

Randomized Vanilla Iron Man Run



Summary: Pretty Basic. You run an Iron Man, but classes are random.

Rules for the run:

- If a unit dies, you aren't allowed to reset
- You are not allowed to retreat from battle/avoid units reset
- You can promote a unit once they reach level 10
- If your unit gains more than 30 levels, you are allowed to randomize a new class tree for that character, and you then have the choice to finish out in your class or start the new tree. If you decide to stick with your character's class, you are NOT allowed to reset
- Mila's turnwheel is banned.
- DLC is banned
- Overclasses before the end of Act 5 aren't allowed. Your overclass won't be randomized, it will just be the promotion of your existing third tier class at level 10.
- You are granted 3 Forgiveness Points that allow you to do some things normally disallowed. This is what you can do with them:

For 1 FP you are allowed to:

- Use the turnwheel to undo up to 1 turn (**YOU CANNOT REVIVE A UNIT**)
- Play a DLC map (with the exception of overclass altars)
- Re-Randomize an individual character

For 2 FP you can:

- Overclass a character before Act 5
- Re-Randomize an entire class tree
- Retreat from battle

For 3 FP you can:

- Use a sacred spring of revival once
- Undo a death on the turnwheel

Randomizer Settings: Click "Base is 1" then "Randomize Both Parties"