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# FireEmblemClone

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Hiya Lucca! Hey Vi! And greetings to all others!

This project, in all its various forms scattered across the internet, is (rather unimaginatively) named FireEmblemClone. Its intended goal is to be a perfect (or nearly perfect) copy of the popular Nintendo mobile game Fire Emblem Heroes written in pure Python. There's no reason for this project other than that I have a mean losing streak in the gambling-esque adventure that is summoning in FEH, and I'm fed up with it. This project is licensed under [GNU General Public License v3.0](#), so feel free to edit, make suggestions, or expand in any way you'd like (so long as you keep it open source). My code and other files can be found at [this Github repository](#).



## 1.1 AutoCorrect module

**class** AutoCorrect.AutoCorrect

Bases: object

**classmethod** `auto_correct` (*input\_string*)

Takes in argument *input\_string*, splits by spaces to create word tokens, and replaces each token with closest match in the class' `correction_dict`. Returns string of tokens joined by spaces (preserves order).

**Parameters** `input_string` – string

**Returns** string

**classmethod** `input` (*prompt=""*)

Input method used by autocorrect class. Takes in input using builtin input method and returns corrected input. Supports input prompt.

**Parameters** `prompt` –

**Returns**

**input\_reference** ()

Read a string from standard input. The trailing newline is stripped.

The prompt string, if given, is printed to standard output without a trailing newline before reading input.

If the user hits EOF (\*nix: Ctrl-D, Windows: Ctrl-Z+Return), raise EOFError. On \*nix systems, `readline` is used if available.

**classmethod** `override_input` ()

Overrides builtin input method with class input method.

**Returns**

**classmethod** `register` (*category, words*)

Registers new autocorrection categories and words.

**Parameters**

• `category` –

• `words` –

**Returns**

**classmethod** `restore_input` ()

Restores builtin input method.

**Returns**

```
classmethod switch_input ()
```

Switches between builtin input method and class input method, depending on which is currently being used.

**Returns**

```
correction_dict = {}
```

```
cutoff = 0.6
```

## 1.2 FEH\_DijkstraAlgorithm module

```
class FEH_DijkstraAlgorithm.BinaryTree (nodes=None)
```

Bases: object

```
ileft (i)
```

```
iparent (i)
```

```
iright (i)
```

```
left (i)
```

```
node_at_index (i)
```

```
parent (i)
```

```
right (i)
```

```
root ()
```

```
size ()
```

```
class FEH_DijkstraAlgorithm.DijkstraNodeDecorator (node)
```

Bases: object

```
data ()
```

```
index ()
```

```
update_data (data)
```

```
class FEH_DijkstraAlgorithm.Graph (nodes: List[FEH_DijkstraAlgorithm.Node], **kwargs)
```

Bases: object

```
connect (node1, node2, weight=1)
```

```
connect_dir (node1, node2, weight=1)
```

```
connections (node)
```

```
static create_grid (x, y, weight=1)
```

```
dijkstra (src, endpoint=None, only_end=False, eval_to_length=- 1)
```

```
get_grid_width_height ()
```

```
static get_index_from_node (node)
```

```
get_index_from_xy (xy)
```

```
classmethod init_as_grid (width, height)
```



```

class FEH_DijkstraAlgorithm.MinHeap (nodes, is_less_than=<function MinHeap.<lambda>>,
                                     get_index=None, update_node=<function Min-
                                     Heap.<lambda>>)
    Bases: FEH_DijkstraAlgorithm.BinaryTree
    decrease_key (i, val)
    index_of_node_at (i)
    min ()
    min_heapify ()
    min_heapify_subtree (i)
    pop ()

class FEH_DijkstraAlgorithm.Node (data, indexloc=None)
    Bases: object

```

### 1.3 FEH\_StatGrowthTesting module

```

class FEH_StatGrowthTesting.TestFullLv1Stats (methodName='runTest')
    Bases: unittest.case.TestCase
    test_main ()

class FEH_StatGrowthTesting.TestGetGrowthValue (methodName='runTest')
    Bases: unittest.case.TestCase
    test_main ()

class FEH_StatGrowthTesting.TestGetRarityBonuses (methodName='runTest')
    Bases: unittest.case.TestCase
    test_main ()

class FEH_StatGrowthTesting.TestGetSupergrowth (methodName='runTest')
    Bases: unittest.case.TestCase
    test_main ()

class FEH_StatGrowthTesting.TestMasterGrowthRate (methodName='runTest')
    Bases: unittest.case.TestCase
    test_main ()

```

### 1.4 FEH\_character\_search module

```

exception FEH_character_search.AltDoesNotExistError (alt='\x08', character='\x08\x08',
                                                    details="", intro='Could not find
                                                    {0} {1}{2}')
    Bases: Exception
    Character does not have alt of given specifications

exception FEH_character_search.DoesNotContainNameError (input_val='\x08\x08', intro='Could not find name in
                                                    input: {0}')
    Bases: Exception

```

Argument does not contain a valid character name

**exception** FEH\_character\_search.**DuplicateTermsError** (*duplicates, intro='Duplicate terms encountered: {0}'*)

Bases: Exception

Duplicates terms encountered in input

**exception** FEH\_character\_search.**InvalidTokenError** (*token, intro='Token {0} is not a known name, prefix, or suffix'*)

Bases: Exception

Token could not be found in token list. Token is not a known name, prefix, or suffix

**exception** FEH\_character\_search.**MultipleNamesError** (*names, intro='Encountered more than one name in input: {0}'*)

Bases: Exception

Multiple names encountered in input. Only one name is accepted at a time.

**exception** FEH\_character\_search.**NoSuchNameError** (*input\_val='\x08\x08', intro='No such character exists with given name: {0}'*)

Bases: Exception

No such character exists with given name

FEH\_character\_search.**dict\_kv** (*dictionary: dict*) → list

FEH\_character\_search.**filter\_tokens** (*token\_string, filter\_set*)

FEH\_character\_search.**flatten** (*input\_list*)

FEH\_character\_search.**format\_seq\_to\_cs\_string** (*seq*)

Takes a sequence as an input and returns a human-readable string of its values separated by commas (includes “and” before final item if sequence contains more than 1 item)

FEH\_character\_search.**get\_character** (*name: str, players\_data*)

FEH\_character\_search.**invert\_dict** (*dictionary: dict*) → dict

FEH\_character\_search.**list\_duplicates** (*seq*)

FEH\_character\_search.**recursive\_join** (*separator, \*args*) → str

FEH\_character\_search.**remove\_prefix** (*text: str, prefixes: Iterable*) → str

FEH\_character\_search.**remove\_suffix** (*text: str, suffixes: Iterable*) → str

FEH\_character\_search.**split\_and\_correct** (*name: str, parted\_name\_set, name\_set*)

## 1.5 FireEmblemCombatV2 module

Contains the updated combat logic for FireEmblemClone

**exception** FireEmblemCombatV2.**InvalidWeapon**

Bases: Exception

Exception raised when attempting to equip a weapon a unit does not have access to

**exception** FireEmblemCombatV2.**LimitIdNotFound**

Bases: Exception

---

**exception** FireEmblemCombatV2.**SkillIsIncorrectCategoryException**

Bases: Exception

Exception raised when a supplied skill is of an incorrect category

**class** FireEmblemCombatV2.**ArbitraryAttributeClass** (\*\*kwargs)

Bases: object

Intended for use as a base class to inherit from. Initializes class with attributes given by keyword arguments or a supplied dictionary.

**classmethod** **from\_dict** (input\_dict: dict, \*\*kwargs)

Builds class from a supplied dictionary and/or list of keyword arguments

**Parameters**

- **input\_dict** –
- **kwargs** –

**Returns** Class with attributes defined by input

**get\_all\_attrs** ()

Returns object dictionary

**Returns**

**class** FireEmblemCombatV2.**Character** (\*\*kwargs)

Bases: *FireEmblemCombatV2.ArbitraryAttributeClass*

**attack\_enemy** (enemy: FireEmblemCombatV2.Character)

Handles attacking an *enemy*

**Parameters** **enemy** –

**Returns** None

**attack\_node** (pos: Tuple[int, int])

Attacks a designated node using *attack\_enemy* ()

**Parameters** **node** –

**Returns** None

**calc\_boosted\_damage** (enemy: FireEmblemCombatV2.Character)

**calc\_effectiveness** (enemy: FireEmblemCombatV2.Character)

Checks whether unit has weapon effectiveness against *enemy* and returns corresponding attack multiplier value (i.e., 1.5 or 1)

**Parameters** **enemy** –

**Returns**

**calc\_weapon\_triangle** (enemy: FireEmblemCombatV2.Character)

Checks whether unit has weapon advantage/disadvantage against *enemy* and returns corresponding attack multiplier value as a percent (i.e., 0.2, -0.2, or 0)

**Parameters** **enemy** –

**Returns**

**check\_is\_dead** ()

**damage\_enemy** (enemy: FireEmblemCombatV2.Character, damage: int)

**die** ()

Handles unit death. Removes unit from the field and *char\_list*.

