

# So, how do I C-Skillsys?

Introduction, Tutorial, Advice

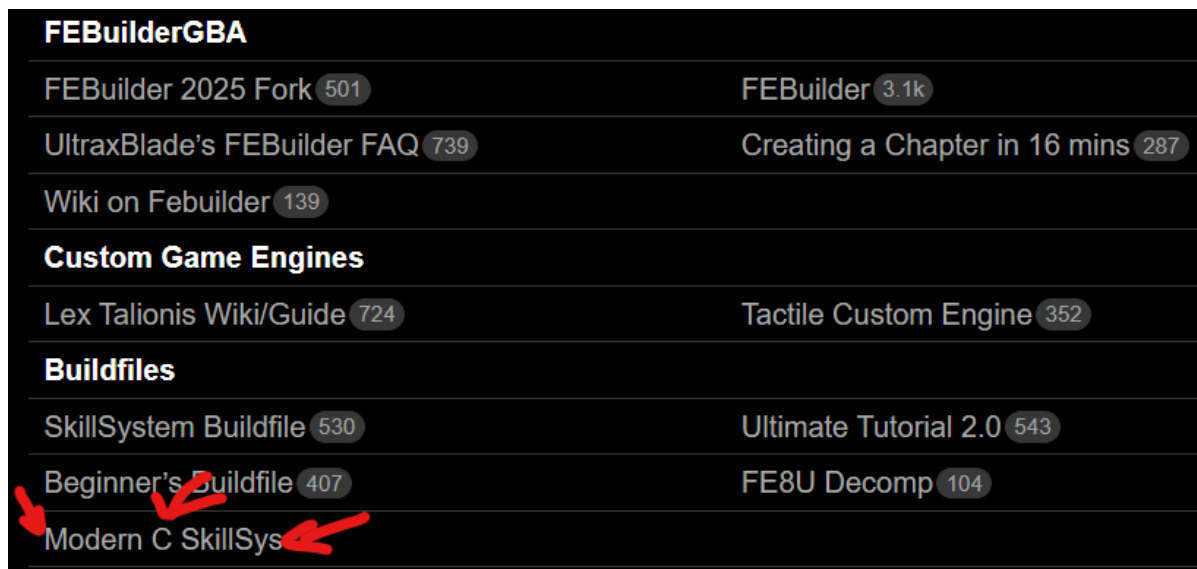
Written by Augenis

## Introduction

Let's set the scene. You are a somewhat tested, yet still relatively fresh member of the FE romhacking community. Perhaps you played Vision Quest or Hag in White, found inspiration, read Parrhesia's [Basic Guide to Romhacking](#), and recently finished your first attempt at a romhack. It was rough, but you at least now know how FEBuilder works. You also installed Skill System for your hack, played around with skills, but soon realized that you hit a ceiling.

You have the unfortunate case of no longer being excited at merely giving your units +2 Atk when they stand next to female units anymore, yet also being a "Builder Baby" who is much less comfortable doing coding than they are, say, writing, or spriting, or doing anything else.

Then, as you are browsing the FE Universe "Getting Started" page, you notice a link at the bottom of the Buildfiles section.



When you open it up, you are in shock. It looks *perfect*! It's like Skill System, except more, and better! It has equippable skills! It has combat arts! It has combo attacks! It has Gaiden Magic that actually works! It has so many more skills and it is so much more customizable than the regular Skill System! And what's best - you don't actually need to learn Buildfiles to use it! Yeah! It's included in a community patch of FEBuilder and can be easily installed much like the regular Skill System!

Excitedly, you install it into a fresh ROM of Sacred Stones and begin working. And then, the questions pile up.

How do I assign skills to units?

Why can't I set units' Mag?

What are all these popups in-game?

Where is everything?

Why is the text so different?

Why does the game freak out and crash when I try to install patches I've used so often before?

Why does this not work? Or that? Or that?

And what's worse - why can't I find answers to any of these questions anywhere?

This is the reality of working with C-Skillssystem, which I experienced myself when I began making my hack with c-skillsys, *New Moon*. C-skillsys is the yet untouched frontier of FE8 romhacking, and some might say it doesn't even need to be touched. However, as someone who does genuinely see promise in c-skillsys, I want to make this wild west slightly easier to brave through. To this day, there is no c-skillsys equivalent to UltraxBlade's [FEBuilder FAQ](#), there are no hacks which use c-skillsys as their basis and thus nobody with prior experience whom a new c-skillsys user may come up to in order to ask questions. I hope that this tutorial/list of points of advice helps those aspiring hackers make the best of c-skillsys in the future.

## What is c-skillsys?

[Modern c-skillsystem](#) is a remake of Skill System, made by Mokha and written in C, based on the FE8U decompile project. Alongside implementing most of the features of skillsys, it expands on it with the aforementioned features like combat arts, skill equipping, Gaiden Magic, and a much greater ability to customize the skills which come pre-installed with the patch.

What you might immediately notice if you put the above link in an alt-tab is that the c-skillsys thread OP is rather... opaque about how it actually works. The [Abstract](#) in the c-skillsys git is similarly very laconic about its actual use and the various tutorial files it links to are chock full of technical jargon. There is also a certain... linguistic barrier you might notice as you read each of the files.

For now (2024.07.22), kernel supports 64 debuff, and 126 superposable debuff. The former use `[Unit + 0x30]` 8 bits and the latter use an allocated memory.

## 1. Unit status expansion

In vanilla, unit status (buff & debuffs) use a u8 byte at Unit Struct +0x30, 4 bits for status-index, 4 bits for status-duration. As a result, unit can only hold no more than 15 status, since there have been 13 status used in vanilla, hackers can only make 2 more status in vanilla routine.

For now, we have expanded unit status index to 6 bits, which can support up to 63 different states simultaneously. Meanwhile, through a series of modifications, we successfully used the remaining 2 bits to make the status last for up to 4 turns.

At the same time, a table is build to store status informations, such as, how unit's atk decrease during suffering this status or how long will this status continue, etc, which can be found from the pointer `gpDebuffInfos`.

```
enum DEBUFF_POSITIVE_TYPE {  
    /* DebuffInfo::positive_type */  
    STATUS_DEBUFF_NONE,  
    STATUS_DEBUFF_NEGATIVE,  
    STATUS_DEBUFF_POSITIVE,  
  
    STATUS_DEBUFF_NONE_NO_CALC,  
};
```

*WHO ARE YOU PEOPLE?!*

This is because, despite advertising itself as open to people making hacks with it, c-skillsys was not *truly* designed for mass consumption. There is a reason why it is listed under Buildfiles - it was absolutely made to be tinkered and adjusted to your needs through buildfiles, and in general kind of assumes you know what's going on in the code side if you want to use it.

That's great and all, but frankly, if you are a veteran buildfiles user, chances are that you don't need this tutorial in the first place. C-skillsys is just another playground for you. But quite often, people who will actually be making hacks for these things are those who don't know much beyond FEBuilder and the patches tab - and what they will find is an opaque nightmare, with little to no documentation for how to actually make the rom do what you want and often having to rather uncomfortably realize limitations of c-skillsys in the midst of the romhack making process.

This tutorial is designed for those people. In addition, I am that kind of people myself. I don't know anything beyond the Patches tab of FEBuilder and I had to conquer the wilderness the hard way. The lessons I will teach are those I learned with this background in particular.

## So you decided to use c-skillsys...

In the words of my comrade in this venture into c-skillsys, Saint Rubenio...



**Saint Rubenio** 2026-02-26 20:25

Yeah now that I've worked with it a bit more I can see why c skillsys is not more widespread, it's a big "two steps forward, two steps back"

C-skillsys offers you the opportunity to implement a lot of really cool stuff which standard skillsys cannot have. It's fresh, it's novel, it's exciting. It is also, 1) a fairly new system which has had little to no stress-testing in actual hack making, and 2) incompatible with a *lot* of

things. A lot of it is because c-skillsys is a very different beast from normal skillsys and thus a lot of the things which used to be compatible with normal skillsys simply are not anymore.

