

Super Smash Emblem



Summary: Hoes Mad. Hoes Mad.

Rules for the run:

- You are only allowed Amiibo classes (with the exception of Alm)
- Alm will still remain a fighter/hero due to dungeon compatibility. Celica will still be randomized
- You are allowed to cycle using the Mila altar to revert to level 1
- You are only allowed to use character weapons (Yato, Parallel Falchion, Binding Blade, etc.) and spells from the Tactician class. However, shields, rings, and other held items are legal.
- Grinding is allowed, but please be reasonable.

Randomizer settings:

Check Amiibo Classes and uncheck "Standard Classes." Then click "Randomize both parties"

For starting characters: As soon as you encounter a Mila statue in your route, reclass character.

When you recruit a new character: You cannot use them to fight until you reclass to a compatible class.