

Fire Emblem (Import) Character FAQ

by Binta

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FIRE EMBLEM

Character Guide

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What is this about?

This is the list of all the characters in the original Fire Emblem.

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Thanks to:

- GameFAQs, for accepting this FAQ
- Myself, for my hard work
- Nintendo, for great games like this

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Version History

1.0 - (April 23, 2010) Initial release. About 90% of all the levelup patterns for all the characters are ready. Character background/profiles are not ready, but ratings and levelup patterns are. Also didn't note the chapters most of the characters join you in, I didn't really pay attention to the chapter number.

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What the numbers for the ratings mean:

- 1=Garbage. All they'll do is eat up your EXP and resources.
- 2=I would seriously not recommend using that person.
- 3=Pretty much pointless.
- 4=Not without a use, but still sucks.
- 5=Nothing special here. A ho-hum character that's neither great nor crap.
- 6=Decent, but easily outclassed by better characters.
- 7=Good, but not great. May have some flaws that don't hinder them TOO badly.
- 8=A solid character who should have a place on your team whenever possible.
- 9=Killer character! They definitely deserve a spot in your fighting team.
- 10=Unstoppable beast!

.....Marth.....

Looks like: Long, blue hair and a hairband.

Starting class: Lord

How to recruit: The main character, he is used in every mission.

Rating: 7

Comments: He starts out mediocre and becomes good with a few levelups, but due to the level caps and his lack of promotion, his stats will appear lower than some of the others. Because of this, the fact that it's game over if he dies, AND the fact that you have to use this guy, it would be wise to give him some stat boosters. But even without the extra help, Marth is still an okay character, as he can use light swords like Rapiers, Miracle, and the almighty Falcion. Still, it's a bad idea to NOT give him boosters.

.....Jeigan.....

Looks like: Old man with grey hair, purple armor with spines.

Starting class: Paladin

How to recruit: You have him at the beginning.

Rating: 2

Comments: Look at those stats. Looks a little too good to be true, doesn't it?

It is. This is where the term "Jeigan character" came from, meaning he starts out much stronger than the others, but gains almost nothing on levelups. As such, he's an EXP eater.

.....Sheeda.....

Looks like: Girl with blue hair and red shirt.

Starting class: Pegasus Knight (can promote to Dragon Knight)

How to recruit: You have her at the beginning.

Rating: 9

Comments: One of the most important units in the game. Although her attack power is pretty low and her HP and defense might suffer, pretty much everything else (especially agility) will max out well before level 20. On top of this, she can persuade many of the potential enemies into joining the team.

Notes: If Sheeda dies, you will get a different ending.

.....Doga.....

Looks like: Muscular knight with green hair and heavy blue armor.

Starting class: Armor Knight

How to recruit: You have him at the beginning.

Rating: 4

Comments: He isn't exactly a Jeigan, but he starts out awesome and will outlive his usefulness after some time. He's useful for drawing attacks early on, but bench him once you get some better units.

.....Gordon.....

Looks like: Green-haired young man who is grinning.

Starting class: Archer (can promote to Sniper)

How to recruit: You have him at the beginning.

Rating: 6

Comments: He isn't so great until he promotes, and it can be difficult to get him there. But he's one of the better bow-users and can take down Pegasus Knights rather nicely, so don't discount him. On the other hand, don't save too many kills for him or that may hinder the others' progress.

.....Kain.....

Looks like: Red hair and armor.

Starting class: Social Knight (can promote to Paladin)

How to recruit: You have him at the beginning.

Rating: 9

Comments: A solid character you can and should use all the time. His brother Abel is comparable. See the next character description.

.....Abel.....

Looks like: Like Kain but with a green color scheme and a different smile.

Starting class: Social Knight (can promote to Paladin)

How to recruit: You have him at the beginning.

Rating: 9

Comments: Like Kain, but one of them usually ends up a bit better than the other. One time it was Kain, another time it was Abel. It would be wise to

use them in conjunction.

.....Riff.....

Looks like: Bald, middle-aged man with blue clothes

Starting class: Bishop (can promote to Priest)

How to recruit: You can find him in a cabin near the end of chapter 1.