**Returns**

**equip\_skill** (*skill*: str)

**equip\_weapon** (*weapon*: Union[str, FireEmblemCombatV2.Weapon])

Handles equipping a weapon to a character

**Parameters weapon** –

**Returns**

**fight** (*enemy*: FireEmblemCombatV2.Character)

Handles a fight between unit and *enemy*. Uses *attack\_enemy*() for both sides and calculates whether either side doubles.

**Parameters enemy** –

**Returns** None

**get\_distance\_to** (*enemy*: FireEmblemCombatV2.Character)

Returns distance from unit to *enemy*

**Parameters enemy** –

**Returns**

**get\_skill** (*category*: str)

**get\_weapon** ()

**hp\_change** (*prop*, *old*, *new*)

Listener function for changes in a *Character*'s hp. Checks whether hp change resulted in death.

**Parameters**

- **prop** –
- **old** –
- **new** –

**Returns**

**move** (*new\_pos*: tuple)

Handles character movement

**Parameters new\_pos** –

**Returns** None

**move\_direction** (*direction*: Tuple, *distance*: int = 1)

Moves unit in the specified direction.

**Parameters direction** – X,Y tuple specifying the individual distances to move in the

X and Y directions :param distance: Integer value by which direction tuple is scaled. Defaults to one.  
:return: None

**move\_to\_attack** (*enemy*: FireEmblemCombatV2.Character)

Intended for use by AI (or lazy players I guess). Moves unit using *move\_towards*() and then attacks *enemy* using *fight*()

**Parameters enemy** –

**Returns** None

**move\_towards** (*enemy*: FireEmblemCombatV2.Character)

Utilizes dijkstra algorithm to find valid spaces from which unit can attack *enemy* and moves unit to closest.

**Parameters** *enemy* –

**Returns** None

**set\_attribute\_values** ()

Sets default values for character attributes

**Returns**

**set\_stats\_to\_stats\_for\_level** ()

Gets stats for unit at current level and sets stats to corresponding values

**Returns** None

**stat** (*stat\_num*)

Takes in number between 0 and 4 and translates to corresponding stat, then returns unit's value for this stat.

**Parameters** *stat\_num* – Integer between 0 and 4

**Returns**

**stat2** (*stat\_num*)

Takes in number between 0 and 4 and translates to corresponding stat, then returns sum of unit's value for this stat and this stat's current buff.

**Parameters** *stat\_num* – Integer between 0 and 4

**Returns**

**stat\_difference** (*stat\_num*, *other*: FireEmblemCombatV2.Character)

Returns difference between given stat for unit and *other* unit.

**Parameters**

- *stat\_num* – Integer between 0 and 4
- *other* –

**Returns**

**unequip\_skill** (*category*: str)

**unequip\_weapon** ()

Handles unequipping a weapon

**Returns**

**validate\_skill** (*skill*: FireEmblemCombatV2.Skill)

**validate\_weapon** (*weapon*: FireEmblemCombatV2.Weapon)

Checks whether unit may possess weapon

**adaptive: bool**

does unit have adaptive damage; boolean

**adaptive\_aoe: bool**

does unit have adaptive special damage; boolean

**affinity**

affinity bonus (bonus granted by skills like gem weapons or triangle adept)

**asset:** `Union[None, str]`  
Unit's asset stat

**base\_stats:** `Dict[str, int]`  
base stat values at 3 star rarity, level 1

**base\_vector\_id:** `int`  
value used to construct stat growth vectors

**brave:** `bool`  
does unit have brave effect; boolean

**buffs:** `Dict[str, int]`  
visible buffs applied to unit; integer

**color:** `int`  
unit color; integer

**combat\_boosts:** `Dict[str, int]`  
sum of invisible in-combat buffs/debuffs applied to unit; integer

**counter:** `bool`  
unit can counterattack regardless of opponent's range; boolean

**debuffs:** `Dict[str, int]`  
visible debuffs applied to unit; integer

**desperation:** `bool`  
does unit have desperation; boolean

**dragonflowers:** `Dict`  
number of dragon flowers added

**equipped\_skills:** `Dict[str, Skill]`  
Currently equipped skills. Dict keys correspond to skill category.

**face\_name:** `str`  
stores reference to face file

**flaw:** `Union[None, str]`  
Unit's flaw stat

**follow\_up:** `int`  
can unit make a follow-up (1 = guaranteed, 0 = normal, -1 = no follow-up); integer

**growth\_rates**  
percent growth rates for each stat

**has\_acted:** `bool`  
has unit acted already; boolean

**property hp**

**id\_tag:** `str`  
internal identifier tag

**is\_initiating:** `bool`  
is unit the one initiating combat; boolean

**legendary:** `Dict`  
character legendary status

**level:** `int`  
current level; integer

**max\_special\_cd: int**  
Maximum special cooldown value; int

**move\_range: int**  
movement range; integer

**move\_type: int**  
movement type (flier, infantry, armor, cavalry)

**name: str**  
translated unit name

**no\_counter: bool**  
unit cannot counterattack; boolean

**node: Node**  
node at character's position

**pos**  
position; tuple (x, y)

**rarity: int**  
current rarity; integer

**raven: bool**  
does unit have raven effect; boolean

**refresher: bool**  
dancer/singer status; boolean

**roman: str**  
romanized name

**skills: List[List]**  
index of first list corresponds to unit rarity; index of second list corresponds to skill category. For given rarity, first 6 values (0-5) are default (already learned), remaining 8 (6-13) are unlockable - index 0 and index 6 are weapons - index 1 and index 7 are assists - index 2 and index 8 are specials - index 3 and index 9 are A slot (except for Drag Back on Gwendolyn) - index 4 and index 10 are B slot (Except Defiant Attack on Ogma) - index 5 and index 11 are C slot (Except HP+ on Abel) - index 12 is empty - index 13 is empty

**Type** List of lists

**sort\_value: int**  
sort priority (bitmask?)

**special\_cd: int**  
Current special cooldown value; int

**stats: Dict[str, int]**  
stats scaled to current level

**status\_effects: Dict[str, bool]**  
dictionary of status effects on unit; string keys and boolean values

**timestamp: str**  
release date

**tome\_class: int**  
tome's magic type; 0 for non-magic characters

**vantage: bool**  
does unit have vantage; boolean

```
weapon: Union[Weapon, None]
    currently equipped weapon

weapon_class
    base weapon class (kinda useless right now?)

weapon_type: int
    weapon type; integer

wrathful_staff: bool
    does unit calculate damage from staff like normal weapons; boolean

class FireEmblemCombatV2.Enemy (**kwargs)
    Bases: FireEmblemCombatV2.Character

    Enemy class. Defines behaviors and characteristics for enemy units.

class FireEmblemCombatV2.GameLoop
    Bases: object

    after_combat (unit: FireEmblemCombatV2.Character, foe: FireEmblemCombatV2.Character)
    after_movement (unit: FireEmblemCombatV2.Character)
    attack (unit: FireEmblemCombatV2.Character, foe: FireEmblemCombatV2.Character)
    battle_phase ()
    before_combat (unit: FireEmblemCombatV2.Character, foe: FireEmblemCombatV2.Character)
    calc_arena_score (characters)
    during_combat (unit: FireEmblemCombatV2.Character, foe: FireEmblemCombatV2.Character)
    enemy_phase ()
    evaluate_skills (characters: Union[FireEmblemCombatV2.Character,
                                     Iterable[FireEmblemCombatV2.Character]], timing_contexts: Iterable[int])
    static get_phase (self)
    main (autobattle=False)
    player_phase ()
    process_instruction (instruction: str)
    start_of_turn (characters)
    swap_phase ()
    upon_movement (unit: FireEmblemCombatV2.Character)
    use_assist (unit: FireEmblemCombatV2.Character, target: FireEmblemCombatV2.Character)
    use_duo_skill (unit: FireEmblemCombatV2.Character)
    property phase

class FireEmblemCombatV2.Player (**kwargs)
    Bases: FireEmblemCombatV2.Character

    Player class. Defines behaviors and characteristics for player units.

class FireEmblemCombatV2.Point (x: int, y: int)
    Bases: tuple

    Used to hold character positions
```



**property x**  
Alias for field number 0

**property y**  
Alias for field number 1

**class** FireEmblemCombatV2.**Skill** (\*\*kwargs)

Bases: *FireEmblemCombatV2.ArbitraryAttributeClass*

Class for *Character* skills. Structure defined by JSON data (not dynamically unfortunately, I wrote it all by hand).

**activate** (\*\*kwargs)

**combat\_boost** (unit: *FireEmblemCombatV2.Character*)

For each stat, grants/inflicts skill's stat + skill's skill\_params to/on unit during combat.

