

# FIRE EMBLEM

*The Further Journeys*



*Manakete Supplement*  
v1.0 (Solymr version)

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## Introduction

This supplement adds a new type of player class separate from the usual class mechanics: Manaketes. Either humans with dragon blood or dragons taking human form, Manaketes rely on their draconic powers to fight, using Dragonstones to call forth the form of mythical dragons to gain their abilities.

Manaketes are not subject to typical mechanics: they do not promote from or to any other class, losing the stat bonuses they may gain from those, but equipping Dragonstones gives them significant stat bonuses to compensate. They also do not use any other weapons other than the attacks the Dragonstones themselves grant, and they have a “Mana” system charged through attacks that allow them to unleash powerful abilities.

Due to this it’s prudent to limit the amount of Manaketes in a single party, as their weaknesses and strengths may compound and destabilize the progress of the game.

## Manaless

Alternatively, the GM may decide to tone down the strength of Manaketes by not using the Mana system or Heavy attacks. In that case, Qinglong needs the following changes:

- Destructive Wave available at Level 2.
- Harmony grants +2 Hit/Crit for every ally within 3 spaces and +2 Evade/Dodge for every enemy within 3 spaces, up to +20 for each bonus.
- Improved Harmony grants +5 DMG/DR if there are the same number of allies and enemies within 3 spaces.
- Mastered Harmony increases the bonuses to +3 Hit/Crit and Evade/Dodge, up to +30 for each bonus.

## Creating a Manakete

Manaketes start at Level 1 as with other players. Since they don’t have class tiers, their level equals their Total Level. The base stats for a Manakete are as follows:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	2	2	2	2	2	2	2	6	5	5

Bonus points are assigned as normal, but Manaketes have 350 points to assign to Progression Rates to compensate for their lack of promotions. Manaketes have the same stat caps as Promoted Classes. To prevent them falling behind other players, they also gain +1 MOV and +4 CON upon reaching Level 20 or when everyone else in the party reaches Promoted Classes, determined by the GM.

Since Manaketes do not use weapons, they do not have any weapon proficiencies. Instead, any Manakete can equip and use any Dragonstone. Manaketes start with either Mushussu or the Dragonstone corresponding to their affinity. To this effect, the GM may use a different affinity assigning method than other players.

In every other sense, a Manakete plays the same as other classes.

## Dragonstones

Objects carrying the soul, will or power of a mythical dragon, Dragonstones allow Manaketes to attack and improve their abilities, but their full powers cannot be accessed from the get go.

### Dragonstone Attacks and Mana

Each Dragonstone has two sets of available attacks: Light attacks and Heavy attacks. Light attacks can be used at any moment and designated to use when countering, while Heavy attacks can only be used on the Player Phase if the Manakete has enough Mana. In addition, Heavy attacks automatically hit. Despite the name, some Heavy attacks only affect allies as support abilities.

Mana is gained by using Light attacks, with the Manakete gaining 1 Mana at the end of the combat. The Manakete can store up to 10 Mana at once, and using a Heavy attack consumes 5 Mana. Being downed loses all stored Mana.

Attacks may be Physical, Magical or Special. Physical attacks use STR to add to the attack's MT and target the enemy's DEF, while Magical attacks use MAG and target RES. Special attacks have unique non-damaging effects.

### Dragonstone Experience

Much like weapons, practice makes perfect. As the Manakete uses the Dragonstone, they'll be able to draw more strength from them, even unlocking new abilities.

Each Dragonstone improves separately, gaining Dragonstone Experience whenever a Manakete uses it. Dragonstone Experience works similarly to Weapon Experience, with the following values needed for each Dragonstone Level:

1	2	3	4	5
0	100	225	375	550
	+100	+125	+150	+175

Light attacks grant 4 DEXP while Heavy attacks grant 8 DEXP. In case of using an attack in combat with an enemy multiple times or against multiple targets, DEXP will only be gained once. If the enemy was defeated in that combat, DEXP gained is doubled.

### Dragonstone Levels

Each Dragonstone has a different set of stats, passive skill and attacks available to them. Leveling the Dragonstone raises the stat bonus it provides to the Manakete when equipped and unlocks or improves the skills and attacks available when using it.