Rating: 5

Comments: Terrible stats and no way to defend himself. Sound a little overwhelming? He does have some strong points, such as he can heal your units (EXTREMELY nice!). But once Wendel joins he's borderline useless.

.....Oguma.....

Looks like: Brown-haired man with an X on his cheek. Holding a sword.

Starting class: Mercenary (can promote to Hero)

How to recruit: You automatically get him at the start of chapter 2.

Rating: 10

Comments: Easily one of the best characters in the game, and considering how early you get him it would be stupid to not use him for any reason. Even if you're trying to train your other characters.

.....Barts.....

Looks like: Blue hair and clothes, holding an axe

Starting class: Fighter

How to recruit: Comes with Oguma.

Rating: 7

Comments: Many people say he's the only axe-user worth using, and I agree. Not only does he have great stats, but you really only need to use one axe user. By the way, he is NOT a Jeigan, despite how strong he is for how early you get him. Too bad he doesn't promote though, otherwise he'd be one of the best characters in the game.

.....Maji.....

Looks like: Like Barts but with a brown color scheme

Starting class: Fighter

How to recruit: Comes with Oguma and Barts.

Rating: 5

Comments: Maji could've been useful, but one axe-user is sufficient and Barts is better anyways.

.....Saji.....

Looks like: Same as Maji

Starting class: Fighter

How to recruit: Comes with Barts and Maji.

Rating: 3

Comments: Useless. His HP and attack power are nice, but lacks any speed at all. This combined with the fact that one axe-user is enough, makes him useless.

.....Daros.....

Looks like: Sleeveless white shirt and white du-rag, crossed arms.

Starting class: Pirate

How to recruit: In the bunch of pirates north of you in chapter 2, Marth can talk to him. Or let him come to Marth.

Rating: 2

Comments: The ability to walk on water sounds nice on paper, but trust me; it

isn't as useful as it sounds. Even if it was, none of his stats except his HP have much room for improvement, and they start out below-average.

.....Kashim.....

Looks like: Skinny, dark blue-haired boy.

Starting class: Hunter

How to recruit: Sheeda can talk to him (watch out, don't wait for him to come to her or he'll take her down with his arrows!) in chapter 2.

Rating: 7

Comments: A good offensive unit, maybe better than Gordon. He doesn't promote, though, so think about it. If you're okay with that, he's better.

.....Julian.....

Looks like: Slicked, red hair. Feminine pose.

Starting class: Thief.

How to recruit: You automatically get him at the start of chapter 3.

Rating: 7

Comments: Don't be fooled by his fruity portait and his low starting stats. Julian can become one of your most valuable units, as he has quite a bit of potential and has his thief abilities, which you'll certainly be needing.

.....Rena.....

Looks like: Red hair and hood.

Starting class: Bishop (can promote to Priest)

How to recruit: Comes with Julian.

Rating: 7

Comments: Often considered the most useful of the healers, as she also has a few spells exclusive to her, even if she gets them late in the game.

.....Navarre.....

Looks like: Shaggy, brown hair. Blue shirt.

Starting class: Mercenary (can promote to Hero)

How to recruit: Sheeda can talk to him in chapter 3. Again, watch out and don't wait for him to come to her, make sure she talks to him.

Rating: 8

Comments: A bit fragile, but his skill and agility are impressive. He's still a nice addition to support your team.

.....Machis.....

Looks like: Red hair, blue armor

Starting class: Social Knight (can promote to Paladin)

How to recruit: Rena can talk to him in chapter 4. Again, don't wait for him to come to you.

Rating: 6

Comments: Why does everybody hate Machis so much? Machis is arguably the most underrated character in all of Fire Emblem history. While it's true he doesn't compare to better knights like Kain, Abel or Hardin, he can become above-average if you're willing to give him a chance. If you want another calvary unit, feel free to use him.

.....Marich.....

Looks like: Boy with bright green hair and a blue robe

Starting class: Mage (can promote to Priest)

How to recruit: Marth should enter the big cabin near the river in Chapter 4.