The c-skillsys Git has [a handy list](#) of patches which are incompatible with c-skillsys, but I know that it is incomplete. Group AI is not listed in it, but I have tested it and it breaks, screams at you, and crashes whenever you try to use it. **When working with c-skillsys, you need to be a lot more careful with your rom than with standard skillsys. Avoid installing more than one patch at a time and make sure to test if it doesn't scream at you for doing it.**

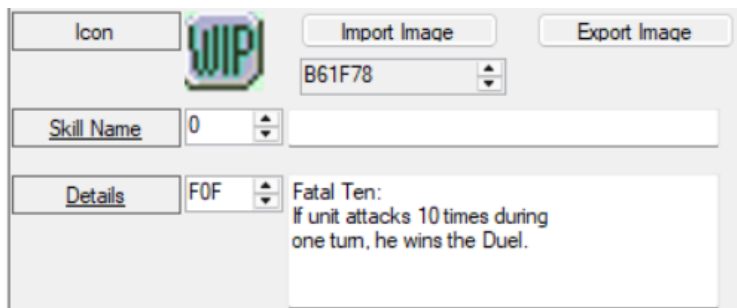
A lot of the incompatible patches aren't particularly relevant, I don't think anyone's brilliant vision was compromised because of losing the Great Shield Activation Rate patch. However, more notable things whose absence may or may not affect your hack include:

- **Talk AI.** This can be a bit nifty for flavor in some maps, but it is completely disallowed.
- **Group AI.** This was sad for me personally as I do rather like group AI, but this means you will have to work with a more vanilla AI selection.
- **Narrow Font.** Despite having Narrow Font installed and used for skill names specifically, c-skillsys simply does not allow you to use narrow font anywhere else. This can be quite restrictive for character and especially item names.
- **Danger Radius Toggle.** Or, at least, it does not come pre-installed. Installed separately, it technically works, but *only* for the last group of enemies spawned (so, it doesn't really work, lol.)
- **AoE Attacks and Dragon Veins.** These are generally not used even though they come with skillsys, but if you wanted to use them for whatever reason, you're out of luck.
- **Fourth Allegiance.** Also kind of niche, but incompatible.
- **Status Ailment Swords.** In general, status effects work really weird in c-skillsys. **Magic Sword Rework** is also incompatible.
- **Convoy related patches.** c-skillsys messes with the convoy code and this breaks many of the convoy-related patches. Send All Items to Convoy still works, but others, like deleting items from convoy, changing which units can access the convoy and setting whether transporter can be used on each map, do not.
- **Almost all support related patches,** as c-skillsys relocates them to BWL data, so the best you can do is manually manipulate them via the event editor. Curiously, one support related patch which does work is Aera's "Change support conversation to 5 people instead of 5 times", which does make
- **FE7 Platform.** Niche visual, but incompatible.
- **Staff Range Fix.** This means that you cannot have staves with ranges other than the narrow vanilla ranges list.
- **Talk/Support Bubbles.** This is a very handy visual patch which comes with standard skillsys and shows a talk bubble above units which are able to talk to the selected unit. While the speech bubble graphic exists within the code, c-skillsys is incompatible with talk/support bubbles.
- **Level does not decrease with promotion, and unit-unique max level.** C-skillsys has its own settings for max level, but they are much more limiting.
- **Half-broken reaver weapons:** For whatever reason, reaver weapons were broken during the transition to c-skillsys. This can be fixed by assigning a skill, ID 014A

Nonconforming, to reaver weapons to make them behave properly, but only God can tell you whether there's no issues hiding somewhere in there.

- **Issues with mines.** Like in skillsys, mines have a bug where they do not work on units with canto - but unlike in skillsys, you cannot fix it by changing a single byte.
- **More than 51 player units and more than 8 green units per map.** This is a hard c-skillsys limit. There is also a limit in how many enemy units you can load (20 per each load command), but this is much easier to get around by simply having more than one unit load command for enemy units.
- And possibly more.

One other thing you may find... causing difficulties in making a hack on c-skillsys is the linguistic barrier. Though c-skillsys is technically in English, Mokha is not a native English speaker and has trouble with the language, which means that when you open up c-skillsys, a good chunk of the skills are going to be written like this:



(I still am not 100% sure about this one, I think this means that if you attack an enemy unit ten times during a fight, you auto-kill them? God knows)

This extends beyond funny skill descriptions - this makes the description of patches and the in-game tutorials confusing. It also means you will have to fix a lot of the c-skillsys unique UI elements, like the Skills tab in preparations, because their English language is broken and you don't want it to sully your hack.

Finally, c-skillsys is simply **unstable**. As I described before, it has not truly been stress-tested - there aren't any notable hacks which use c-skillsys, and experimentation with it is minimal. There are undoubtedly many more incompatibilities which we are not aware of, bugs which haven't yet been caught, and instability which comes from unexpected interactions. My hack has a periodic softlock where using the self-healing skill sometimes just... freezes you during the map animation and forces a reset. I cannot replicate it and even if I could, I'm not sure what I could do about it, so I simply tell people to reset at those moments and hope it doesn't happen after resuming the chapter. You are going to be in the same place one day.

But if you look beyond all of this, you can take c-skillsys and create something truly impressive. Because, let's admit, all these limitations do not change the fact that the things that come with c-skillsys are simply really, really cool.

So let's move on and start hacking!

# I've installed it. So where is everything located?!

## First steps

All right! You've decided that you will make your dream hackrom come true with the aid of c-skillsystem. Let's boot up the [FEBuilder Community Fork](#) and install it into our rom! Scrolling past all these patches which we'll look into later, you are looking for this patch in particular:

The screenshot shows the FEBuilder interface with the 'Skill Systems 20251221 (CSkillSys 3.3.0-LTS)' patch selected. The left pane lists various skill system configurations, and the right pane shows the patch details and a list of files to be installed.

BINF	File Name
0x06DC	000006DC.bin
0x0800	00000800.bin
0x2900	00002900.bin
0x2924	00002924.bin
0x2BA4	00002BA4.bin
0x3584	00003584.bin

**Write**

This is 3.3.0-LTS release, the most recent revision of the Modern C-SkillSystem.  
You can find [CSKILL] in patches for configuration  
<https://feuniverse.us/r/fe0-modern-c-skillsystem-release-0-8-0-beta-aug-18/24614/1>  
TAG: #ENGINE  
Patch Name: Skill SkillSystems 20251221 (CSkillSys 3.3.0-LTS) @FE8U  
Author / Source: Mokha

When making a patch, press the FEBuilder patch app to install the ROM

C:\Users\augen\OneDrive\Stalinis kompiuteris\FEBuilderGBA\_20260204.22\cor Open Patch File Reload Patch

(At the time of making this document, 3.3.0 was the most recent version of c-skillsystem on FEBuilder. If it is ever updated with a newer version, use that one.)

3... 2... 1... And done! Let's see whether it installed correctly and-  
Oh my god what is going on.

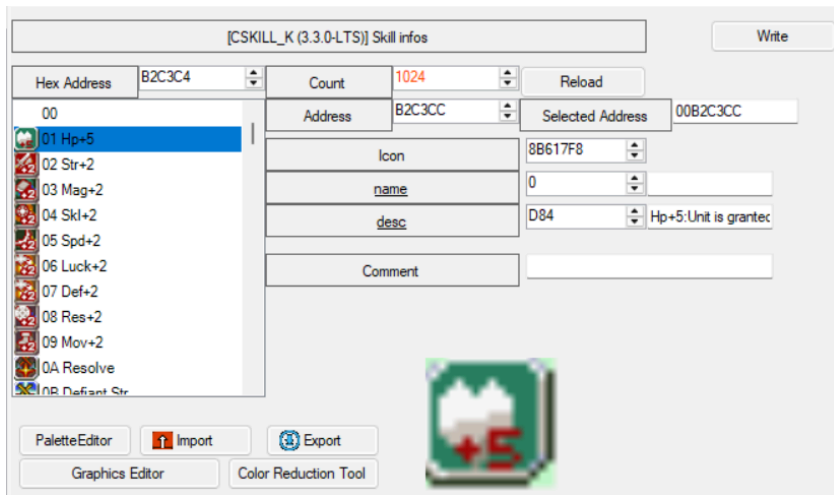


C-skillsys goes for a very different approach to the initial install than standard skillsys. Whereas skillsys gives all FE8 units somewhat fitting personal skills and keeps everything tame, c-skillsys knows that you are going to wipe everything in the initial install anyway and so treats the Prologue map as a sort of showcase of its abilities. It loads Eirika, Seth and the generic fighter units with a ton of skills and abilities, letting you know in advance what kind of things you can expect to use for your units from now on. I do like this approach, it gets you excited to use c-skillsys and all its toy fun, and it serves as a sort of tutorial in using c-skillsys too.

