

Unit name: The Three Houses

Trailer starts with Byleth fighting a whole army of hundreds of polygons and wire frames by herself. Near death and surrounded, Byleth sees Claude emerge from out of the foggy clouds above. He reaches a hand out while saying something witty about Teach, saying no one else could catch up to him and he needed to get there as fast as possible: Claude SNEAKS IN to help!

After a short fight, more help is needed when Galeem arrives with master hands. Three armies with many classes such as flying units and mages come from behind to attack them, and in the cleared path stands Edelgard in full armor who says she won't let the strong trample over everyone else: Edelgard MAKES HER MOVE.

On the other side, Dimitri emerges on a horse and says he won't let Edelgard do this alone: Dimitri SAVES EVERY LAST ONE OF THEM!

(They are all in their base costumes, not promoted)

Byleth is given an elixir by Dimitri and stands up rejuvenated. Edelgard hands him a Smash letter, and the two nod when they join hands. The four lords stand back to back as Byleth gives the command to charge into battle and Claude does a barrel roll to be upside down on the freeze frame: Byleth COMMANDS the THREE HOUSES into battle!

Down special switches lords. Pressing L while doing so switches left, R switches right. Order is Edelgard, Claude, Dimitri.

Attacks are based off game skills. Use different weapons in each attack.

Edelgard: axes

- Up special: warp that's visible unlike Zelda's. A dark surge allows you to control direction while warping. Enemies can't attack dark surge but can predict where it will go as it has short timed usage. Upon exit, press A to combo in weak axe attack. Has cooldown to prevent spam.

- Neutral special: fortify armor, reduces damage when hit with less knockback but can't move while holding. Can move in armor if not holding; armor greatly reduces movement and jump and warp but reduces damage and knockback. Holding greatly increases effect of armor. Works in air. Puts on armor that stays until removed. Armor looks like Fortress Knight. Doesn't dent like shield. Cannot roll or shield using armor as it disappears if they are used. Disappears on ledge grab.

- Side special: raging storm that chains into combos with other attacks

- Side A: small ranged axe attack infused with dark magic, throw it using a dark energy chain

- A attacks include Fire and Luna

- grab: uses dark magic to trap enemy in a hold like Robin but only visual-wise; is not command grab like Nosferatu

Claude: uses bows, mini bows

- Up special: calls on wyvern, like warios bike. Can fly like Ridley and attack until dismount. Does not appear as an item upon dismount, it just warps away in a magic spell. Very vulnerable to Aerials. Wyvern disappears once grab on ledge.

- Neutral special: feint bow that allows you to counter or dodge with creative ease

-Side special: fallen star. Fiery arrows that right after hitting, grant user faster movement to dodge counterattacks and escape with small and quick invincibility windows. Volley of multiple arrows that can be shot in higher angle if held longer (starts off 90degrees then goes up), wide AOE shotgun range but each arrow is weaker than a single 90degree shot due to being spread out after traveling a parabola.

- side A: curved shot. near surefire hit that's hard to dodge, but weaker. Hold for longer range.

- hold neutral A: adjustable bow that can fire while moving, tricking enemy about where it'll go by making them trying to outpredict it. Looks identical to neutral B until released. Enemy must guess if playing if feinting with a counter trap or will fire arrow that has slight stun lasting much shorter than Zero Suit's gun, but can be used to start off combos. Holding does not increase any of its power or range; it only shows the bow to enemy and gets them guessing if it's a feint or not, as it threatens to stun them. Makes them guess if they should attack it or not. If Claude is attacked while holding A, Claude will be stunned and can be combo'd.

Dimitri: Lances

-Up special: gallop up on horse, like claudes wyvern but can't fly. Disappears on ledge grab.

-Neutral special: Atrocity, deals most damage out of all lords attacks and the more damage player has taken, the stronger it is

-Side special: blitzing charge on horse

Roll or shield to dismount or switch out of armor.

A meter like Jokers is kept but only fills up with time. Upon reaching full after a timer around 1min, hold down B for 2secs to summon Byleth to fight alongside Lord like an ice climber for 20secs. Opens up duo moves for A attacks. Byleth is not that strong but has wide range to let player close in on opps. After time limit or down B, Byleth goes away into a coma like during the timeskip or like a sleeping Sothis. Mix of Marth and Belmont, can fling onto ledges to recover when player recovers. If don't use Byleth upon hitting meter, can still use at any time, only goes away upon use. A glowing icon near player name and damage indicates Byleth is ready to use. During those 20secs, if the player stands idle for a few secs, Byleth will heal the player 2% per sec, max up to 10% total healing for the 20sec interval that Byleth is there. Upon max heal total, Byleth stops healing.

- down B: reverse time. All events reversed up to two seconds. Includes reversing character deaths but all reversed deaths get +300% upon revival. Good for seeing what opp would do. Upon using, Byleth is switched out and larger penalty given on meter. The more you use time reversal, the longer penalty is. Each time use time reversal, extend meter wait time by 1min. Sothis appears on screen during use. Hold for longer reversal. Reversal is half speed of actual events to allow player to control stop time easier. Except for death penalties, all damage given by anything is reversed. Cannot use right as game ends. For timed game, reverses timer.

Alt costumes has all four units taking on that theme.

Male Byleth has Base costumes, blue lions, golden deer, loungewear

Female Byleth has promoted costumes, Sothis/church, black eagles, dancer

Two taunts are direct in-game quotes specific to current lord, mostly victory quotes. Two taunts have Sothis appear, and are the same for all lords.

Final smash: Rally Sothis. When activated, Byleth appears using sword of creator that auto hits all opps in wide range in fast succession. All three lords also appear in front of units, even those out of range, to auto hit them. Each time hit opp, they are sent to another realm. Then all opps in other realm are destroyed by Sothis, who comes to deliver the final blow with an unknown dragon blasting them in background.