When the attacks of a Dragonstone are upgraded on a level up, the new version replaces the previous one. When the passive skill is upgraded, the effects are added to the previous one's. If a different attack is unlocked, it remains available with other attacks the Dragonstone previously had.

## List of Dragonstones

The following is a list of all Dragonstones, complete with stat bonuses, passive skills, attacks and upgrades according to level.

### Mushussu

Affinity: Physical/None

Level	STR	SKL	DEF	LUK	SPD	Skills
1	+2	+1	+1	+0	+0	Brutality/Dragon Claw/Cleaving Swipe
2	+3	+2	+2	+1	+0	Spike Launch/Killer Raid
3	+5	+3	+2	+1	+1	Improved Brutality
4	+6	+3	+3	+2	+2	Mastered Dragon Claw/Spike Launch
5	+8	+4	+4	+2	+2	Mastered Brutality/Cleaving Swipe/Killer Raid

#### Brutality

Upon reducing an enemy to 0 HP, other enemies within 2 spaces of the target suffer -10 Hit/Evade for 2 turns.

**Improved:** Additionally, enemies attacked suffer -10 Hit/Evade for 2 turns.

**Mastered:** The debuffs from Brutality can stack.

Light Attacks:

Name	Type	Range	MT	Hit	Crit
Dragon Claw	Physical	1	6	80	5
Mastered Dragon Claw		1	9	80	10
Spike Launch	Physical	2	5	70	0
Mastered Spike Launch		2	7	75	5

Heavy Attacks:

Name	Type	MT	Crit	Effect
Cleaving Swipe	Physical	7	10	Attacks all adjacent enemies
Mastered Cleaving Swipe		10	10	
Killer Raid	Physical	7	5	Move to empty space 4 tiles away in a straight line, attack all enemies in the way
Mastered Killer Raid		10	5	

# Vritra

Affinity: Fire 

Level	STR	MAG	SKL	RES	Skills
1	+1	+1	+1	+1	Drought/Heat Tackle/Exploding Fireball
2	+2	+2	+2	+2	Scorching Breath/Eruption Wave
3	+4	+4	+2	+2	Improved Drought
4	+5	+5	+3	+3	Mastered Heat Tackle/Scorching Breath
5	+6	+6	+4	+4	Mastered Drought/Exploding Fireball/Eruption Wave

## Drought

Enemies within 3 spaces can't have buffs applied to them and healing applied is halved. Additionally, gain Raid.

**Improved:** Enemies within 3 spaces cannot be healed. Gain Sack in place of Raid.

**Mastered:** Any buffs either previously applied or attempted to afterwards to enemies within 3 spaces are instead inverted.

Light Attacks:


Name	Type	Range	MT	Hit	Crit
Heat Tackle	Physical	1	5	90	0
Mastered Heat Tackle		1	8	95	0
Scorching Breath	Magical	1-2	5	80	0
Mastered Scorching Breath		1-2	8	80	0

Reduces DEF/RES by 3 for 2 turns

Heavy Attacks:

Name	Type	MT	Crit	Effect
Exploding Fireball	Magical	5	0	Hits target at range 2-3 and enemies adjacent
Mastered Exploding Fireball		7	0	Mastered inflicts burn (poison) for 2 turns
Eruption Wave	Physical	5	5	Hits target at range 1 and enemies adjacent
Mastered Eruption Wave		5	10	Mastered reduces DEF/RES by 5 for 2 turns

# Typhon

Affinity: Wind 

Level	SKL	LUK	SPD	STR	MAG	Skills
1	+2	+1	+1	+0	+0	Tailwind/Razor Wind/Aerial Raid
2	+3	+2	+2	+1	+0	Implosion/Tornado
3	+5	+3	+2	+1	+1	Improved Tailwind
4	+6	+3	+3	+2	+2	Mastered Razor Wind/Implosion
5	+8	+4	+4	+2	+2	Mastered Tailwind/Aerial Raid/Tornado

## Tailwind

User gains Flight and Canto.

