

Fire Emblem Awakening Any% Normal/Classic

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Introduction

These are the Speedrun Notes for Fire Emblem: Awakening Any% Normal/Classic.

A few things to keep in mind:

- There is a heavy amount of RNG in this run. Don't get discouraged from it.
- You need a **Second Seal** to spawn in an **Anna** shop before Chapter 7.
- You can mash **Start** to skip through cutscenes, dialogue, turn announcements, etc. Basically, keep on mashing **Start**
- Hold down **Down+A** during **Level Ups!** in order to clear the boxes faster.
- Hold down **A** while the map is loading, and then either hold down **A** or **Y** during movement on the map to go faster.
- You can do inventory from the **Select Units** menu by hitting **X**.
- You are allowed to use a save file to start your run, with a pre-setup Avatar. Timing begins on Save File Selection. Timing ends when you select an option on **Grima**.
- Remember to have fun!!

- Avatar Setup:
- Female
 - Asset: Magic
 - Flaw: Defense

Premonition - Invisible Ties

Goal: Rout the Enemy

Turns: 2-3

Units: **Chrom**, **Robin**

Turn 1:

- Options:
 - Combat Animations: **OFF** (←)
 - Other Animations: **OFF** (↓←)
 - Game Speed: **FAST** (↓←)
 - Skip Actions: **ALL** (↓↓↓←)
 - Slide Guides: **OFF** (↓↓↓←)
 - Confirm Auto: **NO** (↓↓↓←)
- Set Auto to **Blitz**

- Auto

Turn 2:

- Auto

Prologue - The Verge of History

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**

Turn 1:

- Pair **Chrom** to **Robin**
- Auto

Turn 2:

- Set Auto to Custom; **Robin** to **Blitz**
- Auto

Turn 3:

- Auto

Turn 4:

- Auto

Chapter 1 - Unwanted Change

Goal: Rout the Enemy

Turns: 2-3

Units: **Chrom**, **Robin**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 3D, 2L
 - Attack **Fighter** 1D, 1R
- End

Turn 2:

- **Robin**:
 - Move 2D, 2L
 - Attack **Fighter** 1R
- End

Turn 3:

- Auto

Chapter 2 - Shepherds

Goal: Rout the Enemy

Turns: 4-5

Units: **Chrom**, **Robin**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 5U
 - Attack **Fighter** 2R
- End

Turn 2:

- **Robin**:
 - Move 5U
 - Trade with **Chrom**: Bronze Sword for Vulnerary
 - Use Vulnerary
- Set Auto to **Blitz**
- Auto

Turn 3:

- **Robin**:
 - Move 4U
 - Use Vulnerary
- End

Turn 4:

- **Robin**:
 - Move 2U
 - Use Vulnerary
- End

Chapter 3 - Warrior Realm

Goal: Defeat the Commander

Turns: 5

Units: **Chrom**, **Robin**

Preparations:

- Inventory:
 - **Robin**:
 - * Convoy everything but **Thunder**
 - * Take Virion's **Elixir**
 - * Take Miriel's **Fire**
- Select Units:
 - Remove Stahl (↓↓)
 - Add Miriel (→)
- Support **Chrom** to **Robin**, Rank C

Turn 1:

- **Chrom**:
 - Move 5L
 - Talk to Kellam
 - Pair **Chrom** to Kellam
- Pair Miriel to **Robin**
- **Robin**:
 - Move 5L
 - Wait
- End

Turn 2:

- **Robin**:
 - Move 3U, 2L
 - Wait
- End

Turn 3:

- **Robin**:
 - Move 1L, 3U
 - Open Door
- End

Turn 4:

- **Robin**:
 - Move 2U, 3R
 - Use Elixir
- End

Turn 5:

- Auto

Chapter 4 - Two Falchions

Goal: Rout the Enemy

Turns: 3-4

Units: **Chrom**, **Robin**

Preparations:

- Inventory:
 - If **Robin** has 15 Magic and 11 Speed: remove **Chrom**'s weapons.
- Select Units:
 - Remove **Frederick**(↓), **Virion** (→), **Sully**(→), **Lissa** (↑)

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 5U
 - Wait

Turn 2:

- **Robin**:
 - Move 1U, 1R
 - Wait

Turn 3:

- If **Lucina** dies:
 - **Robin**:
 - * Move 4U
 - * Use Elixir
- Else:
 - **Robin**:
 - * Move 4U, 1L
 - * Use Elixir

Turn 4:

- Auto

From now until Chapter 7, check to see if an **Anna** spawns with a **Second Seal**. If they have any stat boosting items, you can buy those to reset the spawns, but make sure that you still have enough gold to still buy a **Second Seal**.

