Feedback – Dung Nguyen

Fire emblem translates very well into a D&D style game, as it is already a turn-based style game. This was a good choice of combat to attempt to convert into a pen and paper game. I enjoyed the aspect of the random encounter based on roll type, and you were able stay faithful to the original game by using similar rules (archers have 2 range, swordsmen, axe wielders).

I also liked how you incorporated story elements into the campaign, to give a specific goal to the players.

Some things I would have liked to see:

* Example of a style of map that you would do combat on.
* More details on how combat is resolved (critical hits, chances to miss, different equipment, etc)
* The specifics of how multiple players contribute to a battle

Grade: 5/5