**Parameters** unit – *Character*

**Returns** None

**combat\_boost2** (unit: *FireEmblemCombatV2.Character*)

For each stat, grants/inflicts skill's stat + skill's skill\_params2 to/on unit during combat.

**Parameters** unit – *Character*

**Returns** None

**skill\_targets** (unit: *FireEmblemCombatV2.Character*)

Similar to *targeted()* method. Return boolean value based on whether given unit is targeted by skill. Skill targeting is defined by the skill's target\_mov and target\_wep attributes.

**Parameters** unit – *Character*

**Returns** bool

**targeted** (items: *Iterable[Character]*)

Return list of units within the given group which are targeted by the skill. Skill targeting is defined by the skill's target\_mov and target\_wep attributes.

**Parameters** items –

**Returns**

**ability\_id**

An index into the string table in Common/SRPG/SkillAbility.bin indicating the skill effect type. A skill can only contain one skill effect (refined weapons have an extra skill effect if refine\_id is non-null).

**assist\_cd**

True if the skill grants Special cooldown count-1 to the unit after this Assist is used.

**beast\_effect\_id**

Internal string identifier of the skill that activates while the unit is transformed into a beast, e.g. SID\_

**category**

Category of the skill.

0 0xBC Weapon

1 0xBD Assist

2 0xBE Special

3 0xBF Passive A

4 0xB8 Passive B

- 5 0xB9 Passive C
- 6 0xBA Sacred Seal
- 7 0xBB Refined weapon skill effect
- 8 0xB4 Beast transformation effect

### **class\_params**

A set of extra parameters that are used only for skill effects common to weapon classes for which `is_staff`, `is_dagger`, `is_breath`, or `is_beast` is true: - `is_staff`: If `class_params.hp = 1`, calculates damage from staff like other weapons.;

If `class_params.hp = 2`, foe cannot counterattack.

- `is_dagger`: After combat, if unit attacked, inflicts `stat+class_params` on target and foes within `class_params.hp` spaces of target through their next actions.
- `is_breath`: If `class_params.hp = 1`, and if `target_mov` foe uses `target_wep`, calculates damage using the lower of foe's Def or Res.
- `is_beast`: If `class_params.hp = 1`, at start of turn, if unit is adjacent to only beast or dragon allies or if unit is not adjacent to any ally, unit transforms (otherwise, unit reverts); if unit transforms, grants `stat+class_params`.

---

**Note:** `is_staff`, `is_dagger`, `is_breath`, and `is_beast` are currently implemented as Character attributes, not as Weapon attributes or methods

---

### **cooldown\_count**

Cooldown count of the skill. The total cooldown count of a unit is the sum of `cooldown_count` for all equipped skills. Skills that accelerate Special trigger have a negative value.

### **desc\_id**

Internal string identifier of the skill description resource, e.g. `MSID_H_`

### **enemy\_only**

True if the skill can only be equipped by enemies.

### **exclusive**

True if the skill cannot be inherited.

### **healing**

True if the skill is a healing Assist skill.

### **icon\_id**

The icon index of the skill, referring to the files `UI/Skill_Passive*.png`.

### **id\_num**

A unique increasing index for every skill, added to `0x10000000` for refined weapons.

### **id\_tag**

Full internal string identifier of the skill e.g. `SID__` for Sieglinde

### **limit1\_id**

An index into the string table in `Common/SRPG/SkillTiming.bin` indicating the skill's activation restriction.

### **limit1\_params**

Restriction-dependent parameters.

### **limit2\_id**

An additional activation restriction on the given skill. Both must be satisfied for the skill to activate.

**might**

Might for weapon skills, including bonuses that come from refinements, 0 for other skills.

**min\_lv**

If non-zero, represent the lowest and highest levels respectively that allow random units to equip the given skill.

**mov\_adaptive**

A bitmask indexed by `move_index`, representing movement classes that receive damage from this skill calculated using the lower of Def or Res. Currently unused. Only meaningful on weapon skills.

**mov\_effective**

A bitmask indexed by `move_index`, representing movement class effectivenesses this skill grants. Only meaningful on weapon skills.

**mov\_equip**

A bitmask indexed by `move_index`, with bits set for movement classes that can equip the current skill.

**mov\_shield**

A bitmask indexed by `move_index`, representing movement class effectivenesses this skill protects from.

**mov\_weakness**

A bitmask indexed by `move_index`, representing movement class weaknesses this skill grants. Currently unused.

**name\_id**

Internal string identifier of the skill name resource e.g. MSID\_

**next\_skill**

Internal string identifier of the canonical upgrade of the current skill. It is defined if and only if `promotion_rarity` is not zero.

**passive\_next**

Like `next_skill`, except that this field is null for weapons, Spur Atk 2 does not point to Spur Atk 3, and similarly for the three other Spur passives. (Death Blow 3 pointed to Death Blow 4 even before the CYL2 update.)

**prerequisites**

Internal string identifiers of skills required to learn the current skill.

**promotion\_rarity**

If non-zero, this skill would be promoted on derived maps if the unit's rarity is greater than or equal to this value.

**promotion\_tier**

2 for a few low-tier Specials and staff weapons / Assists, 0 for highest-tier skills, and 1 for everything else. Used by derived maps to determine how far skills are allowed to promote.

**random\_allowed**

Indicates whether random units can equip this skill. This affects Training Tower and Allegiance Battles. It has 3 possible values: - 0: This skill may not be equipped on random units. - 10: This skill may be equipped on random units. - 20: Purpose unknown. Same effect as 10. Used by basic non-staff weapons

(e.g. Iron Sword, Flametongue+, Adult (Cavalry)) and basic staff Assists.

**random\_mode**

(see #Random skills for details) - 0: This skill may not be equipped on random units. - 1: This skill may be equipped by any random unit. - 2: This skill may be equipped by random units that own the skill.

**Type** Controls how random units may equip this skill. It has 3 possible values

**range**

Range of the skill for weapons and Assists, 0 for other skills.

**range\_shape**

Defines the shape used for range functions (finding units within range of skill). Shape refers to the physical shape, such as column, row, cardinals, etc.

**refine\_base**

Internal string identifier of the unrefined version of the weapon e.g. SID\_

**refine\_id**

Internal string identifier of the skill that gives rise to the refined skill effect, e.g. SID\_R

**refine\_sort\_id**

1 and 2 for skills, 101 – 104 for Atk/Spd/Def/Res refinements, 0 otherwise.

**Type** Internal sort value for refined weapons

**refine\_stats**

Stat bonuses of the skill's refinement, as shown on the weapon description.

**refined**

True if the skill is a refined weapon.

**score**

A value that roughly corresponds to the SP cost of the skill. Might have been used for Arena matches.

**skill\_params**

Various skill parameters packed into a stat tuple. These do not necessarily represent stat values. Their meanings depend on the skill abilities.

**skill\_params2**

Various skill parameters packed into a stat tuple. These do not necessarily represent stat values. Their meanings depend on the skill abilities.

**skill\_range**

Range of the skill effect that comes with the given skill, e.g. 1 for Hone skills and weapons that give equivalent skill effects.

**sort\_id**

The internal sort value used in places such as the skill inheritance menu to order skills within the same category according to their skill families.

**sp\_cost**

SP required to learn the given skill.

**sprites**

bow, weapon / arrow, map animation, AoE Special map animation.

**Type** Filenames of the sprites used by the weapon, in this order

**stats**

Permanent stat bonuses of the skill. For weapons this does not include might.

**target\_either**

Controls whether skill targets units with both the targeted weapon *and* targeted movement type or whether having either one marks the unit as a valid target

**target\_mov**

A bitmask indexed by move\_index, representing the target's movement classes required for the skill's effect to activate. If zero, works on all movement classes.

**target\_wep**

A bitmask indexed by `weapon_index`, representing the target's weapon classes required for the skill's effect to activate. If zero, works on all weapon classes.

**timestamp**

A POSIX timestamp relative to the skill's release date; half a month into the future for skills released before Version 2.0.0, 1 month into the future for skills released since Version 2.0.0. This skill may be equipped by random units if timestamp is -1 or the current time is past timestamp.

**timing\_id**

An index into the string table in `Common/SRPG/SkillTiming.bin` indicating the moment where the skill triggers.

**tome\_class**

The element type for tome weapon skills.

**tt\_inherit\_base**

If true, this skill may be considered by the 10th Stratum of the Training Tower for the random skill pool if it is equipped by the corresponding unit from the base map.

**wep\_adaptive**

A bitmask indexed by `weapon_index`, representing weapon classes that receive damage from this skill calculated using the lower of Def or Res. Used by breaths. Only meaningful on weapon skills.

**wep\_effective**

A bitmask indexed by `weapon_index`, representing weapon class effectivenesses this skill grants. Only meaningful on weapon skills.