**Improved:** User also gains +1 MOV.

**Mastered:** User gains +2 MOV instead.

Light Attacks:

Name	Type	Range	MT	Hit	Crit
Razor Wind	Physical	1	5	85	0
Mastered Razor Wind		1-2	5	85	0
Implosion	Magical	2	5	75	0
Mastered Implosion		2	6	85	0


Reduces MOV to 0 for 1 turn (2 turns mastered)

Heavy Attacks:

Name	Type	MT	Crit	Effect
Aerial Raid	Physical	4	5	Move to empty space 4 tiles away in a straight line, attack all enemies in the way
Mastered Aerial Raid		4	5	Mastered hits twice
Tornado	Magical	5	10	Attacks all adjacent enemies; user and allies gain 10 Evade for 1 turn
Mastered Tornado		5	10	Mastered grants 20 Evade



# Kulshedra

Affinity: Anima 

Level	MAG	SKL	RES	LUK	SPD	Skills
1	+2	+1	+1	+0	+0	Formless/Mana Strike/Void Beam
2	+3	+2	+2	+1	+0	Volatile Primer/Arcane Artillery
3	+5	+3	+2	+1	+1	Improved Formless
4	+6	+3	+3	+2	+2	Mastered Mana Strike/Volatile Primer
5	+8	+4	+4	+2	+2	Mastered Formless/Void Beam/Arcane Artillery

## Formless

User gains WTA bonuses against the equipped weapon type of the last attacked enemy.

**Improved:** Additionally, enemies gain WTD when using the weapon type that last hit the user.

**Mastered:** WTA bonuses are doubled for user and allies within 2 spaces and WTD penalties are doubled for enemies within 2 spaces.

Light Attacks:

Name	Type	Range	MT	Hit	Crit
Mana Strike	Magical	1-2	4	85	0
Mastered Mana Strike		1-2	7	85	0
Volatile Primer	Magical	1-2	3	80	0
Mastered Volatile Primer		1-2	4	90	0

Reduces RES by 3 (5 mastered) for 2 turns

Heavy Attacks:

Name	Type	MT	Crit	Effect
Void Beam	Magical	4	5	Attacks all enemies in 3 spaces on a straight line from user
Mastered Void Beam		8	5	
Arcane Artillery	Magical	8	0	Range 3-10
Mastered Arcane Artillery		12	0	



# Naga

Affinity: Light 

Level	RES	DEF	MAG	LUK	SPD	Skills
1	+2	+1	+1	+0	+0	Refractory/Corona/Judgment
2	+3	+2	+2	+1	+0	Blinding Flash/Circle of Light
3	+5	+3	+2	+1	+1	Improved Refractory
4	+6	+3	+3	+2	+2	Mastered Corona/Blinding Flash
5	+8	+4	+4	+2	+2	Mastered Refractory/Judgment/Circle of Light

## Refractory

Avoiding or taking no damage from a magical attack restores 10% of Max HP to user.

**Improved:** Refractory can heal 10% Max HP to an adjacent ally.

**Mastered:** Healing increased to 20%.

Light Attacks:

Name	Type	Range	MT	Hit	Crit
Corona	Magical	1-2	3	80	5
Mastered Corona		1-2	5	90	5
Blinding Flash	Magical	1	3	90	0
Mastered Blinding Flash		1-2	3	90	0

Reduces Hit and Evade by 15 for 1 turn

Heavy Attacks:

Name	Type	MT	Crit	Effect
Judgment	Magical	0	0	Range 1-2 Ignores RES
Mastered Judgment		4	0	
Circle of Light	Special	-	-	Heals and shields for MAG to user and one adjacent ally (all adjacent allies mastered)
Mastered Circle of Light		-	-	

# Nidhogg

Affinity: Dark 

Level	STR	DEF	LUK	SPD	Skills
1	+1	+1	+1	+1	Synchro/Dark Claw/Shadowrend
2	+2	+2	+2	+2	Murder Shot/Soul Eater
3	+4	+4	+2	+2	Improved Synchro
4	+5	+5	+3	+3	Mastered Dark Claw/Murder Shot
5	+6	+6	+4	+4	Mastered Synchro/Shadowrend/Soul Eater

## Synchro

Allies within 2 spaces gain +2 SPD.