Rating: 8

Comments: The first offensive mage you get, he can be of tremendous help. None of the enemies at almost any point have magic defense, so he can devastate them with his magic. He also has the exclusive Excalibur magic which only he can use.

.....
.....Hardin.....

Looks like: White turban and cloak, thin moustashe

Starting class: Social Knight (can promote to Paladin)

How to recruit: He automatically joins you at the start of chapter 5.

Rating: 8

Comments: One of the top three knights, he's fast, starts out very strong, and stays good. His only weakness is his low HP.

.....
.....Roshe.....

Looks like: Purple armor, medium-length reddish hair

Starting class: Social Knight (can promote to Paladin)

How to recruit: He comes with his leader Hardin.

Rating: 6

Comments: Roshe doesn't seem like much, but if you stick with him he isn't bad. Kain, Abel, and Hardin are your definite social knights, but if you just really like social knights or something, then use him or Machis. He's certainly better than his companions, however!

.....
.....Birak.....

Looks like: Same portrait as Machis

Starting class: Social Knight (can promote to Paladin)

How to recruit: Another of Hardin's followers.

Rating: 1

Comments: Useless. He's a waste of resources, EXP and a character slot, as he starts out terrible and doesn't get any better. Even if his levelups are better than Jeigan's, if you consider his starting stats I'd say he's actually worse than Jeigan.

.....
.....Wolf.....

Looks like: Like Gordon, but with purple hair and no sleeves

Starting class: Horseman

How to recruit: Another of Hardin's followers.

Rating: 5

Comments: Wolf is an okay bow-user with great movement, but with better characters like Gordon or Kashim, you probably won't get much of a chance to use him.

.....
.....Zagaro.....

Looks like: Like Wolf, but with green hair

Starting class: Horseman

How to recruit: The last of Hardin's lackeys

Rating: 2

Comments: There's no way you'd need that many bow-users, and even if you did there's nothing so great about this guy other than his good movement.

.....
.....Wendel.....

Looks like: Old man with blue/yellow hat

Starting class: Priest

How to recruit: Have Marth or Marich talk to him, or have him come to either of them. He's in the north section of chapter 5.

Rating: 9

Comments: YES! This guy is no Jeigan, even though his portrait, starting stats, and being pre-promoted may have you thinking otherwise. His starting agility is too good for words, and he can use both attack and support magic. His HP and defense are satisfactory, giving him an edge over other magic users. Even if you ignore using him for some time and bring him in later he can still manage.

.....Ricard.....

Looks like: Smiling man with blue hair and cape

Starting class: Thief

How to recruit: Julian can rescue him in chapter _

Rating: 3

Comments: This guy starts out weak and stays weak, not to mention Julian is much better in just about every way. The only reason you'd use him is if Julian dies. But if anyone dies it's probably better just to reset and try again.

.....Banuto.....

Looks like: Wrinkled old man with a maroon cloak.

Starting class: Mamukut

How to recruit: Marth can enter the large cabin in chapter _.

Rating: 4

Comments: He has pathetic stats and his growths are actually worse than Jeigan's, but he is still useful in a few rare circumstances. As a Mamukut, he can transform into a dragon, and as such can be useful as a roadblock. For physical attacks, that is. With no speed, magic will tear him apart.

.....Seazer.....

Looks like: Skinny guy with brown hair and blue outfit.

Starting class: Mercenary (can promote to Hero)

How to recruit: He automatically joins at the start of chapter _.

Rating: 1

Comments: He suffers the same problem as Birak; he's very underpowered, especially by the time he joins, he's outclassed by pretty much everyone else, and he doesn't improve much. About the only good thing about him is his agility, but you've already got Navarre, Julian, Oguma, Wendel, and maybe another guy. Worthless; don't even bother with this guy. The only conceivable use for him is to buy items and run errands in the maps he joins you in.

.....Raddy.....

Looks like: Seazer with red hair and green outfit.

Starting class: Mercenary (can promote to Hero)

How to recruit: Seazer's sidekick, he also joins at the start of chapter _.