**wep\_equip**

A bitmask indexed by `weapon_index`, with bits set for weapon classes that can equip the current skill.

**wep\_shield**

A bitmask indexed by `weapon_index`, representing weapon class effectivenesses this skill protects from. Used by Breath of Blight.

**wep\_weakness**

A bitmask indexed by `weapon_index`, representing weapon class weaknesses this skill grants. Used by Loptous.

```
class FireEmblemCombatV2.Slid(skill, id)
```

Bases: `object`

Creates `self.param1` and `self.param2`

```
class FireEmblemCombatV2.Weapon(**kwargs)
```

Bases: `FireEmblemCombatV2.Skill`

```
static get_base_weapon_class(weapon)
```

```
set_attribute_values()
```

Calls `get_base_weapon_class()` if `weapon` does not already have a `WeaponClass`

**Returns** `None`

**weapon\_class**

Base weapon class

**Type** `WeaponClass`

```
class FireEmblemCombatV2.WeaponClass(**kwargs)
```

Bases: `FireEmblemCombatV2.ArbitraryAttributeClass`

This class refers to a weapon's base weapon-class. For example, the base weapon class of Clarisse's Sniper's Bow is colorless bow

**Warning:** Not to be confused with the *Weapon* class

**base\_weapon**

Base weapon of this class (ex. Iron Sword for Sword weapon class)

**id\_tag**

Internal identifier tag

**is\_beast**

bool

**is\_breath**

bool

**is\_dagger**

bool

**is\_staff**

bool

**range**

Weapon class range (melee or ranged)

**Type** int

**res\_damage**

Does weapon class use res to calculate damage

**Type** bool

FireEmblemCombatV2.**adaptive** (*unit*: FireEmblemCombatV2.Character)

Calculates unit's damage during combat using the lower of opponent's Def or Res

**Parameters** *unit* –

**Returns**

FireEmblemCombatV2.**adaptive\_aoe** (*unit*: FireEmblemCombatV2.Character)

Calculates damage from unit's area-of-effect Specials using the lower of opponent's Def or Res

**Parameters** *unit* –

**Returns**

FireEmblemCombatV2.**add\_status** (*status\_effect*: str, *unit*: FireEmblemCombatV2.Character)

Grants/inflicts status to/on unit

**Parameters**

- **status\_effect** –
- **unit** –

**Returns**

FireEmblemCombatV2.**allies** (*items*: Iterable, *unit*: FireEmblemCombatV2.Character) → list

Takes a list of Character objects, 'items', and returns a filtered list containing only characters on the same team as 'unit' (teams are based on the class of 'unit', e.g if 'unit' is of class Player, list will be comprised of all Player characters in 'items'). Note: the result is inclusive of 'unit' in order to keep consistent with the output of the foes() function.

**Parameters**

- **items** –
- **unit** –

**Returns**

FireEmblemCombatV2.**beast** (*items*: *Iterable*[FireEmblemCombatV2.Character]) →  
List[*FireEmblemCombatV2.Character*]

FireEmblemCombatV2.**bonus\_broad** (*unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**bonus\_narrow** (*unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**brave** (*unit*: FireEmblemCombatV2.Character)

Unit attacks twice

**Parameters unit** –**Returns**

FireEmblemCombatV2.**buff** (*skill*: FireEmblemCombatV2.Skill, *unit*:  
*Union*[FireEmblemCombatV2.Character,  
*Iterable*[FireEmblemCombatV2.Character]]) *Iter-*

FireEmblemCombatV2.**buff2** (*skill*: FireEmblemCombatV2.Skill, *unit*:  
*Union*[FireEmblemCombatV2.Character,  
*Iterable*[FireEmblemCombatV2.Character]]) *Iter-*

FireEmblemCombatV2.**buff\_total** (*unit*: FireEmblemCombatV2.Character) → int

FireEmblemCombatV2.**charge** (*mode*: int, *charge\_num*: int, *unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**combat\_add\_hp** (*hp\_change*: int, *unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**combine\_buffs\_debuffs** (*unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**convert\_bonuses\_to\_penalties** (*unit*: FireEmblemCom-  
batV2.Character)

FireEmblemCombatV2.**convert\_penalties\_to\_bonuses** (*unit*: FireEmblemCom-  
batV2.Character)

FireEmblemCombatV2.**convert\_to\_bitmask\_list** (*int\_bitmask*: int) → list

Converts integer bitmask to list of 1's and 0's, e.g if 'int\_bitmask' is 571, returns [1, 1, 0, 1, 1, 1, 0, 0, 0, 1]

**Parameters int\_bitmask** –**Returns**

FireEmblemCombatV2.**cooldown** (*cooldown*: int, *unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**count\_around** (*unit*: FireEmblemCombatV2.Character, *unit\_type*: *Callable*,  
*context*: *Union*[*Slid*, *Skill*]) → int

**If context is:**

**SkillLimit (Slid instance):** returns the number of 'unit\_type' within param1 spaces of 'unit' (excluding 'unit')

**SkillAbility (Skill instance):** returns the number of 'unit\_type' within skill\_range spaces of 'unit' (excluding 'unit')

**Parameters**

- **unit** – Unit to use as origin
- **unit\_type** – Condition to evaluate

- **context** – Context function is being used in

### Returns

FireEmblemCombatV2.**counter** (*unit*: FireEmblemCombatV2.Character)

Unit can counterattack regardless of opponent's range

**Parameters** *unit* –

### Returns

FireEmblemCombatV2.**debuff\_total** (*unit*: FireEmblemCombatV2.Character) → int

FireEmblemCombatV2.**desperation** (*unit*: FireEmblemCombatV2.Character)

Unit can make a follow-up attack before opponent can counterattack

**Parameters** *unit* –

### Returns

FireEmblemCombatV2.**dragon** (*items*: Iterable[FireEmblemCombatV2.Character]) → List[FireEmblemCombatV2.Character]

FireEmblemCombatV2.**filter\_true\_indexes** (*bitmask\_list*: List[int]) → List[int]

Takes a bitmask list 'bitmask\_list' (output from convert\_to\_bitmask\_list function) and returns a list of integers for each index in 'bitmask\_list' at which the value is True (or in this case, 1)

**Parameters** *bitmask\_list* –

### Returns

FireEmblemCombatV2.**find** (*skill*, *slid\_value*)

FireEmblemCombatV2.**find\_inconsistencies** ()

Function intended to search character data files for skills in incorrect categories.

### Returns

FireEmblemCombatV2.**foes** (*items*: Iterable, *unit*: FireEmblemCombatV2.Character) → list

Takes a list of Character objects, 'items', and returns a filtered list containing only characters not on the same team as 'unit' (teams are based on the class of 'unit', e.g if 'unit' is of class Player, list will be comprised of all non-Player characters in 'items').

**Parameters**

- **items** –
- **unit** –

### Returns

FireEmblemCombatV2.**follow\_up** (*follow\_up\_value*: int, *unit*: FireEmblemCombatV2.Character)

If *follow\_up\_value* is 1, unit makes a guaranteed follow-up attack, if *follow\_up\_value* is -1 unit cannot make a follow-up attack.

**Parameters**

- **follow\_up\_value** – 1 or -1
- **unit** –

### Returns

FireEmblemCombatV2.**get\_direction** (*unit*: Union[FireEmblemCombatV2.Character, Tuple], *target*: Union[FireEmblemCombatV2.Character, Tuple]) → Tuple



FireEmblemCombatV2.**get\_distance** (*self*: FireEmblemCombatV2.Character, *enemy*: FireEmblemCombatV2.Character)

Simple utility function that returns the distance between 2 (X,Y) *Character* units. Uses the same logic as in *get\_distance\_from\_tuples()*.

#### Parameters

- **self** –
- **enemy** –

#### Returns

FireEmblemCombatV2.**get\_distance\_from\_tuples** (*self*: tuple, *enemy*: tuple)

Simple utility function that returns the distance between 2 (X,Y) tuples. Distance is not the minimal diagonal distance as given by the standard distance function, but rather the tile-based distance used to navigate grids. For example, if an object A is at position (1,1) and an object B is at position (3,4), the distance is 5 (as opposed to the shortest-route diagonal distance of 3.60555...)

#### Parameters

- **self** –
- **enemy** –

#### Returns

FireEmblemCombatV2.**get\_enemies** () → List[FireEmblemCombatV2.Character]

Returns a list of all Enemy instances in char\_list

#### Returns

FireEmblemCombatV2.**get\_players** () → List[FireEmblemCombatV2.Character]

Returns a list of all Player instances in char\_list

#### Returns

FireEmblemCombatV2.**give\_action** (*unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**hp\_between** (*min\_hp\_percent*: int, *max\_hp\_percent*: int, *unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**hundreds** (*x*: int) → int

Simple utility function to return the hundreds' place digit of a number.