SHOP 2500 GOLD

- **Robin**:
 - Buy: **Second Seal**

Chapter 5 - The Exalt and the King

Goal: Rout the Enemy

Turns: 3

Units: **Chrom**, **Robin**, **Sully**, Frederick

Preparations:

- Inventory:
 - If you haven't already, remove **Chrom**'s weapons.
- Select Units:
 - Remove Lisa (↓), Vaike (↓→), Miriel (→), Virion (↑), Lon'qu (↑)

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 1R, 4U
 - Wait
- Pair **Sully**(←←) to Frederick
- **Frederick**:
 - Move 5L, 2U
 - Wait
- Pair Maribelle (←) to **Ricken**
- **Ricken**: Wait
- End

Turn 2:

- **Robin**:
 - Move 2U, 2L
 - Wait
- **Ricken**:
 - Move 4D
 - Wait
- Auto

Turn 3:

- **Robin**:
 - Move 2U, 2L
 - Wait
- **Frederick**:
 - Move 4R, 3U
 - Wait
- **Ricken**:
 - Move 4L, 1D
 - Wait

Turn 4:

- **Robin**:
 - Move 5U
 - Wait
- Auto

Chapter 6 - Foreseer

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, **Sully**, Frederick

Preparations:

- Select Units:
 - Remove **Ricken**(↓→), Maribelle (→), Virion (↓), Lissa (←), Lon'qu (←), Vaike (↓)
- View Map:
 - **Robin**: Move 3D

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 4L, 1D
 - Wait
- Pair **Sully**(←←) to Frederick
- Auto

Turn 2:

- **Robin**:
 - Move 4D, 1L
 - Wait
- **Frederick**:
 - Move 1D
 - Wait
- Panne:
 - Move 2D
 - Wait

Turn 3:

- **Robin**:
 - Move 5D
 - Wait
- Auto

Turn 4:

- Auto

Goal: Rout the Enemy

Turns: 4-5

Units: **Robin**, Frederick

Preparations:

- Inventory:
 - **Robin**:
 - * Use Second Seal, reclass to Pegasus Rider
 - * Take Bronze Lance, Javelin
 - **Frederick**: (→)
 - * Stash all weapons
- Select Units:
 - Remove **Ricken** (↓)

Turn 1:

- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 3R, 1U
 - Wait
- End

Turn 2:

- **Robin**:
 - Move 2U, 5R
 - Attack **Archer** 1R
- Auto

Turn 3:

- If you are low on HP (below half), can heal. Always end battle on turn 5 at the latest, to avoid reinforcements. Sometime the archer doesn't move to the correct spot.
- *If you don't need to heal:*
 - **Robin**:
 - * Move 3R
 - * Attack **Archer** 1R
- *If you do need to heal:*
 - **Robin**:
 - * Move 2R, 1D
 - * Attack **Archer** 1U
- *If the **Archer** moved to 1R of **Robin**:*
 - **Robin**:
 - * Move 1R, 1D
 - * Attack **Archer** 1U

Turn 4:

- *If you didn't need to heal:*
 - Auto
- *If you do need to heal*
 - **Robin**:
 - * Move 2R
 - * Use Elixir/Concoction
- *If the **Archer** had moved to 1R of **Robin**:*
 - **Robin**:
 - * Move 4R
 - * Use Elixir/Concoction if needed

Turn 5:

- **Robin**:
 - Attack the **Bandit with the Hand Axe**
- Auto if needed.
- End

Goal: Rout the Enemy

Turns: 5

Units: **Chrom**, **Robin**, Frederick, **Cordelia**

Preparations:

- Select Units:
 - Remove Everyone
 - Add **Cordelia**, exit and re-enter menu
 - Add **Frederick**

Turn 1:

- Pair **Chrom** to **Cordelia**
- **Cordelia**:
 - Move 2U
 - Wait
- Pair **Frederick** to **Robin**
 - Move 5D, 2L
 - Equip Javelin
 - Wait
- Pair Gregor to **Nowi**
- **Nowi**:
 - Move 4U, 1R
 - Wait

Turn 2:

- **Nowi**:
 - Move 4U
 - Wait
- **Robin**:
 - Move 5D, 3R
 - Wait
- End

Turn 3:

- **Nowi**:
 - Move 3U
 - Wait
- **Robin**:
 - Move 1D, 5L
 - Visit Village, convoying the **Javelin**
- End

Turn 4:

- **Robin**:
 - Move 3D, 3R
 - Wait
- End

Turn 5:

- **Robin**:
 - Move 3D, 4R
 - **Robin** should be Level 10
 - Discard the **Bronze Lance**
 - Use Master Seal, reclass to Dark Flier
- End

Chapter 9 - Emmeryn

Goal: Rout the Enemy

Turns: 3-4

Units: **Chrom**, **Robin**, Frederick, **Cordelia**

Preparations:

- Select Units:
 - Remove Everyone but **Frederick**, **Cordelia**
- **Robin**: Remove Relief Skill
- Keep the Dracoshield and ElThunder when they drop.

