

Tutorial 1 - Adding a Character

OVERVIEW

If you're here, I'll assume that you already know how to run hacks on your 3DS. From here on out, I'll simply discuss how to modify the dump you obtained earlier. For any questions regarding general 3DS hacking, refer to the "Useful Links" section in Chapter 0.

Technically, all you need for this tutorial is FEFEditor. However, there are a couple of tools that I think you should go ahead and pick up now in case you need to use them in the future.

Suggested Tools:

- [Fire Emblem Conversation Editor](#) – Easily the best tool available for editing text files for the 3DS Fire Emblem games. It comes with its own script mode for easy text editing as well as a preview mode which allows you to see exactly what your text will look like in game. This tool will be essential for later parts of the guide.
- [FEAT](#) – A tool for compressing and decompressing files throughout the ROMs for the 3DS Fire Emblem games. You'll need this tool to make edits to a couple of text files that cannot be edited using the conversation editor.

Adding the Character Entry:

For this tutorial, we'll go through the simplest possible method for adding in a new character. In this case, we will simply take a character whose assets are already in the game and add them in as a recruitable character through My Castle. For this tutorial, I will use Zola (ゾーラ). You'll want to copy the Japanese characters for later, as all of the labels used for Zola's assets are in Japanese.

To get started, open up FEFEditor and double click on "FEFNightmare" in the program list. In the next window, click on the button and select "Open File" from the drawer. The file you want to open is called "GameData.bin.lz," located inside the GameData folder of the ROM. This is a very important file, and we will come back to it very often throughout these tutorials. Since it's so

important, I suggest making a backup of it to ensure that you don't lose all of your changes if something goes wrong.

Anyways, when you select the file, the editor will automatically decompress it so that you don't have to use FEAT whenever you want to make edits. Once you've opened the file, close the drawer and double click on the "Character Injector" module from the module list.

In the next window that pops up, we need to configure some values for our new character. You don't need to set values for everything, but I'd recommend giving your character a base class and a couple of reclasses at the least. You also need to replace the values for every text field besides enemy voice and combat music. For these values, we'll use the Japanese values we copied earlier. Here are the values I've entered for each field:

- For "Character Pointer," I entered PID_Zola.
- For "Face Pointer," I entered FID_ゾーラ.
- For "Asset Pointer," I entered AID_ゾーラ.
- For "Character Name Pointer," I entered MPID_ゾーラ.
- For "Character Description Pointer," I entered MPID_H_ゾーラ.

You also need to enter in a character ID. This value should be the next one available in the file. The last character in a default GameData.bin file uses 0xFE. So in the "Character ID" box, enter in 0xFF and press enter.

Finally, click on the "Inject" button at the bottom of the window to add the block to your GameData.bin file. You will be prompted to enter in some text information in the next window. This information allows FEFNightmare to recognize your new character in other modules. For the "Entry Text" field, enter in the character name (Zola). For the "Hex Entry Text" field, enter in your character's ID in hexadecimal followed by a space and then the character name. In my case, I entered in "0xFF Zola".

Adjusting Your Character:

Naturally, you may need to make adjustments your character after adding them to your file. We actually need to define attack stance/guard stance values for our character, so close out of the injector and open the Character module in the main window's module list.

Select your character from the drop down list at the top of the module window and find the fields that say "Attack Stance Pointer" and "Guard Stance Pointer". FEFEditor doesn't provide any way of editing the attack stance/guard stance tables at the moment, so we'll need to borrow these values from another character block. Select another character from the drop down list and copy their values into the fields for your character.

If you have any additional adjustments that you'd like to make to your character before moving on, now's the time to do them. Otherwise, close out of the module window, open up the drawer, and click "Save" to commit your changes. Once you've done so, you can close FEFNightmare.

Making the Character Recruitable:

We're almost done. As a final step, we need to add in a way to recruit Zola in game. The simplest way to do this is by adding him to the list of characters who join through My Castle. To do this, select "Castle Join Editor" from inside FEFEditor, and select the file called "castle_join.bin.lz," which is located inside the castle folder of your ROM.

Right click on the list and selected "Add Block." Change the text in the character box to PID_Zola. For the other boxes, you can leave them as they are if you'd like, but I'm going to change them. Chapters in Fire Emblem Fates follow some simple naming conventions – A000-A005 are the intro chapters while A006-A028 are the Birthright chapter, B006-B028 are the Conquest chapters, and C006-C028 are the Revelation chapter. I want to make Zola recruitable early on, so I'm going to set these boxes to CID_A006, CID_B006, and CID_C006 respectively. When you're done, click "Save," then export the file.

Once you've done that, the editing part is done! All that you need to do now is run your hack in game to see the results. If all goes well, you should receive a notification saying that Zola has joined your army next time you enter a save.