Rating: 5

Comments: He starts out ridiculously weak, especially when he first joins. But he's got a LOT of potential. It's up to you to decide whether to use and train him, but I think it's more trouble than it's worth because he has terrible defense. But if you have that kind of patience, he can turn out to be a great character. If he was just more durable I'd say he'd be one of the better characters.

.....Roger.....

Looks like: Huge, muscular guy with red hair and blue armor.

Starting class: Armor Knight

How to recruit: Sheeda can talk to him in chapter _.

Rating: 6

Comments: Roger is a tank who isn't as useful as he should have been. His main problem is that he doesn't promote and you already have enough useful characters to fill the roster. Good? Yes. Useful? Not really.

.....

.....Maria.....

Looks like: Little girl with brown hair and blue clothes

Starting class: Bishop (can promote to Priest)

How to recruit: Marth can rescue her in chapter _.

Rating: 3

Comments: By the time she joins, she's too difficult to train and you should stick with Rena and Wendel anyways. But if you want another healer, I guess she can be of help.

.....

.....Minerva.....

Looks like: Long, red hair, wears a bandana and purple armor

Starting class: Dragon Knight

How to recruit: Rescue Maria and let her come to Marth.

Rating: 7

Comments: Minerva is a tank. Her attack power is good and her defense is great, but her skill and speed are low. She's good, but a promoted Sheeda or a promoted Pegasus Sister is better. Even then, feel free to use her.

.....

.....Jake.....

Looks like: Black hair, orange clothes and bandana.

Starting class: Shooter

How to recruit: Sheeda can talk to him in chapter _. Be careful, as he can shoot her, maybe even killing her before she reaches him.

Rating: 5

Comments: I don't really use him seriously, he's nothing spectacular. He's somewhat powerful and his defense starts out impressive, but he has almost no speed or movement, and his defense won't rise. He might be useful if you can get him some Boots, but I usually give them to someone else.

.....

.....Linda.....

Looks like: Brown hair, orange gloves and shirt

Starting class: Mage

How to recruit: Marth to liberate the large cabin in the village of chapter __.

Rating: 9

Comments: Although she starts out behind Marich and can't cast his Excalibur magic, she does have astounding levelup growths and is the only one who can cast Aura. Use her, I think you'll be pleased with the results.

.....

.....George.....

Looks like: Blond hair and green armor, holding a bow.

Starting class: Sniper

How to recruit: Marth to enter the large cabin in the northeast section of chapter _-.

Rating: 7

Comments: In the long run a promoted Gordon may be better, but for what he is, George isn't too bad. If you don't have the patience to build some other archer's level up, then let him be your main bow user.

.....Midea.....
Looks like: Pink armor, short blue hair.
Starting class: Paladin
How to recruit: She automatically joins at the start of chapter __. Assuming she survives, she will stay with you regardless if you freed her from her cell.
Rating: 7
Comments: I find her attack power too low for her to be a great character, but other than that her other stats are pretty good. If you have any plans of using her, be sure to give her a Power Ring.

.....Boa.....
Looks like:
Starting class: Priest
How to recruit: See above.
Rating: 1
Comments: The mage version of Jeigan, except he doesn't start out much better than your other mages and he has almost no potential, so he's useless.

.....Thomas.....
Looks like: Same as Gordon
Starting class: Archer (can promote to Sniper)
How to recruit: See above.
Rating: 4
Comments: Chances are you're sticking with Gordon, George, or Kashim, so don't bother.

.....Michelan.....
Looks like: Shaven bald, green armor, one tooth sticking out. Looks retarded.
Starting class: Armor Knight
How to recruit: See above.
Rating: 2
Comments: The only potential use for him is to block arrows in the map he joins, as his defense is high enough for the arrows to be ineffective on him. But his defense doesn't make up for his lack of overall usefulness. Really, his growths are almost Jeigan awful!

.....Tomth.....
Looks like: Just like Michelan
Starting class: Armor Knight
How to recruit: See above.
Rating: 3
Comments: Like Michelan, but not quite as sucky. Still, you've already got a team full of good characters by now so you won't have a use for him.