#### Parameters **x** –

#### Returns

FireEmblemCombatV2.**in\_bitmask** (*nums*: Union[int, Iterable[int]], *bitmask*: int) → Union[bool, Dict[int, Any]]

Takes an integer bitmask 'bitmask', converts to binary, and casts binary to a list of ones and zeroes, 'bitmask\_list'.

**If 'nums' is an integer:** Indexes 'bitmask\_list' by 'nums', if value at index is 1 returns True, else False

**If 'nums' is an Iterable of integers:** For 'num' in 'nums', indexes 'bitmask\_list' by 'num', if value at index is 1 sets value to True at key 'num' in 'in\_bitmask\_dict' else sets value to False

#### Parameters

- **nums** –
- **bitmask** –

#### Returns

`FireEmblemCombatV2.in_range` (*away*: `FireEmblemCombatV2.Point`, *origin*: `FireEmblemCombatV2.Point`, *distance*: `int`)

Returns boolean denoting whether *away* coordinate is within *distance* spaces of *origin* coordinates or not.

### Parameters

- **away** –
- **origin** –
- **distance** –

### Returns

`FireEmblemCombatV2.luna` (*reduction\_percent*)

`FireEmblemCombatV2.map_add_hp` (*hp\_change*: `int`, *unit*: `FireEmblemCombatV2.Character`)

`FireEmblemCombatV2.neg` (*expr*: `int`) → `int`

Simple utility function that returns 0 for all input values above 0, or the input value otherwise.

### Parameters *expr* –

### Returns

`FireEmblemCombatV2.neighborhood` (*unit*: `FireEmblemCombatV2.Character`, *skill*: `FireEmblemCombatV2.Skill`) → `List[FireEmblemCombatV2.Character]`

Unit and units on unit's team within `in_range()` of unit

### Parameters

- **unit** –
- **skill** –

### Returns

`FireEmblemCombatV2.neighborhood_ex` (*unit*: `FireEmblemCombatV2.Character`,  
*skill*: `Optional[FireEmblemCombatV2.Skill]`,  
*range\_shape\_override*: `str = ""`) →  
`List[FireEmblemCombatV2.Character]`

`FireEmblemCombatV2.neutralize_penalties` (*unit*: `FireEmblemCombatV2.Character`)

`FireEmblemCombatV2.no_counter` (*unit*: `FireEmblemCombatV2.Character`)

Unit cannot counterattack

### Parameters *unit* –

### Returns

`FireEmblemCombatV2.not_beast` (*items*: `Iterable[FireEmblemCombatV2.Character]`) →  
`List[FireEmblemCombatV2.Character]`

`FireEmblemCombatV2.not_dragon` (*items*: `Iterable[FireEmblemCombatV2.Character]`) →  
`List[FireEmblemCombatV2.Character]`

`FireEmblemCombatV2.null_follow_up` (*neut\_guarantee\_foe*: `bool`, *neut\_prevent\_unit*: `bool`, *unit*:  
`FireEmblemCombatV2.Character`, *enemy*: `FireEmblemCombatV2.Character`)

`FireEmblemCombatV2.ones` (*x*: `int`) → `int`

Simple utility function to return the one's place digit of a number.

### Parameters *x* –

### Returns

`FireEmblemCombatV2.penalty_broad` (*unit*: `FireEmblemCombatV2.Character`)

FireEmblemCombatV2.**penalty\_narrow** (*unit*: FireEmblemCombatV2.Character)

FireEmblemCombatV2.**pos** (*expr*: int) → int

Simple utility function that returns 0 for all input values below 0, or the input value otherwise.

**Parameters** *expr* –

**Returns**

FireEmblemCombatV2.**print\_grid** (*input\_grid*: Code.FEH\_DijkstraAlgorithm.Graph)

Prints the current field grid. Empty nodes are represented by spaces, nodes containing players by O's, and nodes containing enemies by X's.

**Parameters** *input\_grid* –

**Returns**

FireEmblemCombatV2.**program\_instructions** ()

FireEmblemCombatV2.**raven** (*unit*: FireEmblemCombatV2.Character)

Grants weapon-triangle advantage to unit against colorless opponents, and inflicts weapon-triangle disadvantage on colorless opponents during combat.

**Parameters** *unit* –

**Returns**

FireEmblemCombatV2.**scale\_tuple** (*tup*, *scale*)

Simple utility function that scales an (X,Y) tuple by an integer value and returns the result.

**Parameters**

- *tup* –
- *scale* –

**Returns**

FireEmblemCombatV2.**special\_damage** (*damage*)

FireEmblemCombatV2.**spectrum\_buff** (*units*: Union[FireEmblemCombatV2.Character, Iterable[FireEmblemCombatV2.Character]], *buff*: int)

FireEmblemCombatV2.**spectrum\_debuff** (*units*: Union[FireEmblemCombatV2.Character, Iterable[FireEmblemCombatV2.Character]], *debuff*: int)

FireEmblemCombatV2.**status** (*status\_id*: int) → str

Converts status id to status name

**Parameters** *status\_id* –

**Returns**

FireEmblemCombatV2.**tens** (*x*: int) → int

Simple utility function to return the ten's place digit of a number.

**Parameters** *x* –

**Returns**

FireEmblemCombatV2.**tens\_ones** (*x*: int) → int

Simple utility function to return a number composed of the one's and ten's place digits of the input number.

**Parameters** *x* –

**Returns**

FireEmblemCombatV2.**tuple\_add**(*tup1*, *tup2*)

Simple utility function that adds 2 (X,Y) tuples and returns the result.

**Parameters**

- **tup1** –
- **tup2** –

**Returns**

FireEmblemCombatV2.**unit\_near**(*self*, *other\_unit*: FireEmblemCombatV2.Character, *skill*: FireEmblemCombatV2.Skill)

If unit is within\_range() of unit

**Parameters**

- **self** –
- **other\_unit** –
- **skill** –

**Returns**

FireEmblemCombatV2.**vantage**(*unit*: FireEmblemCombatV2.Character)

Unit can counterattack before opponent's first attack

**Parameters** **unit** –

**Returns**

FireEmblemCombatV2.**within\_range\_abstracted**(*unit*: FireEmblemCombatV2.Character, *skill*: Optional[FireEmblemCombatV2.Skill], *condition*: str = 'within\_range', *grid*: Code.FEH\_DijkstraAlgorithm.Graph = <Code.FEH\_DijkstraAlgorithm.Graph object>, *distance\_override*=0) → List[FireEmblemCombatV2.Character]

Returns a list of Character instances whose position is within *Skill.skill\_range* spaces of unit

---

**Note: Excludes 'unit'**

---

FireEmblemCombatV2.**within\_range\_ex\_abstract**(*unit*: FireEmblemCombatV2.Character, *skill*: Optional[FireEmblemCombatV2.Skill], *grid*: Code.FEH\_DijkstraAlgorithm.Graph = <Code.FEH\_DijkstraAlgorithm.Graph object>, *range\_shape\_override*: str = "")

FireEmblemCombatV2.**wrathful\_staff**(*unit*: FireEmblemCombatV2.Character)

Calculates damage from unit's staff like other weapons

**Parameters** **unit** –

**Returns**

FireEmblemCombatV2.**CONFIG** = {'AR auto-dispatch home notification': 'on', 'BGM volume': 6, ...}  
Config dictionary

FireEmblemCombatV2.**category\_name\_to\_number\_dict** = {'a': 3, 'assist': 1, 'b': 4, 'beast': 5, ...}  
Mapping dictionary; maps skill type to skill category number

FireEmblemCombatV2.**category\_number\_to\_name\_dict** = {0: 'weapon', 1: 'assist', 2: 'special', ...}  
Mapping dictionary; maps skill category number to skill type

FireEmblemCombatV2.**char\_list** = []  
 Module-level variable containing all active units

FireEmblemCombatV2.**stat\_num\_to\_name\_dict** = {0: 'hp', 1: 'atk', 2: 'spd', 3: 'def', 4:  
 Mapping dictionary; maps stat position to stat name

FireEmblemCombatV2.**weapon\_advantage** = {1: 3, 2: 1, 3: 2}  
 Weapon advantage definitions where 1, 2, and 3 correspond to red, blue, and green, respectively. The value of each key represents the color that has advantage against the key.