**Improved:** Additionally, user gains +2 SPD upon reducing enemy to 0 HP until the end of their next phase.

**Mastered:** Additionally, enemies within 2 spaces lose 2 SPD.

Light Attacks:

Name	Type	Range	MT	Hit	Crit
Dark Claw	Physical	1	6	80	5
Mastered Dark Claw		1	9	80	10
Murder Shot	Physical	1	0	75	0
Mastered Murder Shot		1	4	80	0

Refreshes user turn on kill (once per turn)

Heavy Attacks:

Name	Type	MT	Crit	Effect
Shadowrend	Physical	5	5	Teleports to empty space within 3 spaces and attacks all adjacent enemies
Mastered Shadowrend		10	5	
Soul Eater	Physical	4	0	Attacks all adjacent enemies and heals for half damage done (full damage mastered)
Mastered Soul Eater		4	0	

## Druk

Affinity: Thunder 

Level	MAG	RES	LUK	SPD	Skills
1	+1	+1	+1	+1	Fury/Lightning Blast/Gathering Storm
2	+2	+2	+2	+2	Rolling Thunder/Chain Lightning
3	+4	+4	+2	+2	Improved Fury
4	+5	+5	+3	+3	Mastered Lightning Blast/Rolling Thunder
5	+6	+6	+4	+4	Mastered Fury/Gathering Storm/Chain Lightning

### Fury

User gains +1 Crit for each missing HP.

**Improved:** Additionally, user gains +30 Hit under 30% of their Max HP.

**Mastered:** User regains 20% of their Max HP when dealing a critical hit.

Light Attacks:


Name	Type	Range	MT	Hit	Crit
Lightning Blast	Magical	1-2	6	65	5
Mastered Lightning Blast		1-2	8	75	10
Rolling Thunder	Magical	1-2	4	75	0
Mastered Rolling Thunder		1-2	4	80	0

Reduces Evade by 20 for 2 turns (3 turns mastered)

Heavy Attacks:

Name	Type	MT	Crit	Effect
Gathering Storm	Magical	5	10	Attacks 3 random enemies within 3 spaces (4 enemies mastered)
Mastered Gathering Storm		5	10	
Chain Lightning	Magical	5	5	Range 1-2, attack bounces to random adjacent enemy 2 additional times
Mastered Chain Lightning		7	10	

# Kuraokami

Affinity: Ice 

Level	DEF	STR	MAG	SKL	RES	Skills
1	+2	+1	+1	+0	+0	Shatter/Icicle Crash/Flash Freeze
2	+3	+2	+2	+1	+0	Chilling Wind/Avalanche
3	+5	+3	+2	+1	+1	Improved Shatter
4	+6	+3	+3	+2	+2	Mastered Icicle Crash/Chilling Wind
5	+8	+4	+4	+2	+2	Mastered Shatter/Flash Freeze/Avalanche

## Shatter

Taking a physical hit in range 1 returns damage equal to user's DEF/3.

**Improved:** Return damage when hit by a physical or magical hit.

**Mastered:** If the attack dealt no damage, return damage is doubled.

Light Attacks:


Name	Type	Range	MT	Hit	Crit
Icicle Crash	Physical	1	5	85	0
Mastered Icicle Crash		1	8	85	0
Chilling Wind	Magical	2	3	80	0
Mastered Chilling Wind		2-3	3	80	0

Reduces STR and MAG by 3 for 2 turns

Heavy Attacks:

Name	Type	MT	Crit	Effect
Flash Freeze	Magical	5	0	Range 1-3 Inflicts Paralyze for 1 turn (2 turns mastered)
Mastered Flash Freeze		6	0	
Avalanche	Physical	0	0	Range 1-2 Ignores DEF
Mastered Avalanche		4	0	

# Qinglong

Affinity: Water 

Level	STR	MAG	SKL	DEF	RES	Skills
1	+1	+1	+1	+1	+0	Harmony/Flowing Strike/Destructive Wave
2	+2	+2	+2	+1	+1	Torrent/Life Flow
3	+3	+3	+2	+2	+2	Improved Harmony
4	+4	+3	+3	+3	+3	Mastered Flowing Strike/Destructive Wave
5	+4	+4	+4	+4	+4	Mastered Harmony/Torrent/Life Flow

## Harmony

The user gains +2 Hit/Evade/Crit/Dodge for each Mana point stored.

