatar. I'm planning on having hubs for all units acquired in the main chapters of the storyline, as well as Chrom's daughter and MP's child. However, Criticals aren't a guaranteed thing anyway. So here's where you vote. Once you have more than five skills, you can re-arrange your skills in the appropriate menu to mix and match to your heart's content.Feel free to check out my other hubs related to Fire Emblem: Awakening to see if they help answer your question. Thanks again for reading drake. Just finished my first play through (Normal/Classic) - great game, though I still don't think I'm sure about how to go about customizing skills - can you mix-and-match with those you've learned after changing classes or is there a formula you have to follow to achieve the desired results? Mag: "Short for Magic." The more magic you have, the more damage you do with tomes. About the most important things to consider in Fire Emblem are the class you eventually want your My Unit to be, which stat to take as your asset, and which stat to take as your flaw.So, read on and see how you should build My Unit in Fire Emblem: Awakening. Criticals multiply the total damage you do by three after factoring in the enemy's defense. Likewise, the stat not favored by your unit as a Flaw gets a -2 penalty (-4 if HP) and a 10% growth penalty (again, 15% for HP).Note: Actually, that's a minor abstraction, as Serenes Forest has since pointed out. The Avatar has 5 build options with each option having 5 different choices themselves (Hair has 20 so anything short of multi-color is covered), ranging from normal to bandaged to an eyepatch. Spd: Short for "Speed." Considered by Fire Emblem veterans to be the most important stat. SkI: Short for "Skill." Skill improves a character's Hit rate and Critical damage rate. To prevent a long and confusing voting system, I'll show 6 builds of Default, aesthetic, and wacky that you can vote on at the end of this update. Feel free to give your own tips and tricks for My Unit in the comments section of this article.Until the next time, take care and have fun!Important NoteThis is the first part of a two-part article talking about My Unit in Fire Emblem: Awakening. Is that alright? It's as simple as that. Thank you again :) Too low for anything except perhaps Normal, that's what! Pick Skill as your Asset. Gives my thoughts on what you should use your Second Seal for when it comes to the subject of your My Unit. Your total magic damage with a tome is equal to Mag + Tome Damage. So, assuming we're not talking about children units, the optimal setup for a female unit would probably be:Galeforce, Astra, Vengeance, Vantage, LifetakerGaleforce is self-explanatory. Voices are related to what builds they are, so if you wanted a small guy with a very deep voice...well there you go. See, stats also have two associated stats which they affect with a 5% change, depending on whether you pick a stat as an Asset or a Flaw. Besides having different appearance options, gender heavily affects how different support conversations are (and spouse options vary down the line). Here are the basic class archetypes so you can determine what class you would like to class change to at a later time (My Unit starts as a Tactician, which is an oddball class that can use both Swords and Tomes):Myrmidon: The speedy sword-wielder personified. :)Thanks for the comment, and thanks for reading JedJustin! :D)JedJustin on April 06, 2013:Great write up! Lot's of useful info here. That's About It!That's about it for this article. Astra lets you hit 5 times at half damage for a total of 2.5x total damage. Your base HP is 20. :DGood luck, and don't hesitate to ask questions about the game in this hub or any of my other Fire Emblem hubs. Great article!FE11 on June 09, 2013:Here's a great idea. Luck: With the additional information Serenes Forest has gleaned, Luck has suddenly become one of the top, if not the top flaw to take, given that the secondary penalties are rather minimal in the long run (one point of Strength and Magic is basically nil when you can forge weapons and/or use legendary weapons). Def: Short for "Defense." Defense lowers the amount of damage you take from enemy weapon attacks by an amount equal to your Defense. The hubs I've released for the past few days had been written in advance (it's always good to have spare articles for emergencies like this).Just thought I'd explain my thought process. Str or Mag: Hitting harder with your weapon of choice is neat, but not optimal, at least in my personal opinion. It is pretty awesome. Asset/Flaw determines how your Avatar grows better in and how much that stat increases/decreases that stat cap. Now, you have some