.....Astoria.....
Looks like: Blond hair, green armor.
Starting class: Hero
How to recruit: Midea can talk to him in chapter __. Do this quickly, as he's harmless the first few turns. If you don't, he'll attack and it'll be tricky to get him without killing him.
Rating: 8
Comments: This guy probably can't compare to Samson, a promoted Navarre or maybe even an unpromoted Oguma, but he does come with some good weapons and is

still good.

.....Beck.....

Looks like: Black hair, blue armor and bandana.

Starting class: Shooter

How to recruit: Marth can climb a mountain and into a cabin in chapter __.

Rating: 4

Comments: This guy could've been extremely useful in the map you get him in, but he's in a bad spot and the only way you'll get any real use out of him is to cast Warp on him, or bait enemies to him. After the map you get him in I haven't found any practical use for him.

.....Paola.....

Looks like: Pale green hair and blue armor

Starting class: Pegasus Knight (can promoted to Dragon Knight)

How to recruit: Let her fly to Marth in chapter __.

Rating: 8

Comments: She starts out better than her sisters but they will surpass her, guaranteed. On the other hand, don't count her out because she's still good and there aren't many flying units at your disposal.

*Note: She can perform the Triangle Attack with her sisters, if arranged in one of the following patterns. X represents each sister, and O represents the target.

X	X			
XO	OX	XOX	X	Very powerful, it's a
X	X	X	XOX	guaranteed critical hit.

.....Katria.....

Looks like: Short, light blue hair. Red armor.

Starting class: Pegasus Knight (can promoted to Dragon Knight)

How to recruit: Let her fly to Marth in chapter __.

Rating: 9

Comments: A bit tougher to raise and promote, but her growths are incredible.

*Note: She can perform the Triangle Attack with her sisters, if arranged in one of the following patterns. X represents each sister, and O represents the target.

X	X			
XO	OX	XOX	X	Very powerful, it's a
X	X	X	XOX	guaranteed critical hit.

.....Alan.....

Looks like: Blond hair, red armor. Angry facial expression.

Starting class: Paladin

How to recruit: Enter the left of the two neighboring villages in chapter __.

Rating: 5

Comments: He's not that great, you already have enough calvary units by this part of the game, and on top of this, he prevents you from getting Samson, who is the superior choice. A few of his levelup patterns are brilliant, but I'd just rather use Samson instead.

Note: Recruiting Alan will prevent you from being able to recruit Samson.

.....Samson.....

Looks like: Blue hair and armor. Looks rather bad-ass.

Starting class: Hero

How to recruit: Enter the right of the two neighboring villages in chapter __.

Rating: 8

Comments: You'll have to miss out on Alan to get this guy, but that's okay.

Samson is on par, if not better than your others, when he first joins, and he stays reasonably good at the end. You'll certainly be needing his superior agility for the next couple stages in the game. Not to mention he's just more useful than Alan anyways. Even if he's outclassed by Oguma or the likes, he's still great.

Note: Recruiting Samson will prevent you from being able to recruit Alan.

.....Cheney.....

Looks like: Red tossed hair and black sweatshirt

Starting class: Commando

How to recruit: Free him and either have Marth talk to him or come to him.

Rating: 7

Comments: Being able to transform into a copy of one of your best characters can be extremely helpful, the only problem is Cheney is an EXP eater. He's best used when you're facing some tough enemies that few of your characters can handle (Camus is an excellent example), but NEVER send him in alone, as his normal form is very crippling. While it IS possible to level him up in his normal form, it's pointless because you should always have him transform.

Note 1: Many people debate whether Cheney is male or female. He is in fact a man, as seen in some of the later Fire Emblem games. Besides, if you have him transform into Linda, Maria, Elice, or Rena, he'll have the male sprites for the same class.

Note 2: You can have him transform into characters who have character-specific equips like Marth, but you won't be able to use them. For example, Cheney can't use light swords, Ohm wand, Harman staff, Aura magic, Excalibur magic, even if he's copying a character who can use those.

.....Est.....

Looks like: Red hair and pink armor.

Starting class: Pegasus Knight (can promoted to Dragon Knight)

How to recruit: Let her fly to Marth in chapter __.