**Improved:** After using a Heavy attack, the previous Harmony bonus value lasts for 1 turn.

**Mastered:** User's Mana point storage limit is raised to 15.


Light Attacks:

Name	Type	Range	MT	Hit	Crit
Flowing Strike	Physical	1	5	80	0
Mastered Flowing Strike		1	8	90	0
User can use any remaining MOV after combat					
Destructive Wave	Magical	1-2	4	75	0
Mastered Destructive Wave		1-2	7	75	0

Heavy Attacks:

Name	Type	MT	Crit	Effect
Torrent	Physical	8	0	Range 1 Doubles attacks made
Mastered Torrent		10	10	
Life Flow	Magical	0	-	Heals damage done to user or adjacent ally Cannot Crit
Mastered Life Flow		10	-	

# Quetzalcoatl

Affinity: Heaven 

Level	LUK	SKL	SPD	DEF	RES	Skills
1	+2	+1	+1	+0	+0	Blessing/Morning Star/Promised Day
2	+3	+2	+2	+1	+0	Solar Flare/Eclipse
3	+5	+3	+2	+1	+1	Improved Blessing
4	+6	+3	+3	+2	+2	Mastered Morning Star/Solar Flare
5	+8	+4	+4	+2	+2	Mastered Blessing/Promised Day/Eclipse

## Blessing

Allies within 3 spaces gain +10 Evade/Dodge.

**Improved:** Additionally, allies within 3 spaces gain +10 Crit.

**Mastered:** User gains +5 Evade for each ally within 3 spaces.


Light Attacks:

Name	Type	Range	MT	Hit	Crit
Morning Star	Physical	1	5	75	10
Mastered Morning Star		1	7	75	20
Solar Flare	Magical	2	5	70	10
Mastered Solar Flare		2	7	70	20

Heavy Attacks:

Name	Type	MT	Crit	Effect
Promised Day	Special	-	-	Allies within 2 spaces (3 spaces mastered) heal 50% HP and gain 5 STR/MAG for 1 turn
Mastered Promised Day		-	-	
Eclipse	Special	-	-	Enemies within 2 spaces halve their current HP Mastered also reduces Evade by 15 for 1 turn
Mastered Eclipse		-	-	

# Fafnir

Affinity: Earth 

Level	DEF	RES	LUK	STR	Skills
1	+1	+1	+1	+1	Impregnable/Landslide/Roaring Bulwark
2	+2	+2	+2	+2	Earth Lance/Tremor Quake
3	+4	+4	+2	+2	Improved Impregnable
4	+5	+5	+3	+3	Mastered Landslide/Earth Lance
5	+6	+6	+4	+4	Mastered Impregnable/Roaring Bulwark/Tremor Quake

## Impregnable

User gains Armored.

**Improved:** Adjacent allies gain half the DR of the user.

**Mastered:** User has a LUK% chance of reducing any form of damage from any hit they take to 0.

Light Attacks:

Name	Type	Range	MT	Hit	Crit
Landslide	Physical	1	7	70	0
Mastered Landslide		1	10	70	0
Earth Lance	Physical	1-2	5	65	0
Mastered Earth Lance		1-2	7	70	0

Heavy Attacks:

Name	Type	MT	Crit	Effect
Roaring Bulwark	Special	-	-	Raises user's DEF/RES by 3 (5 mastered) and taunts all enemies within 2 spaces (3 mastered)
Mastered Roaring Bulwark		-	-	
Tremor Quake	Physical	0	0	Attacks all enemies within 2 spaces, range 2 takes half damage Mastered reduces Hit by 15 for 2 turns
Mastered Tremor Quake		0	0	