

# Tutorial 1 - Adding a Character

## OVERVIEW

This tutorial series will walk you through creating custom characters and chapters using FEFEditor. If you do not have a 3DS capable of running hacks, I suggest that you take care of that first. Walking you through how to hack your 3DS is outside of the scope of these tutorials. If you need help, check out [3ds.guide](#).

If you haven't already, I suggest that you create a folder to hold all of your modified files outside of the ROM and keep a backup of your ROM in case things go wrong. If you overwrite one of the ROM's files with a bad edit, you may have to go through the dumping process again.

Before we begin, I suggest picking up a couple of additional tools to cover a couple of things that FEFEditor does not.

## Suggested Tools:

- [Fire Emblem Conversation Editor](#) – Easily the best tool available for editing dialogue files. 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 is essential for adding dialogue to custom chapters.
- [FEAT](#) – A tool for decompressing and compressing files. It also provides some additional features that are worth noting such as automatic extraction of textures from bch files.

## Adding the Character Entry:

Adding in a character using existing assets is pretty simple. For this tutorial, we will add in a recruitable version of Zola using Odin as a base. To begin, open up FEFEditor and navigate to FEFNightmare. From FEFNightmare, open the GameData.bin.lz file located in the GameData folder of your ROM.

Once you've done that, scroll down to "Character Injector.nmm" and double click on it. This will open a new window where you can start configuring the new character.

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For now, we are just going to take care of the labels. All of the labels in the base game use the characters' Japanese names. For Zola, this name is ゾーラ. Each label comes with a prefix behind the Japanese name depending on what the label is used for. In the "Character" box, the prefix we must use is "PID\_". For this case, we actually do not need to use the Japanese name - the PID can be anything you want. To make things simple, I will use "PID\_Zola". With the next four textboxes, we have to use the Japanese name. To have Zola appear correctly in game, you must enter "FID\_ゾーラ", "AID\_ゾーラ", "MPID\_ゾーラ", and "MPID\_H\_ゾーラ" respectively.

Once this is done, you can scroll down to the bottom and click the "Inject" button.

## Adjusting Your Character:

Now that we've injected our new character, we need to configure them. Double click on "Character.nmm" in the module list to switch to the character configuration module. From here, locate "Odin" in the drop down menu and select his block. From the menu, select Edit -> Copy To. In the dialog, select the last entry in the list (in my case, that entry is called "0xFF"), then click OK. Select the last entry in the drop down menu (again, "0xFF"). This is the block we injected in the previous section.

Since we copied data from Odin's block, Zola's now setup to run in game. However, we should make a couple of adjustments to make sure things run smoothly. In the "Character ID" box, enter in the number that appears in the drop down (0xFF) so that Zola doesn't get confused for Odin. In the "Support ID" box, set the number to -1 so that Zola doesn't trigger Odin's supports. I'd recommend setting the "Parent ID" and "Support Index" values to -1 and setting "Support Route" to all routes as well.

Once you've made your changes, save your file to your patch folder (be sure to select "Save As" if you opened the GameData.bin.lz in your ROM). After you've done that, you can close FEFNightmare and return to FEFEditor.

## Making the Character Recrutable:

There are lots of ways to go about making a character recruitable in game. The easiest way is to have them join you through My Castle. To do this, select the Castle Join Editor from the editor list and open castle\_join.bin.lz, which is located in the "castle" folder of Fates' ROM.

In the editor, right click on the list of PIDs and click "Add Block", then select this block from the list. In the "PID" box, change the value to whatever PID you used for Zola's block. If you used "PID\_Zola" like I did, be sure to enter that value - don't use the autocorrect values that pop up, those will default to the Japanese name. After you've entered the PID, you can configure the

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chapter requirements. To have Zola join the moment you can access My Castle, set his requirements to “CID\_A006”, “CID\_B006”, and “CID\_C006” respectively. Once you’ve made your changes, export the file from the menu and save it your patch folder.



Congratulations - you’ve added a new character to Fire Emblem Fates! In the next tutorial, we’ll look at how to give Zola supports and dialogue.