Because in order to get rid of this, you're going to have to learn to use a lot of different tabs, and you'll actually need to use those tabs as you make your hack. But let's not get ahead of ourselves.

## The Skill List

You can find all the skills either in Advanced Editors -> **Skill Config** or in the patch menu "**Skill infos**".



The skill list is divided into three sections, which you might notice because of the large gap of empty skills in between. Those gaps aren't for you, they're there for people who know better than you to add custom skills in.

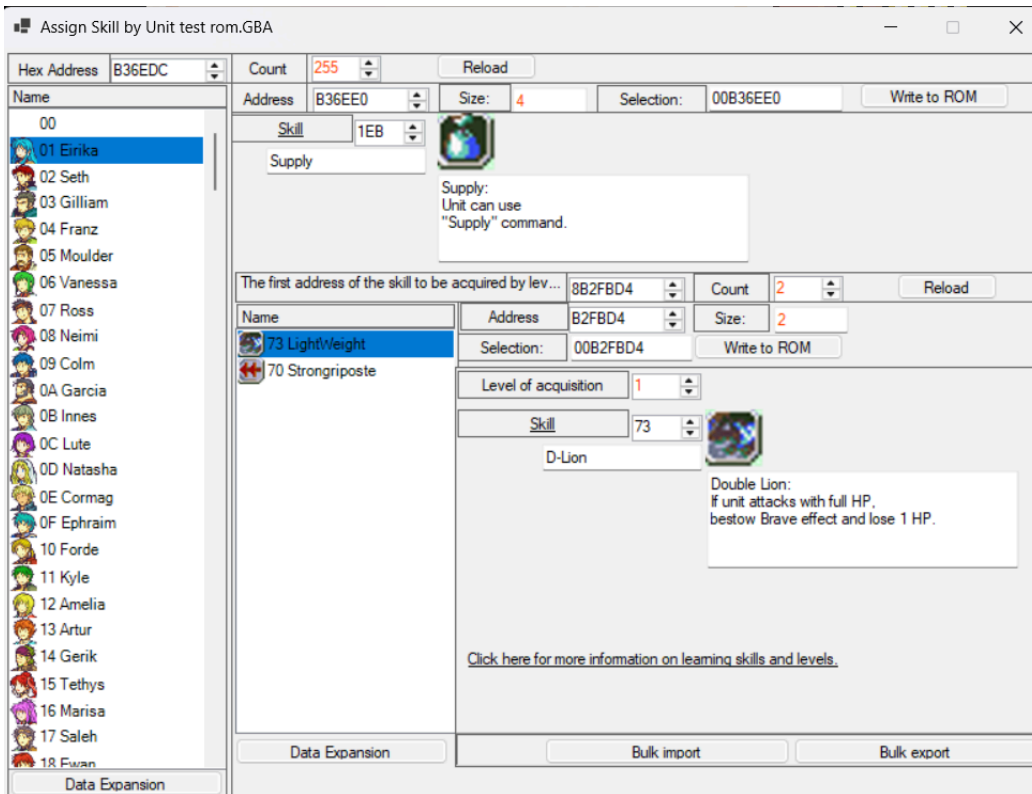
Skills between 01 HP+5 and F2 Swarp are **dynamic skills**. This means that they are allowed to be used for custom skills equip in battle preparations.

Skills between 0101 GreatShield and 01FE Swap are **generic skills**. They cannot be used for custom skills equip, but generally have more compatibility in being attached to items, shields, and weapons. See [this page](#) and save it somewhere. It lists, though not 100% accurately, which methods of applying skills each skill is compatible with.

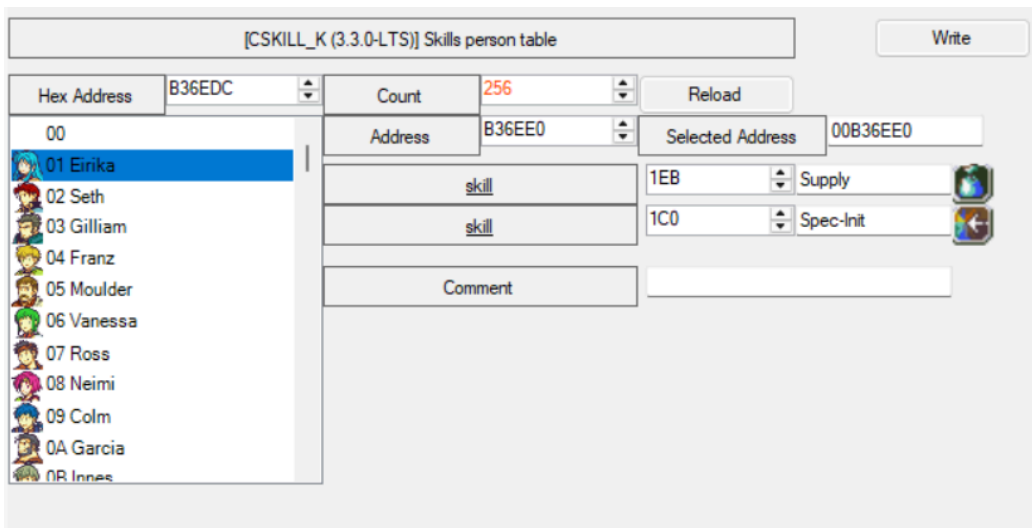
Skills between 0301 RuinBlade+ and 0317 H-Volley are **item skills**. All but one have a simple effect - they give you a combat art. Items can only have these skills attached.

## Personal skills

In c-skillsys, each unit can have up to **two personal skills**. This might come off as a surprise to you if you open the "Assign Skill by Unit" tab in Advanced Editors and see this window, where you only have one slot for a personal skill:



However, the actual setting of personal skills is done in the **“Skills person table”** patch menu in the Patches tab. What the setting above does is actually just set the first of the two slots in the table below:



If you wipe these two entries, then the “Supply” skill in the “Assign Skill by Unit” tab will be wiped as well, and vice versa. So no, you can’t use this to cheat and have three personal skills either. Of course, in practice you can have even more starting skills by simply having lv 1 level skills to compensate. If you... want to.