## 1.6 FireEmblemLoadJsonFilesBetterV2 module

FireEmblemLoadJsonFilesBetterV2.**load\_files** (*skill\_class*, *player\_class*, *en-*  
*emy\_class*, *weapon\_class*, *out-*  
*put\_as\_class=True*, *get\_english\_data=True*,  
*get\_skills=True*, *get\_characters=True*,  
*get\_weapons=True*, *get\_growth=True*,  
*get\_move=True*, *get\_stage\_encount=True*,  
*get\_terrain=True*, *check\_for\_update=False*,  
*get\_simple\_names=False*)

FireEmblemLoadJsonFilesBetterV2.**main**()

FireEmblemLoadJsonFilesBetterV2.**my\_merger** (*list\_of\_dicts*)

FireEmblemLoadJsonFilesBetterV2.**remove\_digits** (*input\_string: str*) → str

FireEmblemLoadJsonFilesBetterV2.**translate\_jp\_to\_en\_class** (*input\_class*, *en-*  
*english\_data*, *at-*  
*tribute='id\_tag'*,  
*prefix='MSID\_'*,  
*old\_prefix='SID\_'*,  
*is\_skill=False*)

FireEmblemLoadJsonFilesBetterV2.**translate\_jp\_to\_en\_dict** (*input\_dict*, *en-*  
*english\_data*, *tag='id\_tag'*,  
*prefix='MSID\_'*,  
*old\_prefix='SID\_'*,  
*is\_skill=False*)

## 1.7 ProcessInstructions module

ProcessInstructions.**process\_instruction** (*self*, *instruction: str*)

## 1.8 SkillTimingContexts package

### 1.8.1 Submodules

### 1.8.2 SkillTimingContexts.stid0 module

SkillTimingContexts.stid0.**said17** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character,* *target:*  
*Code.FireEmblemCombatV2.Character*)

Shove/smite assist

:param skill :param unit: :param target: :return:

SkillTimingContexts.stid0.**said18** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character,* *target:*  
*Code.FireEmblemCombatV2.Character*)

Swap assist

:param skill :param unit: :param target: :return:

SkillTimingContexts.stid0.**said19** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character,* *target:*  
*Code.FireEmblemCombatV2.Character*)

Drawback assist

:param skill :param unit: :param target: :return:

SkillTimingContexts.stid0.**said192** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character*)  
MAP\_ADD\_HP(skill\_params.hp; NEIGHBORHOOD\_EX(unit)). NeutralizesPenaltyon NEIGHBOR-  
HOOD\_EX(unit). BUFF(NEIGHBORHOOD\_EX(unit))

#### Parameters

- **skill** –
- **unit** –

#### Returns

SkillTimingContexts.stid0.**said20** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character,* *target:*  
*Code.FireEmblemCombatV2.Character*)

Reposition / To Change Fate (Chrom) assist

:param skill :param unit: :param target: :return:

SkillTimingContexts.stid0.**said200** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character*)  
BUFF(NEIGHBORHOOD\_EX(unit)). ADD\_STATUS(STATUS(skill\_params.hp); NEIGHBOR-  
HOOD\_EX(unit)). ADD\_STATUS(STATUS(skill\_params2.hp); NEIGHBORHOOD\_EX(unit))

#### Parameters

- **skill** –
- **unit** –

#### Returns

SkillTimingContexts.stid0.**said21** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character,* *target:*  
*Code.FireEmblemCombatV2.Character*)

Pivot assist

:param skill :param unit: :param target: :return:

SkillTimingContexts.stid0.**said214** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character*)  
 ADD\_STATUS(STATUS(skill\_params.hp); NEIGHBORHOOD\_EX(unit)). ADD\_STATUS(STATUS(skill\_params2.hp);  
 foes WITHIN\_RANGE\_EX(unit)). BUFF2(foes WITHIN\_RANGE\_EX(unit)).

#### Parameters

- **skill** –
- **unit** –

#### Returns

SkillTimingContexts.stid0.**said217** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character*)  
 ADD\_STATUS(STATUS(skill\_params.hp); unit and allies from the same titles WITHIN\_RANGE\_EX(unit))

#### Parameters

- **skill** –
- **unit** –

#### Returns

SkillTimingContexts.stid0.**said22** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character, target: Code.FireEmblemCombatV2.Character*)

#### Parameters

- **skill** –
- **unit** –
- **target** –

#### Returns

SkillTimingContexts.stid0.**said23** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character, target: Code.FireEmblemCombatV2.Character*)

#### Parameters

- **skill** –
- **unit** –
- **target** –

#### Returns

SkillTimingContexts.stid0.**said27** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character, target: Code.FireEmblemCombatV2.Character*)

#### Parameters

- **skill** –
- **unit** –
- **target** –

#### Returns

SkillTimingContexts.stid0.**said28** (*unit: Code.FireEmblemCombatV2.Character, target: Code.FireEmblemCombatV2.Character*)

### Parameters

- **unit** –
- **target** –

### Returns

SkillTimingContexts.stid0.**said29** (*skill: Code.FireEmblemCombatV2.Skill, target: Code.FireEmblemCombatV2.Character*)

### Parameters

- **skill** –
- **target** –

### Returns

SkillTimingContexts.stid0.**said30** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character, target: Code.FireEmblemCombatV2.Character*)

### Parameters

- **skill** –
- **unit** –
- **target** –

### Returns

SkillTimingContexts.stid0.**said55** (*self*)

SkillTimingContexts.stid0.**said56** (*self*)

SkillTimingContexts.stid0.**said67** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character*)

### Parameters

- **skill** –
- **unit** –

### Returns

SkillTimingContexts.stid0.**said88** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character*)

BUFF(unit and TARGETED(allies WITHIN\_RANGE\_EX(unit))). ADD\_STATUS(STATUS(skill\_params.hp); unit and TARGETED(allies WITHIN\_RANGE\_EX(unit)))

### Parameters

- **skill** –
- **unit** –

### Returns

SkillTimingContexts.stid0.**said92** (*skill: Code.FireEmblemCombatV2.Skill, unit: Code.FireEmblemCombatV2.Character*)

MAP\_ADD\_HP(skill\_params.hp; foes WITHIN\_RANGE\_EX(unit)). ADD\_STATUS(STATUS(skill\_params.atk); foes WITHIN\_RANGE\_EX(unit))

### Parameters



- **skill** –
- **unit** –

### Returns

SkillTimingContexts.stid0.**slid9** (*skill: Code.FireEmblemCombatV2.Skill, target: Code.FireEmblemCombatV2.Character*)

## 1.8.3 SkillTimingContexts.stid1 module

SkillTimingContexts.stid1.**said104** (*self*)

SkillTimingContexts.stid1.**said11** (*self*)

SkillTimingContexts.stid1.**said113** (*self*)

SkillTimingContexts.stid1.**said115** (*self*)

SkillTimingContexts.stid1.**said116** (*self*)

SkillTimingContexts.stid1.**said117** (*self*)

SkillTimingContexts.stid1.**said119** (*self*)

SkillTimingContexts.stid1.**said120** (*self*)

SkillTimingContexts.stid1.**said121** (*self*)

SkillTimingContexts.stid1.**said126** (*self*)

SkillTimingContexts.stid1.**said127** (*self*)

SkillTimingContexts.stid1.**said128** (*self*)

SkillTimingContexts.stid1.**said129** (*self*)

SkillTimingContexts.stid1.**said13** (*self*)

SkillTimingContexts.stid1.**said130** (*self*)

SkillTimingContexts.stid1.**said135** (*self*)

SkillTimingContexts.stid1.**said136** (*self*)

SkillTimingContexts.stid1.**said137** (*self*)

SkillTimingContexts.stid1.**said138** (*self*)

SkillTimingContexts.stid1.**said140** (*self*)

SkillTimingContexts.stid1.**said142** (*self*)

SkillTimingContexts.stid1.**said144** (*self*)

SkillTimingContexts.stid1.**said145** (*self*)

SkillTimingContexts.stid1.**said146** (*self*)

SkillTimingContexts.stid1.**said150** (*self*)

SkillTimingContexts.stid1.**said151** (*self*)

SkillTimingContexts.stid1.**said152** (*self*)

SkillTimingContexts.stid1.**said154** (*self*)

SkillTimingContexts.stid1.**said155** (*self*)

SkillTimingContexts.stid1.**said157** (*self*)  
SkillTimingContexts.stid1.**said162** (*self*)  
SkillTimingContexts.stid1.**said163** (*self*)  
SkillTimingContexts.stid1.**said164** (*self*)  
SkillTimingContexts.stid1.**said167** (*self*)  
SkillTimingContexts.stid1.**said169** (*self*)  
SkillTimingContexts.stid1.**said171** (*self*)  
SkillTimingContexts.stid1.**said172** (*self*)  
SkillTimingContexts.stid1.**said173** (*self*)  
SkillTimingContexts.stid1.**said176** (*self*)  
SkillTimingContexts.stid1.**said178** (*self*)  
SkillTimingContexts.stid1.**said179** (*self*)  
SkillTimingContexts.stid1.**said181** (*self*)  
SkillTimingContexts.stid1.**said182** (*self*)  
SkillTimingContexts.stid1.**said183** (*self*)  
SkillTimingContexts.stid1.**said184** (*self*)  
SkillTimingContexts.stid1.**said187** (*self*)  
SkillTimingContexts.stid1.**said188** (*self*)  
SkillTimingContexts.stid1.**said189** (*self*)  
SkillTimingContexts.stid1.**said190** (*self*)  
SkillTimingContexts.stid1.**said191** (*self*)  
SkillTimingContexts.stid1.**said193** (*self*)  
SkillTimingContexts.stid1.**said194** (*self*)  
SkillTimingContexts.stid1.**said196** (*self*)  
SkillTimingContexts.stid1.**said198** (*self*)  
SkillTimingContexts.stid1.**said199** (*self*)  
SkillTimingContexts.stid1.**said201** (*self*)  
SkillTimingContexts.stid1.**said202** (*self*)  
SkillTimingContexts.stid1.**said208** (*self*)  
SkillTimingContexts.stid1.**said210** (*self*)  
SkillTimingContexts.stid1.**said212** (*self*)  
SkillTimingContexts.stid1.**said213** (*self*)  
SkillTimingContexts.stid1.**said22** (*self*)  
SkillTimingContexts.stid1.**said220** (*self*)  
SkillTimingContexts.stid1.**said35** (*self*)  
SkillTimingContexts.stid1.**said36** (*self*)