Rating: 9

Comments: If you're okay with her low starting level, use her, you won't regret it. Her growths are simply the best! It just takes some time, that's all.

*Note: She can perform the Triangle Attack with her sisters, if arranged in one of the following patterns. X represents each sister, and O represents the target.

	X	X			
	XO	OX	XOX	X	Very powerful, it's a
	X	X	X	XOX	guaranteed critical hit.

.....Lawrence.....

Looks like: Old man with pink/grey armor

Starting class: General

How to recruit: Sheeda can talk to him in chapter __.

Rating: 8

Comments: He may be a bit behind your better characters by the time he joins, but it should be easy to raise him up a bit. Other than a poor agility, he has astounding growths. Give him a speed ring and he should be able to handle most enemies.

.....Chiki.....
Looks like: Innocent little girl with green hair and pink hood
Starting class: Mamukut
How to recruit: Banuto can talk to her near the end of chapter __.
Rating: 8
Comments: MUCH better than Banuto! Not only does she start out better and can grow into an extremely powerful unit, her dragon form will mow down other dragons with great ease! If you give her a Speed Ring she will be nearly invincible when you're against any dragon types.

.....Elice.....
Looks like: Blue hair and red clothes.
Starting class: Bishop (can promote to Priest)
How to recruit: Automatically joins when you complete chapter 23.
Rating: 4
Comments: She comes in WAY too late to be of any real use, and she's severely underpowered. But if you can actually get her to gain some levels, her stats are terrific, almost tops. Without a boost in HP and defense, this is nearly impossible to do without savestates. Regardless, she does have access to the Ohm wand, which can revive one dead ally.

.....Gato.....
Looks like: Old guy with a red outfit
Starting class: Priest
How to recruit: He automatically joins you at the start of the final chapter.
Rating: 10
Comments: Gato is unbelievable. The stats that matter for him are all maxed out and he comes with an assortment of extremely useful spells. With all that power, it's too bad he doesn't join until the end of the game. But if he did, this game would be too easy. Oh well, what am I rambling on about!

CHARACTER RANKINGS, SUBJECTIVE

They are rated not just by starting stats and potential, but overall usefulness. Overall ratings from above may be different than the orders you see here, since I judge by overall stats AND overall usefulness.

Top Tier: Characters who should always have a place in your team

- Oguma (starts great and stays great to the bitter end)
- Gato (he'd rank #1 but he joins so late in the game)
- Kain (great all-around stats, consistent)
- Abel (like Kain, but more than half the time I find Kain a tad better)
- Sheeda (guaranteed to max out in everything except HP, attack and defense)
- Wendel (LUDICROUSLY useful in the early going, remains good in the end)
- Hardin (strong in every way except HP)
- Cheney (transforming can be extremely useful at times)

High Tier: Solid characters who may have weaknesses that are easily overlooked

- Marth (if it wasn't for his level caps he'd easily be in the Top Tier)
- Samson (he can hold his own league even if his levelups are unlucky)
- Barts (again, level caps. But he's the only axe user worth using)
- Est (jaw-dropping stat gains, but a little harder to train)
- Linda (Aura magic, superb stat gains)
- Marich (Excalibur magic, also your first offensive mage)
- Katria (a less-extreme Est; easier to build but a tad weaker overall)

Chiki (Mamukuts can be pretty powerful)
Lawrence (this guy is a tank, only problem is he's slow)
Navarre (fast and deadly, if a bit fragile)
Paola (easy to build, kind of good in the end)
George (not as much potential as Kashim or Gordon, but good for a prepromo)
Astoria (good, but as he prepromo he will not be as good as some)
Minerva (could be considered a flying tank, if a bit slow)
Julian (simply because he can use Thief Keys and is better than Ricard)

Mid Tier: Characters who aren't bad, but still nothing spectacular

Rena (perhaps the most useful healer)
Midia (if her attack power was a bit higher she'd be very good)
Machis (he really isn't as bad as people say he is)
Kashim (good offensive unit)
Gordon (not as solid as Kashim but he can promote)
Roger (useful for slowing down advancing enemies)
Raddy (offensive powerhouse but very difficult to build up)
Roshe (no comment; pretty average character)
Wolf (another decent character whose lack of promotion hurts)
Maji (he's okay, but Barts is the only axe user you really need)
Alan (he'd rank a bit higher if he didn't prevent you from getting Samson)