## Level-up skills

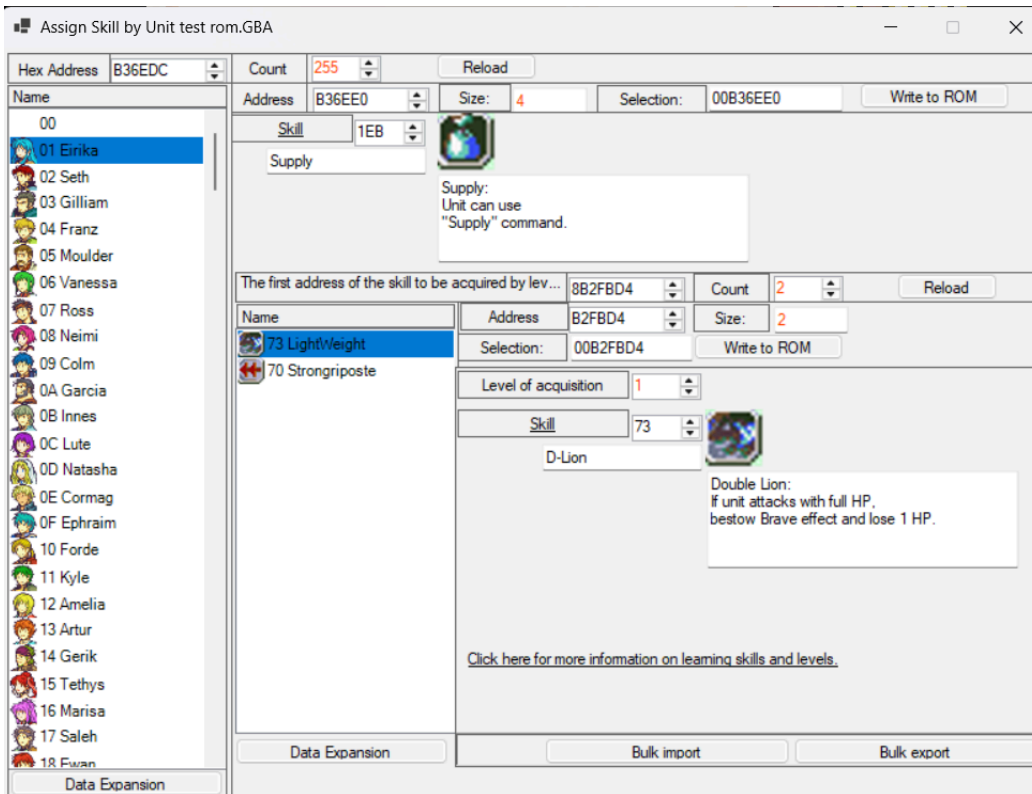
Now, onto the aforementioned level-up skills. c-skillsys allows you to set level-up skills per character and per class, done in the **“Skills-quipable pre-load config for person”** and **“Skills-quipable pre-load config for job”** patch menus. For personal skills, the levels here go up to level 80 (counting hidden levels, i.e. levels gained before promotion and so on) and are organized to five level steps, so level 1, 5, 10, 15... all the way to 80, whereas for class skills, they go up to 25.

[CSKILL\_K (3.3.0-LTS)] Skills-quipable pre-load config for person
Write

Hex Address	Count	Address	Selected Address	
00	256	B31A31	00B31A31	
01 Erika		skill leamed at lv1 (with hidden level)	5	Spd+2
02 Seth		skill leamed at lv1 (with hidden level)	AB	Return
03 Gilliam		skill leamed at lv1 (with hidden level)	0	
04 Franz		skill leamed at lv1 (with hidden level)	0	
05 Moulder		skill leamed at lv1 (with hidden level)	0	
06 Vanessa		skill leamed at lv1 (with hidden level)	0	
07 Ross		skill leamed at lv5 (with hidden level)	0	
08 Neimi		skill leamed at lv5 (with hidden level)	0	
09 Colm		skill leamed at lv5 (with hidden level)	0	
0A Garcia		skill leamed at lv5 (with hidden level)	0	
0B Innes		skill leamed at lv5 (with hidden level)	0	
		skill leamed at lv5 (with hidden level)	0	
		skill leamed at lv5 (with hidden level)	0	
		skill leamed at lv10 (with hidden level)	5F	RightfulGod
		skill leamed at lv10 (with hidden level)	0	
		skill leamed at lv10 (with hidden level)	0	
		skill leamed at lv10 (with hidden level)	0	
		skill leamed at lv10 (with hidden level)	0	
		skill leamed at lv15 (with hidden level)	0	

[CSKILL_K (3.3.0-LTS)] Skills-quipable pre-load config for job				Write
Hex Address	B2FBDC	Count	256	Reload
00	Address	B2FC18	Selected Address	00B2FC18
01 Lord		skill leamed at lv1	0	
02 Lord		skill leamed at lv1	0	
03 Great Lord		skill leamed at lv1	0	
04 Great Lord		skill leamed at lv1	0	
05 Cavalier		skill leamed at lv1	0	
06 Cavalier		skill leamed at lv1	0	
07 Paladin		skill leamed at lv1	0	
08 Paladin		skill leamed at lv5	0	
09 Knight		skill leamed at lv5	0	
0A Knight		skill leamed at lv5	0	
0B General		skill leamed at lv5	0	
		skill leamed at lv5	0	
		skill leamed at lv5	0	
		skill leamed at lv10	0	
		skill leamed at lv10	0	
		skill leamed at lv10	0	
		skill leamed at lv10	0	
		skill leamed at lv10	0	
		skill leamed at lv15	0	

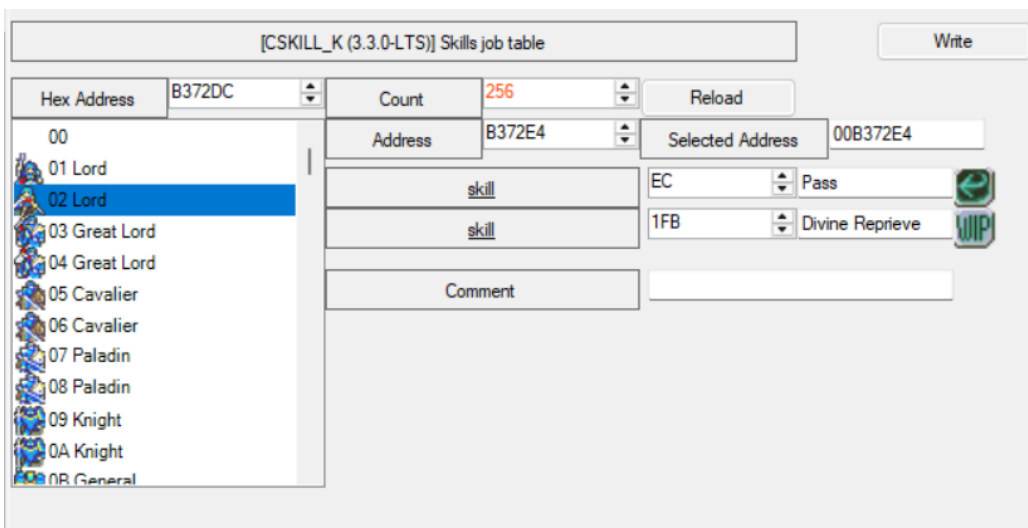
However... this is not the only way to assign level-up skills! Yeah! For whatever reason, despite the personal skills in "Assign Skill to Unit" in Advanced Editors being hooked up to the patch menu, the level up skills below are not, and serve as, essentially, a second skill level up list. it also is not limited to multiples of 5, in case you want a unit to gain a skill on, say, level 2.



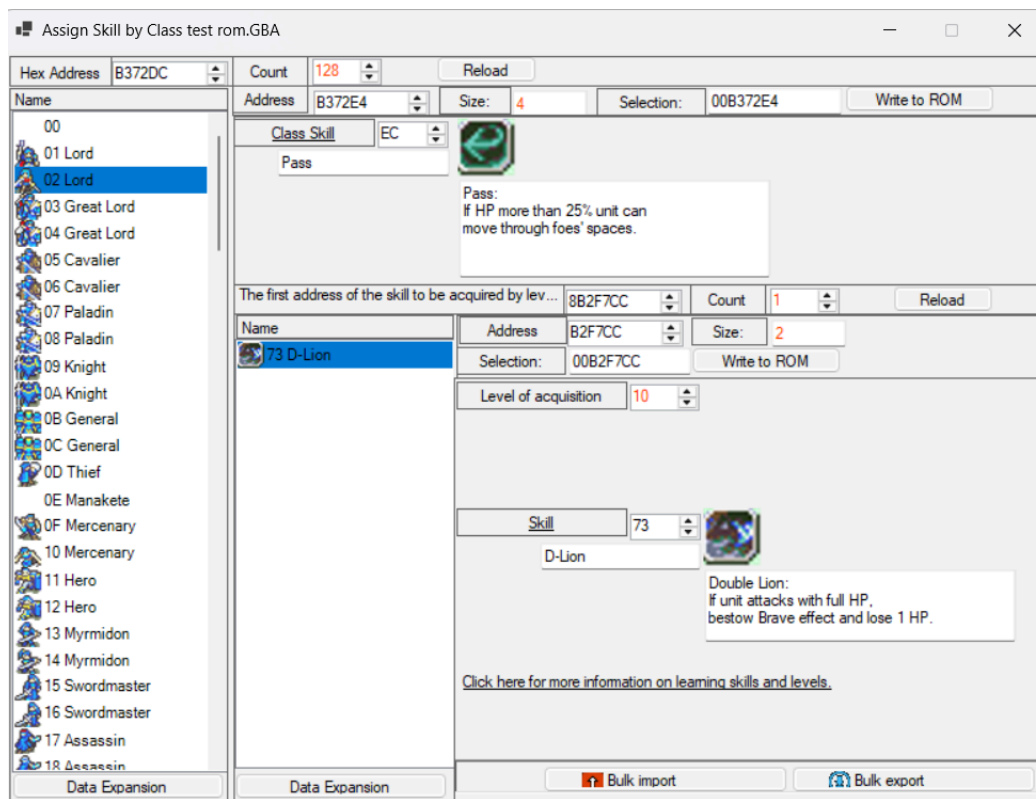
**However**, the skills here can only go up to id FF. The menu refuses to go beyond it. This means that you can only assign dynamic skills to units through this tab, Because of this, I think you should avoid using it and use the patch menu instead. It's best to keep all your level up skills in one menu, and frankly if you are running out of slots in the patch menu then your hack has some... problems.