Turn 1:

- Pair **Chrom** to **Cordelia**
- **Cordelia**:
 - Move 2L
 - Wait
- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 8D, 1R
 - Wait

Turn 2:

- **Robin**:
 - Move 7R, 2D
 - Attack **Archer** 1UR
- End

Turn 3:

- Auto

Chapter 10 - Renewal

Goal: Defeat the Commander

Turns: 4

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
 - Remove Everyone

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 8L
 - Use Dracoshield

Turn 2:

- **Robin**:
 - Move 8L, edge of map
 - Attack **Thief** 1D

Turn 3:

- **Robin**:
 - Move 6U
 - Use Seraph Robe

Turn 4:

- **Robin**:
 - Move 7U
 - Wait

Chapter 11 - Mad King Gangrel

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, **Olivia**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 3D, 1R
 - Wait
- **Olivia**:
 - Move 4D, 1L
 - Dance for **Robin** 1D
- **Robin**:
 - Move 8D
 - Wait
- End

Turn 2:

- **Robin**:
 - Move 4D, 3L
 - Use Spirit Dust
- End

Turn 3:

- **Robin**:
 - Move 5L, 3U
 - Wait
- End

Turn 4:

- Auto

Chapter 12 - The Seacomers

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, **Cherche**, Frederick

Preparations:

- Select Units:
 - Remove Everyone but **Frederick**
 - Add **Olivia**, close menu and reopen
 - Remove **Olivia**

Turn 1:

- Pair **Chrom** to **Cherche**
- **Cherche**:
 - Move 7R
 - Equip Hammer
 - Wait
- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 7L, 1U
 - Wait

Turn 2:

- **Robin**:
 - Move 2U, 7R
 - Wait
- End

Turn 3:

- **Robin**:
 - Move 3R, 6U
 - Wait
- End

Turn 4:

- **Robin**:
 - Move 8L, 1U
 - Wait
- End

Turn 5:

- Auto

Chapter 13 - Of Sacred Blood

Goal: Defeat the Commander

Turns: 2

Units: **Robin**, **Olivia**

Preparations:

- Select Units:
 - Remove **Cordelia**(↓←), Lon'qu (↓↓), Maribelle (←)
- If **Robin** is going to hit level 15 before the end of this chapter:
 - Re-add the Relief Skill, and ensure that Rally is the last slot. When **Robin** learns Galeforce, overwrite Relief.

Turn 1:

- **Olivia**:
 - Move 1L
 - Wait
- **Robin**:
 - Move 7U, 1L
 - Wait
- End

Turn 2:

- Set Auto to **Custom**
- Auto
- Send the Book to the Convoy.

Chapter 14 - Flames on the Blue

Goal: Defeat the Commander

Turns: 1

Units: **Lucina**, **Robin**, Frederick

Turn 1:

- **Lucina**:
 - Move 1L, 4U
 - Rally
- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 2U, 6L
 - Attack **Ignatius** 1DL

Chapter 15 - Smoldering Resistance

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**, Frederick, **Cherche**

Preparations:

- Inventory:
 - **Robin**:
 - * Remove all Non-El spell, Elixir x3, Bullions
 - * Take all other El-spells
- Select Units:
 - Remove Everyone but **Frederick**, **Cherche**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 1U, 2R
 - Attack **General** 2R
 - Move 4L, 4U
 - Wait
- Pair **Frederick** to **Cherche**
- **Cherche**:
 - Move 1D, 4R
 - Wait

Turn 2:

- **Robin**:
 - Move 3U, 5L
 - Attack **Cavalier** 2L
 - Move 3D, 3L
 - Attack **Cavalier** 2U
- Set Auto to **Blitz**
- Auto

Turn 3:

- Auto

Turn 4:

- Auto

Chapter 16 - Naga's Voice

Goal: Defeat the Commander

Turns: 1

Units: **Chrom**, **Robin**, Frederick, **Olivia**

Turn 1:

- Pair **Frederick** (←←) to **Robin**
- **Robin**:
 - Move 3R, 5U
 - Wait
- **Olivia**:
 - Move 5U
 - Dance for **Robin** 1U
- **Robin**:
 - Move 9U
 - Attack **Fighter** 1DL
 - Move 8U, 1R
 - Attack **Cervantes** 1R

Chapter 17 - Inexorable Death

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**, Frederick

Preparations:

- Select Units:
 - Remove Everyone but **Frederick**
- This is a good time to Safety **Save**

Turn 1:

- Pair **Frederick** to **Robin**
- **Chrom**:
 - Move 1D, 1L
 - Wait
- **Robin**:
 - Move 5U, 4L
 - Attack **War Monk** 2L
 - Move 3U, 2R
 - Wait

Turn 2:

- **Robin**:
 - Move 6U, 1R
 - Attack **Hero** 2R with **ArcThunder**
 - Move 2R, 5U
 - Switch
 - Separate, place **Robin** up
- End

Chapter 18 - Sibling Blades

Goal: Defeat the Commander

Turns: 1

Units: **Robin**, Frederick, **Olivia**, **Lucina**

Preparations:

- View Map:
 - Switch **Cherche** with **Olivia**
 - Switch **Say'ri** with **Lucina**

Turn 1:

- **Lucina**:
 - Move 1U
 - Rally
- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 6D, 2R
 - Wait
- **Olivia**:
 - Move 4D, 1R
 - Dance for **Robin** 1R
- **Robin**:
 - Move 10D
 - Attack **Griffon Rider** 1UL
 - Move 8D
 - Attack **Yen'fay** 1DL

Chapter 19 - The Conqueror

Goal: Defeat the Commander

Turns: 1

Units: **Robin**, Frederick, **Lucina**

Turn 1:

- **Lucina**:
 - Move 4L
 - Rally
- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 1L, 7U
 - Attack **Paladin** 2L
 - Move 1R, 9U
 - Attack **Walhart** 1UR

Chapter 20 - The Sword or the Knee

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
 - Remove Everyone
- This is a good time to Safety **Save**

Turn 1:

- Pair **Chrom** to **Robin**
- **Robin**:
 - Move 1R, 7U
 - Attack **Cervantes** 1U
 - Move 7U
 - Use Dracoshield

Turn 2:

- **Robin**:
 - Move 8U
 - Wait

Chapter 21 - Five Gemstones

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**, Frederick, **Say'ri**

Preparations:

- Select Units:
 - Remove Everyone except **Frederick**, **Say'ri**
- View Map:
 - Move **Robin** 1R, 4D

Turn 1:

- Pair **Chrom** to **Say'ri**
- **Say'ri**:
 - Move 1U, 1R
 - Wait
- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 5L, 4D
 - Attack **Assassin** 2D
 - Move 5D, 4R
 - Attack **Assassin** 1UR

Turn 2:

- **Say'ri**: Heal if needed.
- **Robin**:
 - Move 5D, 1R
 - Attack **Berserker** 2L
 - Move 3D, 2L
 - Wait
- End

Access the shop at Plegia Castle.

SHOP 1 620 GOLD

- **Robin**:
 - Sell: All **Bullions**
 - Buy: **Arctthunder**

Chapter 22 - An Ill Presage

Goal: Defeat the Commander

Turns: 2

Units: **Robin**, Frederick

Turn 1:

- Pair **Frederick** to **Robin**
- **Robin**:
 - Move 1R, 8U
 - Wait
- End

Turn 2:

- **Robin**:
 - Move 9U
 - Wait
- End

Chapter 23 - Invisible Ties

Goal: Rout the Enemy

Turns: 4

Units: **Chrom**, **Robin**

Preparations:

- Select Units:
 - Remove Everyone
- Inventory:
 - Make sure that **Robin** has an Elixir
- This is a good time to Safety **Save**

Turn 1:

- Pair **Chrom** to **Robin**
- Auto

Turn 2:

- **Robin**:
 - Move 3D, 2R
 - Attack **Validar** 2U
 - Move 8D
 - Use Goddess Icon
- Pair **Basilio** to **Flavia**
- **Flavia**:
 - Move 3U
 - Trade with **Basilio**: Silver Sword for Silver Axe
 - Wait

Turn 3:

- **Robin**:
 - Move 1R, 2D
 - Attack **Assassin with the Killer Bow and Killer Edge** 1D, movement can vary.
 - Use Elixir if needed. Ensure that you end up left of the center-right **Hero**
- End

Turn 4:

- **Robin**:
 - Move 4R
 - Attack **Hero** 1U, 1L
 - Move 3R, 2D, ending at 2L of **Validar**
 - Wait
- End

Chapter 24 - Awakening

Goal: Rout the Enemy

Turns: 3

Units: **Chrom**, **Robin**, **Basilio**, **Flavia**

Preparations:

- Select Units:
 - Remove Everyone but **Basilio**, **Flavia**
- View Map:
 - **Robin**:
 - * Move 8D, 2R
- If **Robin** has 37 or less Magic, or 33 or less Speed:
 - Use a Second Seal to Dark Flier.