Low Tier: Not very good but they are at least useable

Doga (useful as a roadblock; keep him until you get some better units)
Riff (a tad more survivable than some of the other healers)
Banuto (worst stats of any character, but he has very specific uses)
Elice (she could've been great if she just didn't come in so late)
Thomas (he isn't totally worthless, but I never found much use for him)
Beck (you'd have to give him a boost to make him useful)
Maria (only use if you really want another healer)
Saji (not that great anyways, and again, one axe user is enough)

Crap Tier: It doesn't really make sense to use these characters

Jeigan (growths are hideous, but he's super powerful in the beginning)
Jake (you can't depend on him, shortage of ammo would make him useless)
Zagaro (there's no way you'd need that many bow users, all who are better)
Tomth (good as a decoy in the map he joins, but useless afterwards)
Ricard (you'd only need him if Julian dies, which shouldn't ever happen)
Michelan (you already have more than enough useful characters, pass on him)
Boa (no potential, every other magic user will pass him up for sure)
Daros (his abilites sound good on paper but just ends up useless)
Seazer (okay starting agility but that's it)
Birak (there's no compelling reason to ever use him at any point)

=====

Every character has "patterns" whenever they level up. Read them horizontally and see which stats go up, ones marked with stars.

[P]ower: Also referred to as strength, this is how hard you can hit.

[S]kill: Determines accuracy and chances of inflicting critical hits.

[w]eapon level: Determines whether or not you can use certain weapons.

[A]gility: Sometimes referred to as speed, increases your chances of attacking twice AND decreases your chances of getting attacked twice.

[L]uck: I think it reduces the chances of an enemy's critical hits?

[D]efense: Reduces physical damage. Does nothing against magic or magic attacks.

[H]it Points: HP, life, whatever you call it. If this runs out you die.

Patterns labeled ??????? means there could be something I missed; either I've never seen them before, or just didn't have the patience to find out. For some characters like Jeigan, some patterns are repeated, making some patterns more common. Showing ----- means there's a chance that character will gain NOTHING

on any given levelup.

	Marth	Jeigan	Sheeda	Doga	Gordon	Kain	Abel
Pattern	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH
A	** * *	*	* ***	*	* *	** *	* **
B	** *	*	**** *	* **	* *	* *	** *
C	** *	*	* ****	** *	* *	** *	** *
D	** *	*	* ***	* *	* **	*** *	*** *
E	** * *	* *	** *	* *	**	** * *	*** *
F	* ****	-----	*** *	* *	**	* ***	** *
G	* **	-----	* ** *	**	** *	* * *	** **
H	** **	-----	****	*	*	* * *	* ***
I	* *	-----	***	*	**	** ***	**
J	* *	-----	***	???????	***	* ** *	* ***
K	*** * *	-----	* **	-----	** *	*** *	** *

	Riff	Oguma	Barts	Saji	Maji	Daros	Kashim
Pattern	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH
A	*	* *	*** *	*	* ***	* *	* *
B	*	* *	* *	* *	* ** *	*	** *
C	* *	* * *	* **	* ***	* *	* *	** *
D	*	** *	*** ***	* * *	* **	* **	** *
E	???????	* **	** ***	* *	* * *	* *	*
F	???????	** **	** **	** *	** *	* *	* *
G	???????	* * * *	** *	* * *	** *	* *	* *
H	???????	*** *	** ***	** *	* * *	???????	* *
I	???????	** *	**	** **	** **	???????	* *
J	-----	*	** **	* *	** ***	???????	* **
K	-----	** *	** *	*	*** *	???????	**