## Class skills

Each class can have up to two innate skills. These are assigned in the **“Skills job table”** patch menu.



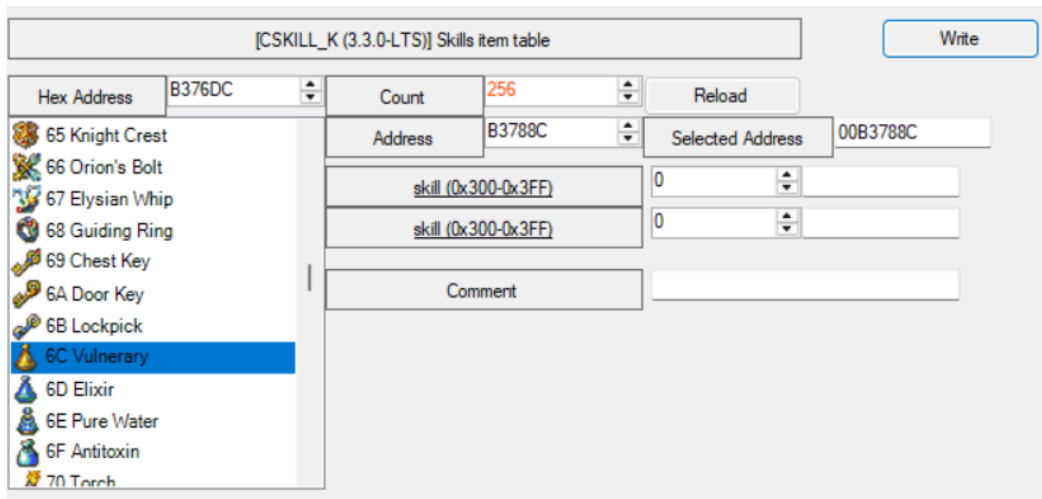
Much like with personal skills, there is a similar interaction between this and the “Assign Skill by Class” menu in Advanced Editors. The innate class skill, “Pass” in the screenshot below, is tied to the first slot in the “Skills job entry” patch menu for said class, but the level-up class skills are independent. Again, same limitation regarding skill id applies.



## Item skills

Every item can be assigned up to two skills, in the “**Skills item table**” patch menu, which gives the unit said skills as long as the item is in their inventory. The skills here only work if their id is between 300 and 3FF, which on the standard FEBuilder install limits it solely to combat art skills and, for whatever reason, RuinBlade+. While you can assign skills with other ids and they do show up in-game, their actual in-game effect is not applied.

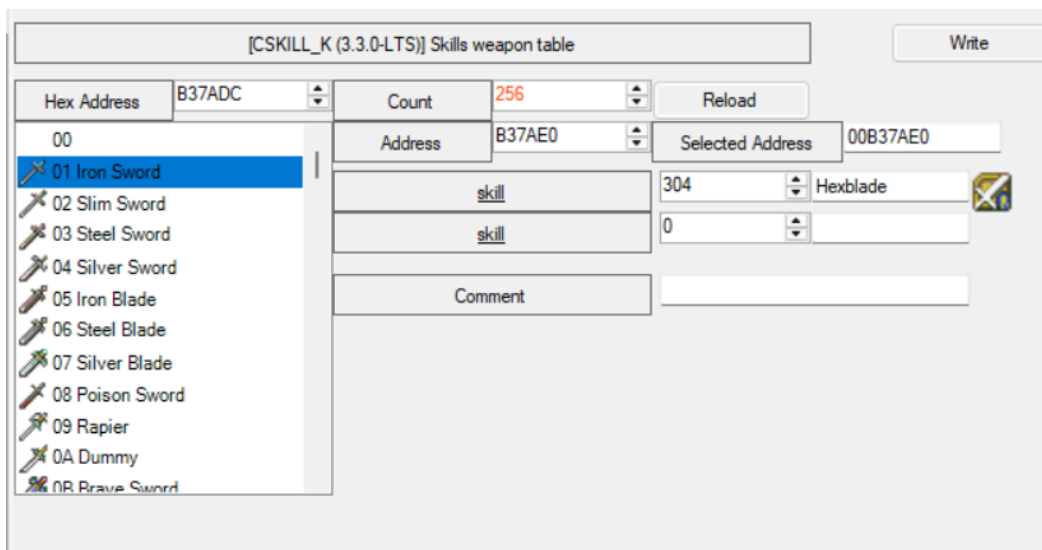
Frankly, this section is kind of useless. You will most likely assign your combat arts to weapons or classes, and this can’t really be used for anything else. If you’re doing a custom build, it’s probably a lot more useful because you can just put whatever skills you want into the defined ids (presumably, anyway, I can’t tell you anything about what the internal code allows or doesn’t allow you to do), but we’re not making this doc for you.



## Weapon skills

Every weapon can be assigned up to two skills, which are defined in the “**Skills weapon table**” patch menu. These skills are gained when the weapon is equipped. Not every skill works with weapons, but most do. See [this page](#) for details.

(Why items can only have combat arts skills and weapons can have all kinds of skills is not for this document to answer)



## Skill scrolls

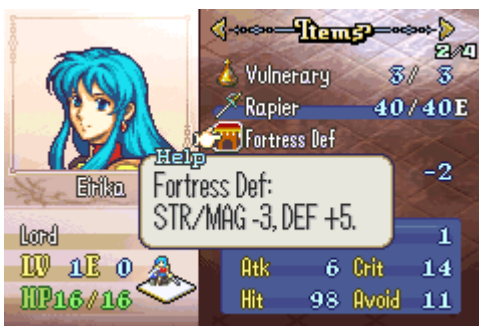
Skill scrolls are items which can be consumed by a unit in order to gain the defined skill, as seen in Thracia and the Tellius games. The mechanics by which they work are defined in the configs (see Designer config below), depending on whether you use equippable skills or not. Skill scrolls can only be gained through an event, which allows you to give a scroll to a unit, give a scroll to a unit visiting a village, or give a scroll as part of desert treasure.

```


Desert treasure SkillScroll0xFF [ Skill] [ Conditional ID]
Give itemSkillScroll0xFF [ Skill]to active (visiting/current) unit
Give itemSkillScroll0xFF [ Skill]to [Eirika].Character]
Give itemSkillScroll0xFF Skill[0x1E Fortress Def] to Character[0x1 Eirika]
Event end(also serves as a section to no fade) (FVRIT T+FNDΔ)

```

When held by a unit, they display the skill icon and description, and can be consumed like any other consumable unit.














All skill scrolls share the same item slot - BD Occult Scroll. I recommend not rewriting this item, keep it as is, and there's no point in changing the icon either as it just gets replaced by the skill icon. Changing the name and desc is fair game though.