good information to read through while deciding what to do with your My Unit. In Awakening, much like most other FE games, having at least four more Speed than your opponent allows you to Double them. Recommended FlawsThese are the stats I personally recommend as being the safest for taking as Flaws:Str or Mag. If you're using a hybrid character (such as the starting class of Tactician), you can take whichever type of damage you don't use as your Flaw, no problem. They have immense Defense and Strength values, but tend to have extremely low Speed. Recommended AssetsThese are the stats I personally recommend as being the best of the best for My Units:Defense: If you want to make a Knight-like character and are not playing on Lunatic, you will be nearly untouchable if you take Defense as your asset. Your stat total will be near or over 200. I've already started my own game (Ch. 12) but I feel that everything I've done so far is a mistake.I hope you can also make a short guide/overview on good skills to get from different classes. The stat favored by your unit as an Asset gets a +2 boost (+4 if HP), and a 10% growth boost (15% for HP). List of StatsHere's a list of each of the stats present in Fire Emblem: Awakening:HP: Short for "Hit Points." If you run out of HP, you die. Of course, for people like me who love character customization, I am excited by the ability to make a character to your very own specifications. Now that you know what each stat does, you probably have a better idea of what you would like to do with your My Unit. Once you get a few good levels, you probably won't even feel the difference.(The difference between a -Mag and a normal Mag character is only 3 Magic at cap.)The way I see it: As long as you're having fun, that should be the only thing that matters. :)OneMech on February 11, 2013:Thanks for posting this guide! While I have dabbled a bit with Fire Emblem in the past I still had no idea how my decisions in the Asset/Flaw system were going to effect my experience. That's just an abstraction as there are many more classes, and some hybrid classes of the above as well.With all of this, it's time to talk a bit about the Asset and Flaw system for My Unit, before giving my personal recommendations for what you should pick.When you create My Unit in Fire Emblem: Awakening, you get to set an Asset and a Flaw for him or her. First, let's talk about stats. You can choose the gender, body type, hair color, and style. Gives a helpful link to a fanste that has a lot of other useful information pertaining to the avatar system of Awakening. However, the Luck asset also increases your maximum Luck by 4 and your maximum Strength and Magic by 2. Here's a picture to explain: It will result in our Avatar having less attack power, but more Skill and much more Speed. I've been playing video games since the tender age of four. Each unit can have a maximum of five skills total. Knights: Roughly the opposite of the Myrmidon. Here's a chart that shows choosing a stat as an Asset or a Flaw: The numbers in black show which horizontal stats increase when choosing one of the vertical stats as an asset/flaw. Anyway, great write up I found it pretty informative!Darrin Perez (author) from Puerto Rico on March 16, 2013:You should be fine. My Unit is Fire Emblem's way of giving the player a slightly more active role in the plot by making them an actual character in the story. Gives a description of the skills a Tactician and Grandmaster can learn, as well as my personal thoughts about them. However, their Strength and Defense are pretty abysmal as well. Knights are armored defenders that walk on foot and wield lances. Honorable MentionsHP: 4 HP never hurt anyone. :)At anything under Lunatic, your Asset and Flaw are really only important for the first few chapters where everyone has low stats. Don't Do Any of ThisPick Speed as your flaw, unless you're into getting Doubled by everything. In any case, what I want to touch upon here is what types of and stats and classes exist. In short, whether a character is strong in Magic, Physical, or a tank starts here. Birthday is only for getting random items on that date. I have already beaten this on easy but am returning on normal. That means that they will tend to have high Critical hit rates and Doubled frequently, but won't do a lot of damage on each individual attack. Mages: Spellcasters of the offensive variety. Not much use otherwise for the game. If your question is related to any of those bullets, check out the second part of my article by clicking on the hyperlink in the quotation marked title at the start of this section. Thank you so much.

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