	Rena	Julian	Navarre	Machis	Marich	Hardin	Roshe
Pattern	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH
A	*	* ** *	** *	* *	** *	***	* *
B	*	** *	** *	** *	*** *	** *	*
C	*	* *	** *	*	* *	** *	* *
D	???????	* **	* ** *	* *	**	**	** *
E	???????	** * *	* ***	* *	* **	**	* *
F	???????	* ***	**	* * *	* * *	** *	** *
G	???????	** ***	*** *	**	* **	*** *	* *
H	???????	** **	** *	* *	***	* *	**
I	???????	* **	* ****	** *	****	* ** *	*
J	???????	** * *	* *	** *	* *	* ****	*** *
K	-----	* * *	* *	**	* *	* ** *	** *

	Birak	Wolf	Zagaro	Wendel	Ricard	Banuto	Seazer
Pattern	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH
A	**	* **	** *	* *	*	*	* *
B	** *	** * *	* *	* *	* ***	*	* *
C	**	* * *	* **	* *	** *	* *	**
D	*	* *	*	** *	*	*	*
E	* *	** *	**	*	* *	-----	** *
F	* *	* *	* *	**	* *	-----	* *
G	* *	* * *	** *	* * *	* **	-----	* *
H	*	* *	* *	** *	** **	-----	* *
I	*	* * *	* *	*	**	-----	** *
J	* *	** **	* *	* *	**	-----	* *
K	* * *	** *	???????	* * *	** ***	-----	** *

Raddy Roger George Maria Minerva Linda Jake

Pattern	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH
A	* ****	* * * *	*	*	* *	* * *	** *
B	* *	** * *	** *	*	** *	** *	*** *
C	** *	* * *	* *	* *	**	***	** *
D	** *	* *	*	???????	* * **	*** *	** *
E	** *	* **	* *	???????	* ***	* ***	*
F	** * *	** *	*	???????	***	*** *	**
G	*** *	* * *	* *	???????	* **	* **	* *
H	** **	* *	* *	???????	***	*** *	* *
I	*** *	*	* * *	???????	**	** * *	*
J	* ** *	* *	*	???????	** *	***	* * *
K	** *	** *	-----	-----	*** *	**** *	* *

Pattern	Midia	Boa	Thomas	Michelan	Tomth	Beck	Astoria
Pattern	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH
A	** *	*	* *	* *	* *	* *	** *
B	** *	*	***	*	** *	* ** *	** *
C	* * *	*	**	*	** *	*	* *
D	* *	*	* *	**	** *	**	* *
E	* * *	* *	*	*	* *	* ***	*** *
F	*** *	-----	*	* *	*** *	***	** *
G	** *	-----	*	** *	* *	* *	** *
H	* *	-----	* *	*	* *	**	* ***
I	*** *	-----	*	???????	**	*	** * *
J	* *	-----	** *	???????	*	*	* * *
K	** *	-----	-----	-----	** *	-----	* *

Pattern	Samson	Alan	Cheney	Paola	Katria	Est	Chiki
Pattern	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH	PSWALDH
A	* **	* *	*	** *	*** *	***	** * *
B	** *	* *	* *	** **	**** *	* ***	**** *
C	*	***	*	* * *	****	****	** ** *
D	* * **	** *	*	*	** * **	** ** *	* **
E	* * *	**	???????	* * *	** *	* ****	**** *
F	* *	**	???????	*** *	* ****	**** *	** **
G	* * *	** *	???????	** *	* ***	***	* ***
H	* * *	** *	???????	* *	* ***	*** *	***** *
I	** *	*** *	???????	** *	* * *	*** *	*** *
J	* *	* **	???????	* *	** ***	* ***	???????
K	** **	* **	???????	*	** * *	** ***	???????

Pattern	Lawrence	Elice	Gato	NOTE: I hear Elice and Gato have the same patterns, but I haven't fully tested this out yet.
Pattern	PSWALDH	PSWALDH	PSWALDH	
A	** **	???????	** * *	
B	** *	???????	** **	
C	** * *	*** *	*** *	
D	** *	???????	*** *	
E	*** *	** *	** *	
F	*** *	???????	* ***	
G	* **	****	****	
H	* *	???????	* * *	
I	** * *	???????	***	
J	** *	???????	** ***	
K	* *	???????	???????	