809B10	Count	206	Reload	Selection:	0080B5A4	Write to ROM					
Address	80B5A4	Size:	36	Description	D68	Effectiveness	0				
Name	D68	Occult Scroll	ID	BD							
Item Type	9	09=Item									
Icon	0		Level								
Weapon Stats			Uses	POW	Hit	Weight	Critical	Range			
			1	0	0	0	0	11			
11=1 Range (Melee)											
Price Per Use	Normal Price	Preparation	Silver Card								
8000	8000	12000	4000								
Additional Damage Type		When Used									
0		00=None									
0		38=Skill Scroll									
Edit Magic Animations(Indirect effects)											
Stat Boosts	Stat Boosts:	HP	POW	SKL	SPD	DEF	RES	LUK	MOVE	CON	MAG
0	0	0	0	0	0	0	0	0	0	0	0

## Shields

Shields are an implementation of the Three Houses shields/equipment system, serving as a second equipment slot for units. They essentially replace the PassiveBoosts patch (which is incompatible with c-skillsys, by the way), and frankly I prefer it that way, because shields both avoid problems like stacking while also being far more customizable.

Shield items can be set in “**Shield item config**” on the Patches tab.

[CSKILL_K (3.3.0-LTS)] Shield item config		Write		
Hex Address	B45C50	Count	256	Reload
00	Address	B45C74	Selected Address	00B45C74
 01 Iron Sword	enabled	0	00=FALSE	
 02 Slim Sword	item itself(must be set)	0		
 03 Steel Sword	consume on attacking	0	00=FALSE	
 04 Silver Sword	consume on defending	0	00=FALSE	
 05 Iron Blade	Not consume on missed hit	0	00=FALSE	
 06 Steel Blade	atk correction	0		
 07 Silver Blade	def correction	0		
 08 Poison Sword	as correction	0		
 09 Rapier	hit correction	0		
 0A Dummy	avo correction	0		
 0B Brave Sword	crit correction	0		
	dodge correction	0		
	silencer correction	0		
	pow bonus	0		
	mag bonus	0		
	skl bonus	0		

If you want to turn an item into a shield, you set the Enabled to True and then put the id of the item in the “item itself” section. If you did it correctly, it should show up like this (screenshot from my hack for expediency)



Blade Ward is the shield item here. If you have more than one shield item, the one at the top of the list is automatically equipped.

Shields, like all items, can be unbreakable or they can have durability, you set said durability in the Item Editor. “Consume on attacking” makes durability go down by one whenever the unit does an attack, whether on player or enemy phase, ditto for “Consume on defending”. “Not consume on missed hit”, as the name implies, makes it so shield durability is not consumed when missing.

It is then followed by the various effects you can attach to your shield. “Correction” sections directly affect your unit’s combat stats - crit, dodge, atk, def, attack speed and so on. “Bonus” sections increase or reduce the specified stats, and “Growth bonus” adjusts growth rates for said stats. Finally, you can attach up to two skills to a shield item, which are active as long as the shield is equipped.

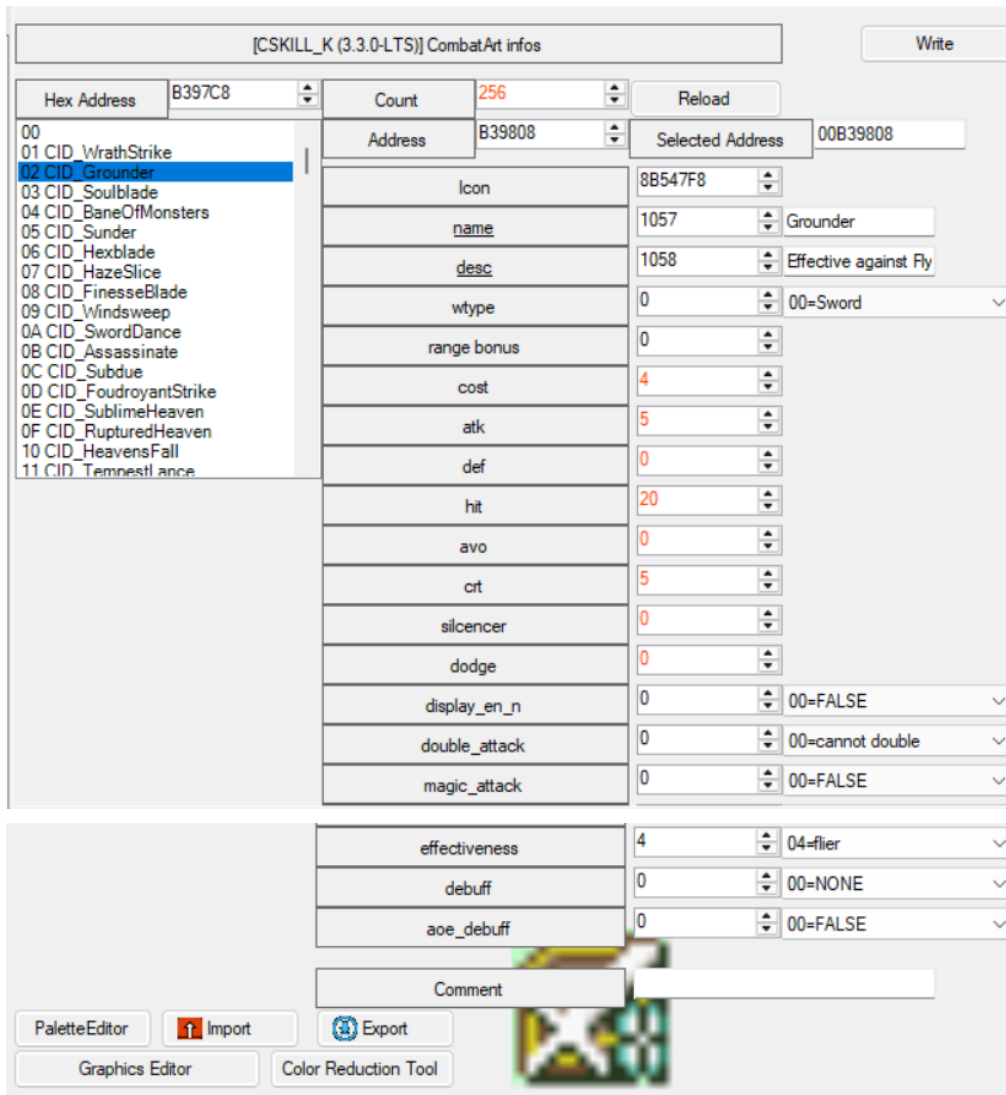
Not every skill works with shield items. See [this page](#) for details.

**Note:** Skills attached to shields do not show up in the unit’s Skills tab! But they still work regardless.

## Combat arts

Combat arts are an implementation of the c-art system found in Shadows of Valentia and Three Houses, although it leans closer to implementation of the latter. They are techniques which your units may activate on player phase in order to boost their attack or other attributes in exchange for consuming additional weapon durability.

Combat arts are customizable and defined in the “**CombatArt infos**” patch menu. This menu allows you to configure the basic info for all combat arts. Some combat arts have pre-programmed additional abilities which afaik you cannot remove, but they will be listed in the description provided, so just keep them in mind. The rest, like their stats, can be modified at your leisure.



Most of these lines should be easy to understand, but to go through less obvious ones:

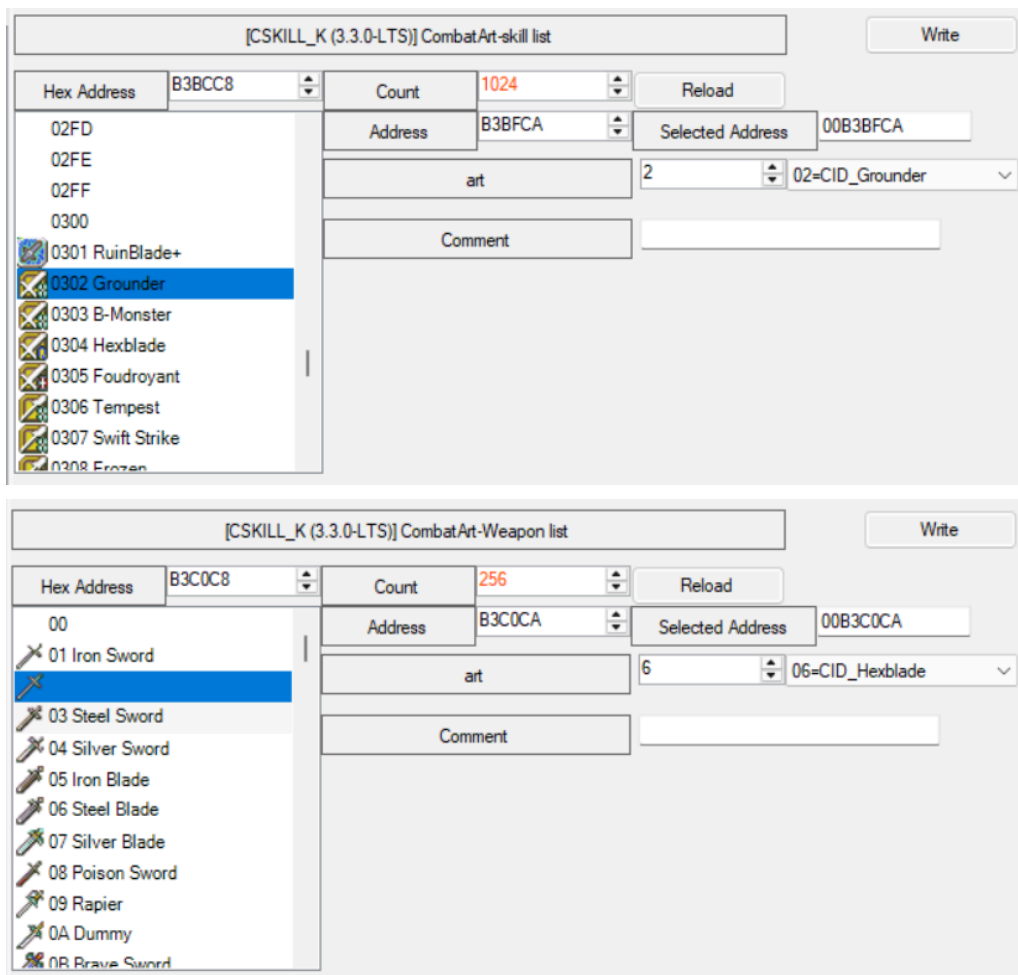
- **display\_en\_n**: This defines how the combat art is displayed in the unit tab. FALSE (left) displays the combat art's stats, like might, cost, and hit/crit, and gives you one description line. TRUE (right) eschews the stats, but instead gives you three lines for description. Up to you which you prefer, and this can also be set per each combat art.



- **double\_attack** sets whether you can double with the combat art. 0 makes it unable to double (the standard functionality), 1 allows it to double with the same rules as an ordinary attack, and 2 makes it always double attack regardless of speed.
- **magic\_attack** makes it use MAG/RES for attack and defense respectively.

- **effectiveness** sets what this combat art is effective against. Sadly, this is not as customizable as standard weapon effectiveness. 0 is no eff, 1 is effective against all units, and 2, 3, 4, 5 and 6 make it effective against armor, cavalry, fliers, dragon units and monster units respectively (defined in a separate config, see Specific configs below)
- **debuff** inflicts the chosen status effect (see Setting skills and statuses below, this can include custom-made status effects), and **aoe\_debuff** applies this effect in a 2x2 radius if enabled.

Units can receive combat arts through **skills**, **weapons**, and **weapon ranks**. There are configs to define all of them. Each one of the pre-installed combat arts comes with a skill which has that combat art assigned, but I believe you can also assign a combat art to any skill. Similarly, every weapon can have one combat art which they receive when it is equipped,



Combat arts gained through weapon ranks can be defined generically (for any class which reaches a certain weapon rank level) and also individually per class and per character.

However, **note**: only “physical” weapon types can gain combat arts through weapon ranks! I am not certain why this limitation exists, as combat arts can be defined for the magic

weapon types as well, but anima, light and dark weapon ranks simply cannot have combat arts defined through these patch menus.

[CSKILL\_K (3.3.0-LTS)] CombatArt-WeaponRank list Write

Hex Address: B3C1C8    Count: 1    Reload

Hex Address	Count	Address	Selected Address
00 B3C1C8	1	B3C1C8	00B3C1C8

art(sword always)	0	
art(sword E)	0	
art(sword D)	1	01=CID_WrathStrike
art(sword C)	3	03=CID_Soulblade
art(sword B)	D	0D=CID_FoudroyantStrike
art(sword A)	0	
art(sword S)	0	
art(Lance always)	0	
art(Lance E)	0	
art(Lance D)	11	11=CID_TempestLance
art(Lance C)	14	14=CID_MonsterPiercer
art(Lance B)	17	17=CID_FrozenLance
art(Lance A)	0	
art(Lance S)	0	
art(Axe always)	0	
art(Axe E)	0	

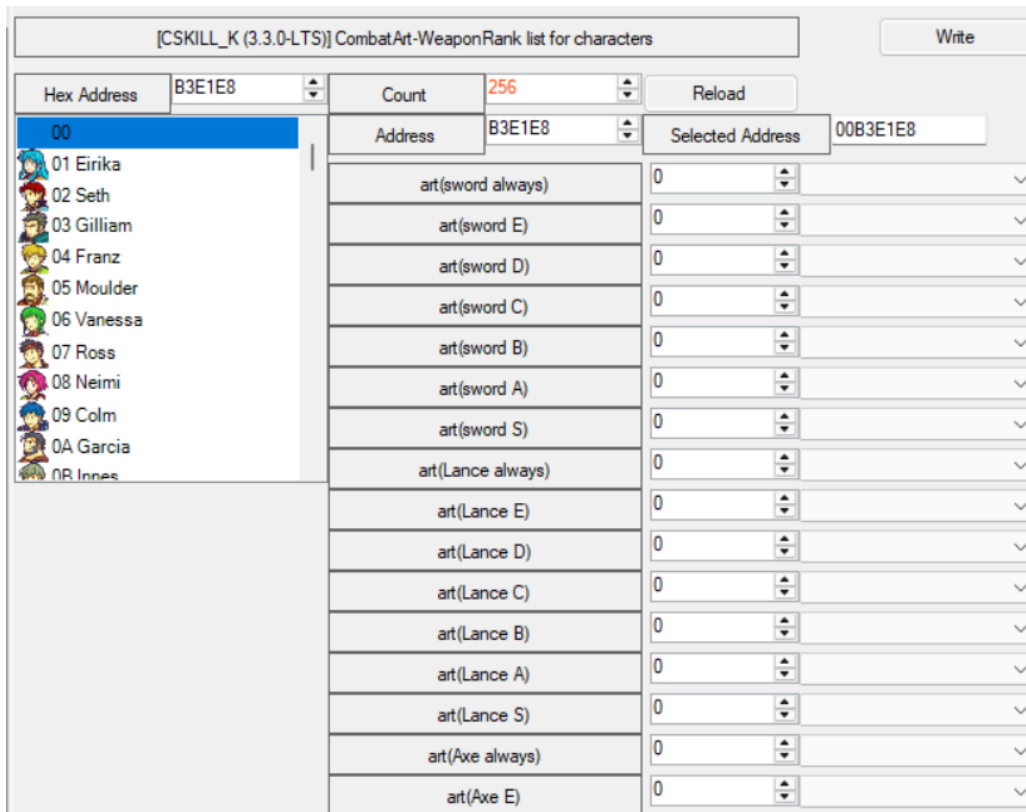
[CSKILL\_K (3.3.0-LTS)] CombatArt-WeaponRank list for classes Write

Hex Address: B3C1E8    Count: 256    Reload

Hex Address	Count	Address	Selected Address
00	256	B3C1E8	00B3C1E8

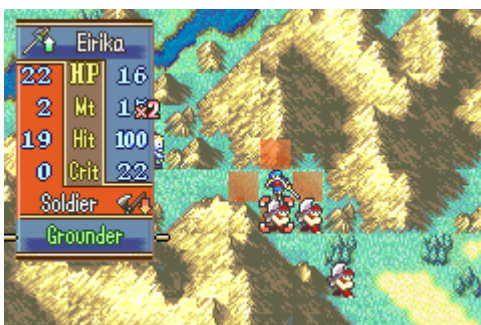
01 Lord		
02 Lord		
03 Great Lord		
04 Great Lord		
05 Cavalier		
06 Cavalier		
07 Paladin		
08 Paladin		
09 Knight		
0A Knight		
0B General		

art(sword always)	0	
art(sword E)	0	
art(sword D)	0	
art(sword C)	0	
art(sword B)	0	
art(sword A)	0	
art(sword S)	0	
art(Lance always)	0	
art(Lance E)	0	
art(Lance D)	0	
art(Lance C)	0	
art(Lance B)	0	
art(Lance A)	0	
art(Lance S)	0	
art(Axe always)	0	
art(Axe E)	0	



When a unit can use a combat art, you will be able to scroll through them using the arrow left and right keys (or whatever is the equivalent on your emulator setup.)