SkillTimingContexts.stid1.**said37** (*self*)  
 SkillTimingContexts.stid1.**said41** (*self*)  
 SkillTimingContexts.stid1.**said42** (*self*)  
 SkillTimingContexts.stid1.**said43** (*self*)  
 SkillTimingContexts.stid1.**said44** (*self*)  
 SkillTimingContexts.stid1.**said46** (*self*)  
 SkillTimingContexts.stid1.**said47** (*self*)  
 SkillTimingContexts.stid1.**said48** (*self*)  
 SkillTimingContexts.stid1.**said57** (*self*)  
 SkillTimingContexts.stid1.**said59** (*self*)  
 SkillTimingContexts.stid1.**said60** (*self*)  
 SkillTimingContexts.stid1.**said62** (*self*)  
 SkillTimingContexts.stid1.**said63** (*self*)  
 SkillTimingContexts.stid1.**said64** (*self*)  
 SkillTimingContexts.stid1.**said66** (*self*)  
 SkillTimingContexts.stid1.**said70** (*self*)  
 SkillTimingContexts.stid1.**said76** (*self*)  
 SkillTimingContexts.stid1.**said77** (*self*)  
 SkillTimingContexts.stid1.**said78** (*self*)  
 SkillTimingContexts.stid1.**said79** (*self*)  
 SkillTimingContexts.stid1.**said82** (*self*)  
 SkillTimingContexts.stid1.**said84** (*self*)  
 SkillTimingContexts.stid1.**said85** (*self*)  
 SkillTimingContexts.stid1.**said90** (*self*)  
 SkillTimingContexts.stid1.**said91** (*self*)  
 SkillTimingContexts.stid1.**said93** (*self*)  
 SkillTimingContexts.stid1.**said95** (*self*)  
 SkillTimingContexts.stid1.**said97** (*self*)  
 SkillTimingContexts.stid1.**slid1** (*user: Code.FireEmblemCombatV2.Character*)  
 SkillTimingContexts.stid1.**slid11** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)  
 SkillTimingContexts.stid1.**slid13** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)  
 SkillTimingContexts.stid1.**slid14** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)  
 SkillTimingContexts.stid1.**slid15** (*skill: Code.FireEmblemCombatV2.Skill, foe: Code.FireEmblemCombatV2.Character*)  
 SkillTimingContexts.stid1.**slid19** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid2** (*user: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid21** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)  
param1 = 1, param2 = 0: If Bonus is active on unit param1 = 1, param2 = 1: If March is active on unit param1 = 1, param2 = 2: If Bonus is active on unit

**Parameters user** –

**Returns**

SkillTimingContexts.stid1.**slid22** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid23** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid24** (*user: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid25** (*foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid27** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid28** (*user: Code.FireEmblemCombatV2.Character, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid29** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid3** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid32** (*foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid33** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid34** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid36** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid37** (*skill: Code.FireEmblemCombatV2.Skill, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid38** (*skill: Code.FireEmblemCombatV2.Skill, foe: Code.FireEmblemCombatV2.Character, turn: int*)

SkillTimingContexts.stid1.**slid39** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid4** (*skill: Code.FireEmblemCombatV2.Skill, turn: int*)

SkillTimingContexts.stid1.**slid40** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character, foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid41** (*foe: Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid1.**slid42** (*skill: Code.FireEmblemCombatV2.Skill, user: Code.FireEmblemCombatV2.Character*)

---

```

SkillTimingContexts.stid1.slid43 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid44 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid45 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid46 (skill:      Code.FireEmblemCombatV2.Skill,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid47 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid48 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid49 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid5 (skill:      Code.FireEmblemCombatV2.Skill,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid50 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid51 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid52 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid54 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid56 (skill: Code.FireEmblemCombatV2.Skill)
SkillTimingContexts.stid1.slid57 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid6 ()
SkillTimingContexts.stid1.slid7 (skill:      Code.FireEmblemCombatV2.Skill,      user:
                                Code.FireEmblemCombatV2.Character,      foe:
                                Code.FireEmblemCombatV2.Character)
SkillTimingContexts.stid1.slid9 (skill:      Code.FireEmblemCombatV2.Skill,      foe:
                                Code.FireEmblemCombatV2.Character)

```

### 1.8.4 SkillTimingContexts.stid10 module

### 1.8.5 SkillTimingContexts.stid11 module

SkillTimingContexts.stid11.**slid1** (*self*)

SkillTimingContexts.stid11.**slid12** (*self*)

SkillTimingContexts.stid11.**slid42** (*self*)

SkillTimingContexts.stid11.**slid53** (*self*)

### 1.8.6 SkillTimingContexts.stid12 module

### 1.8.7 SkillTimingContexts.stid13 module

SkillTimingContexts.stid13.**slid3** (*self*)

### 1.8.8 SkillTimingContexts.stid14 module

### 1.8.9 SkillTimingContexts.stid15 module

SkillTimingContexts.stid15.**slid1** (*self*)

SkillTimingContexts.stid15.**slid18** (*self*)

SkillTimingContexts.stid15.**slid19** (*self*)

SkillTimingContexts.stid15.**slid53** (*self*)

SkillTimingContexts.stid15.**slid56** (*self*)

SkillTimingContexts.stid15.**slid6** (*self*)

### 1.8.10 SkillTimingContexts.stid16 module

### 1.8.11 SkillTimingContexts.stid17 module

### 1.8.12 SkillTimingContexts.stid18 module

### 1.8.13 SkillTimingContexts.stid19 module

### 1.8.14 SkillTimingContexts.stid2 module

SkillTimingContexts.stid2.**slid1** ()

SkillTimingContexts.stid2.**slid17** (*unit:* *Code.FireEmblemCombatV2.Character*, *skill:*  
*Code.FireEmblemCombatV2.Skill*)

SkillTimingContexts.stid2.**slid2** ()

SkillTimingContexts.stid2.**slid20** ()

SkillTimingContexts.stid2.**slid25** ()

### 1.8.15 SkillTimingContexts.stid20 module

SkillTimingContexts.stid20.**slid17** (*self*)

### 1.8.16 SkillTimingContexts.stid21 module

SkillTimingContexts.stid21.**slid1** (*self*)

SkillTimingContexts.stid21.**slid25** (*self*)

SkillTimingContexts.stid21.**slid7** (*self*)

SkillTimingContexts.stid21.**slid9** (*self*)

### 1.8.17 SkillTimingContexts.stid22 module

### 1.8.18 SkillTimingContexts.stid23 module

### 1.8.19 SkillTimingContexts.stid24 module

SkillTimingContexts.stid24.**slid17** (*self*)

SkillTimingContexts.stid24.**slid53** (*self*)

### 1.8.20 SkillTimingContexts.stid25 module

SkillTimingContexts.stid25.**slid7** (*self*)

### 1.8.21 SkillTimingContexts.stid26 module

SkillTimingContexts.stid26.**slid55** (*self*)

### 1.8.22 SkillTimingContexts.stid27 module

SkillTimingContexts.stid27.**slid6** (*self*)

### 1.8.23 SkillTimingContexts.stid28 module

### 1.8.24 SkillTimingContexts.stid3 module

### 1.8.25 SkillTimingContexts.stid4 module

### 1.8.26 SkillTimingContexts.stid5 module

SkillTimingContexts.stid5.**slid1** ()

### 1.8.27 SkillTimingContexts.stid6 module

SkillTimingContexts.stid6.**slid1** (*self*)

SkillTimingContexts.stid6.**slid18** (*self*)

SkillTimingContexts.stid6.**slid3** (*self*)

SkillTimingContexts.stid6.**slid6** (*self*)

### 1.8.28 SkillTimingContexts.stid7 module

### 1.8.29 SkillTimingContexts.stid8 module

SkillTimingContexts.stid8.**said105** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, COOLDOWN(number of TARGETED(allies on team (including unit))); unit).