Turn 1:

- Pair **Chrom** to **Robin**
 - Move 4D, 4R
 - Attack **Paladin** 2D
 - Move 6R
 - Use Talisman
- Pair **Flavia** to **Basilio**
- **Basilio**: Switch
- **Flavia**: Wait.

Turn 2:

- **Robin**:
 - Move 6U
 - Attack **Great Knight** 1UR
 - Move 3D, 5R
 - Use Elixir
- End

Turn 3:

- **Flavia**:
 - Use Elixir if needed
- End

Chapter 25 - To Slay A God

Goal: Defeat the Commander

Turns: 1

Units: **Olivia**, **Robin**, Frederick, **Basilio**

Turn 1:

- Pair **Olivia** to **Basilio**
- Pair Frederick to **Robin**
- **Robin**:
 - Move 2R, 6U
 - Wait
- **Basilio**: (←)
 - Move 5U
 - Switch
- **Olivia**:: Dance for **Robin** 1U
- **Robin**:
 - Move 9U
 - Attack **Sorcerer** 1UR
 - Move 8U
 - Attack **Aversa** 1U, with **Thoron**

Access the shop at Mount Prism. Check **Robin**'s Magic stat first if needed.

SHOP 23 100 GOLD

- **Robin**:
 - Forge **Thoron**:
 - * 38 Magic: 5 Might, 3 Crit. Use a Magic Tonic.
 - * 39 Magic: 4 Might, 4 Crit. Use a Magic Tonic.
 - * 40 Magic: 3 Might, 5 Crit. Use a Magic Tonic.
 - * 41 Magic: 4 Might, 4 Crit
 - * 42 Magic: 3 Might, 5 Crit
 - * 43 Magic: 2 Might, 1 Hit, 5 Crit
 - * 44 Magic: 1 Might, 2 Hit, 5 Crit
 - * 45 Magic: 3 Hit, 5 Crit
 - * 46 Magic: 3 Hit, 5 Crit
- If you need the Magic Tonic, you can pick one up from Ylissitol, the Chapter 6 Shop.

There are two strats that you can do here - Fast Strat has a high chance of dying, but it's faster. Use the Saftey Strat if you don't want to risk it.

Grima - Fast Strat

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**, Frederick, Henry

Preparations:

- Select Units:
 - Remove All but **Frederick**, Henry
- If you want, you can use all stat-boosting tonics on **Robin**. Use at least a **Magic Tonic** if you had 40 or less magic at the Thoron shop.

Turn 1:

- Pair **Chrom** to **Robin**
- Robin**:
 - Move 8U
 - Wait
- Pair Henry to **Frederick**
- Auto

Turn 2:

- Frederick**:
 - Move 6U
 - Wait
- Robin**:
 - Move 1R, 6U
 - Attack **Grima** 1U

Grima - Saftey Strat

Goal: Defeat the Commander

Turns: 2

Units: **Chrom**, **Robin**, Frederick, Henry, **Olivia**, **Cherche**

Preparations:

- Select Units:
 - Remove All but **Frederick**, Henry, **Olivia**, **Cherche**
- View Map:
 - Cherche**:
 - Move 2U, 2R
- If you want, you can use all stat-boosting tonics on **Robin**. Use at least a **Magic Tonic** if you had 40 or less magic at the Thoron shop.

Turn 1:

- Pair **Chrom** to **Robin**
- Robin**:
 - Move 8U
 - Wait
- Pair **Olivia** to **Cherche**
- Cherche**:
 - Move 7U
 - Wait
- Pair Henry to **Frederick**
- Auto

Turn 2:

- Frederick**:
 - Move 7U
 - Wait
- Robin**:
 - Move 7U
 - Attack **Grima** 1R
- If **Robin** didn't double crit:*
- Cherche**:
 - Move 6U, 1L
 - Switch
- Olivia**:
 - Dance for **Robin** 1U
- Robin**:
 - Attack **Grima** 1U