**Returns**

SkillTimingContexts.stid8.**said106** (*self*)

SkillTimingContexts.stid8.**said111** (*self*)

SkillTimingContexts.stid8.**said114** (*self*)

SkillTimingContexts.stid8.**said118** (*self*)

SkillTimingContexts.stid8.**said122** (*self*)

SkillTimingContexts.stid8.**said123** (*self*)

SkillTimingContexts.stid8.**said125** (*self*)

SkillTimingContexts.stid8.**said131** (*self*)

SkillTimingContexts.stid8.**said132** (*self*)

SkillTimingContexts.stid8.**said133** (*self*)

SkillTimingContexts.stid8.**said141** (*self*)

SkillTimingContexts.stid8.**said159** (*self*)

SkillTimingContexts.stid8.**said195** (*self*)

SkillTimingContexts.stid8.**said203** (*self*)

SkillTimingContexts.stid8.**said207** (*self*)

SkillTimingContexts.stid8.**said22** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, map\_add\_hp(skill\_params.hp; neighborhood(unit)).

**Parameters** *unit* –

**Returns**

SkillTimingContexts.stid8.**said23** (*skill:* *Code.FireEmblemCombatV2.Skill,* *unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, buff(neighborhood(unit)).

**Parameters** *unit* –

**Returns**



---

SkillTimingContexts.stid8.**said50** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
 At start of turn, map\_add\_hp(skill\_params.hp; allies within\_range(unit)).  
**Parameters** unit –  
**Returns**

SkillTimingContexts.stid8.**said51** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
 At start of turn, map\_add\_hp(skill\_params.hp; foes within\_range(unit)).  
**Parameters** unit –  
**Returns**

SkillTimingContexts.stid8.**said52** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
 At start of turn, buff(targeted(allies within\_range(unit))).  
**Parameters** unit –  
**Returns**

SkillTimingContexts.stid8.**said53** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
 At start of turn, buff(targeted(foes within\_range(unit))).  
**Parameters** unit –  
**Returns**

SkillTimingContexts.stid8.**said67** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
 At start of turn, map\_add\_hp(skill\_params.atk; unit) and cooldown(skill\_params.hp; unit).  
**Parameters** unit –  
**Returns**

SkillTimingContexts.stid8.**said68** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
 At start of turn, buff(foes in cardinal directions of unit).  
**Parameters** unit –  
**Returns**

SkillTimingContexts.stid8.**said69** (*self*)  
 SkillTimingContexts.stid8.**said73** (*self*)  
 SkillTimingContexts.stid8.**said74** (*self*)  
 SkillTimingContexts.stid8.**said86** (*self*)  
 SkillTimingContexts.stid8.**said88** (*self*)  
 SkillTimingContexts.stid8.**said89** (*self*)  
 SkillTimingContexts.stid8.**said92** (*self*)  
 SkillTimingContexts.stid8.**said98** (*self*)  
 SkillTimingContexts.stid8.**slid10** (*skill: Code.FireEmblemCombatV2.Skill, target:*  
*Code.FireEmblemCombatV2.Character*)

SkillTimingContexts.stid8.**slid14** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, if count\_around(unit; allies) param2

**Parameters** unit –

**Returns**

SkillTimingContexts.stid8.**slid19** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, if count\_around(unit; allies) param2

**Parameters** unit –

**Returns**

SkillTimingContexts.stid8.**slid3** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, if hp\_between(param1; param2; unit)

**Parameters** unit –

**Returns**

SkillTimingContexts.stid8.**slid30** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, if count\_around(unit; allies (excluding dragon allies)) param2

**Parameters** unit –

**Returns**

SkillTimingContexts.stid8.**slid31** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, if count\_around(unit; dragon or beast allies) param2

**Parameters** unit –

**Returns**

SkillTimingContexts.stid8.**slid35** (*unit: Code.FireEmblemCombatV2.Character*)  
At start of turn, if special cooldown count is at its maximum value

**Returns**

SkillTimingContexts.stid8.**slid4** (*skill: Code.FireEmblemCombatV2.Skill, \*\*kwargs*)  
param1 = 0: At the start of turn (1 param2) param1 > 0: At start of turn x, if (x - 1) mod param1 = param2

**Returns**

SkillTimingContexts.stid8.**slid7** (*skill: Code.FireEmblemCombatV2.Skill, unit:*  
*Code.FireEmblemCombatV2.Character,* *target:*  
*Code.FireEmblemCombatV2.Character*)  
At start of turn, if stat\_difference(param1; target) param2

**Parameters**

- **unit** –
- **target** –

**Returns**

SkillTimingContexts.stid8.**slid9** (*skill: Code.FireEmblemCombatV2.Skill, target:*  
*Code.FireEmblemCombatV2.Character*)  
If skill\_targets(target)

**Parameters** target –

**Returns****1.8.30 SkillTimingContexts.stid9 module**

SkillTimingContexts.stid9.**slid3** (*self*)

**1.8.31 Module contents****1.9 StatGrowth module**

StatGrowth.**arrayOrder\_** (*arr*)

StatGrowth.**convert\_lv1\_3star\_stats\_to\_5star** (*stats*)

This just adds 1 to each stat?

**Parameters** *stats* –

**Returns**

StatGrowth.**count\_if\_** (*t, pr*)

StatGrowth.**full\_lv1\_stats** (*five\_star\_lv1\_stats*)

Returns level 1 stats at all rarities

**Parameters** *five\_star\_lv1\_stats* –

**Returns**

StatGrowth.**full\_lv40\_stats** (*rate\_set, full\_1\_stat\_set*)

StatGrowth.**general\_levelup** (*new\_level, old\_level, applied\_growth\_rate*)

StatGrowth.**generate\_** (*n, f*)

StatGrowth.**getSupergrowth** (*rarity, rate*)

StatGrowth.**get\_all\_stat\_increases\_for\_level** (*char*) → dict

StatGrowth.**get\_applied\_growth\_rate** (*rarity, rate*)

StatGrowth.**get\_growth\_value** (*rarity, rate*)

StatGrowth.**get\_growth\_vector** (*growth\_value, growth\_vector\_id*)

StatGrowth.**get\_growth\_vector\_id** (*five\_star\_lv1\_neutral\_base\_stat, offset, applied\_growth\_rate, bvid*)

StatGrowth.**get\_rarity\_bonuses** (*five\_star\_lv1\_stats*)

StatGrowth.**get\_stat\_increase\_for\_level** (*stat, char*)

StatGrowth.**get\_stat\_increase\_for\_level\_abstract\_fill** (*char, stat, rarity=None, level=None, stats=None, rates=None, bvid=None, asset=None, flaw=None*)

StatGrowth.**map\_** (*t, f*)

StatGrowth.**rarity\_bonuses\_for\_3\_stars** (*rarity\_bonuses, rarity*)

StatGrowth.**test\_growth\_vector** (*growth\_vector, base, lv40*)

StatGrowth.**zip\_op** (*t1, t2, op*)

## 1.10 ThreadedLoad\_JSON\_Data module

```
class ThreadedLoad_JSON_Data.ThreadedLoad (directory="")
    Bases: object

    Worker ()

    run (fileList)

    threadWorker (filename_list: List[str])

    count = 0

    data = {}

    fileQueue = <queue.Queue object>

    lock = <unlocked _thread.lock object>

ThreadedLoad_JSON_Data.get_jap_and_eng_name_dicts (list_of_dicts: List[Dict],
                                                    output_category: str, en-
                                                    glish_transl_data: Dict,
                                                    get_short_names=True) →
    [<class 'dict'>, <class 'dict'>,
     typing.Union[typing.Set, None-
Type]]

ThreadedLoad_JSON_Data.load_files (get_english_data=True, get_skills=True,
                                    get_characters=True, get_weapons=True,
                                    get_growth=True, get_move=True,
                                    get_stage_encount=True, get_terrain=True,
                                    check_for_update=False, get_simple_names=False)

ThreadedLoad_JSON_Data.merge_english_dicts (list_of_dicts)

ThreadedLoad_JSON_Data.remove_digits (input_string: str) → str

ThreadedLoad_JSON_Data.test ()

ThreadedLoad_JSON_Data.translate_jp_to_en_dict (input_dict, english_data, tag='id_tag',
                                                prefix='MSID_', old_prefix='SID_',
                                                is_skill=False)
```

## 1.11 scratch\_6 module

```
class scratch_6.Foo
    Bases: object

    classmethod method ()

scratch_6.call (func)
```

## 1.12 scratch\_8 module

```
class scratch_8.stid1
    Bases: types.SimpleNamespace
        classmethod method()
        static slid1(var: str)
class scratch_8.stid2
    Bases: object
        classmethod method()
        static slid1(args)
scratch_8.x
    alias of scratch_8.stid1
scratch_8.for_all_methods(decorator)
scratch_8.method(cls)
scratch_8.register()
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```



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