Also, **note**: if you play GBAFE, you might be used to being able to scroll through the enemies a large weapon range can target with all four of the directional keys. As long as you have no combat art, this also works the same for c-skillsys. However, if you can use a combat art, only up and down goes through enemy units, while left and right scrolls through combat arts.



A few more notes about combat arts in c-skillsys:

- Combat arts are only visible on the unit menu if you select “Mokha’s PlanB” unit page style in Designer config (see Designer config later), on the second page where the weapon ranks and skills are. This is the default setup for a c-skillsys install so this should not be a concern if you do plan to use combat arts. If you decide to not use them, though, then it’s probably better to switch to “Mokha’s PlanA” for the unit menu for larger skill icons and names.

- When they are visible, you can only see combat arts which your unit can currently use with their equipped weapon. Other combat arts are hidden. This can be annoying to deal with. Generally, though, you can simply get around this by giving your units combat-art giving skills rather than c-arts themselves, so you can see them either way on the Skills tab.
- **On weapons with infinite durability:** normally, they are unable to use combat arts, presumably because the game thinks their durability is zero and assumes that they cannot be used. However, there is a simple workaround - upon giving the item to the unit using it, use Set Status of Unit to set the durability of the weapon to a nonzero amount. This way, the item stays unbreakable, but can also use combat arts.
- There are also some visual display bugs with combat arts after using them, mentioned in the Known bugs section.

## Magic bases/growths

If you start working on your characters and enemy units, you will soon realize that while c-skillsys has a str/mag split, setting Mag on the Character or Class editor does nothing. Instead, you have to do it through “**Str/Mag class config**” and “**Str/Mag unit config**” in the patches menu.

The image displays two screenshots of the game's patching interface, specifically the 'Str/Mag' configuration windows.

**Top Screenshot: [CSKILL\_K (3.3.0-LTS)] Str/Mag class config**

- Hex Address: B41FC0
- Count: 256
- Address: B41FC8
- Selected Address: 00B41FC8
- base: 3
- growth: 40
- cap: 20
- promotion bonus: 0
- Comment: (empty)

**Bottom Screenshot: [CSKILL\_K (3.3.0-LTS)] Str/Mag unit config**

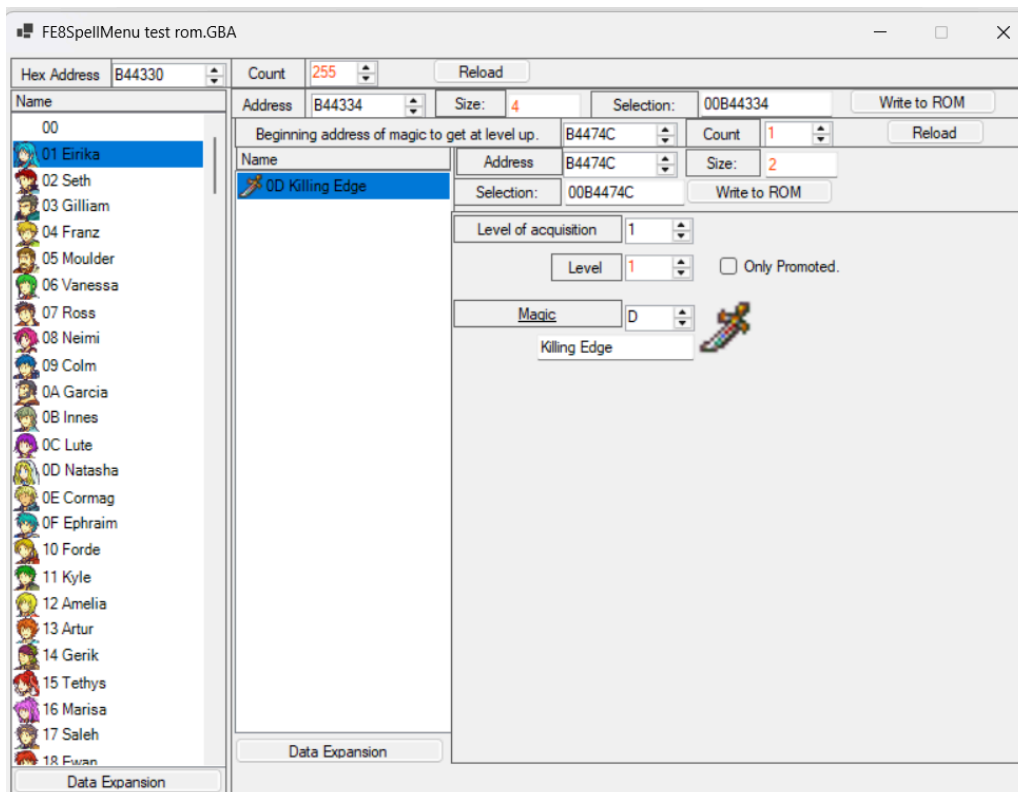
- Hex Address: B423C0
- Count: 256
- Address: B423C4
- Selected Address: 00B423C4
- base: 0
- growth: 30
- cap: 0
- promotion bonus: 0
- Comment: (empty)

Here, you can set the mag bases, growths, caps, and promotion bonuses for all units and classes. It is annoying, I know, but you kind of have to live with this.

**Note:** Magic in c-skillsys is saved in a different unit value than in standard skillsys, which is relevant if you are using the Set/Get Status of Unit patches. Those patches, still working under old skillsys, may tell you that magic is at slot 3A, but it is actually at slot 47.

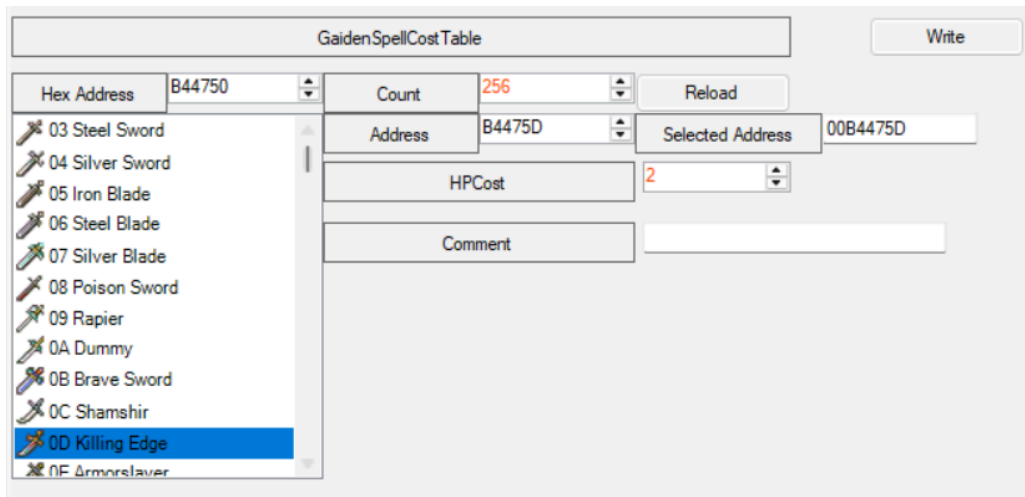
## Gaiden Magic

C-skillsys provides you with a fairly powerful and customizable gaiden magic system, though it has a few kinks and issues. Unlike all other c-skillsys mechanics, it is not implemented as a patch menu, but is instead found in Advanced Editors, under the **“Gaiden-style Spell”** tab.



You can only define gaiden magic (at least on FEBuilder) personally per unit. Each spell is defined as an item in the item editor. It can, in practice, be a weapon of any type (though you need to enable a config for it to be a physical weapon), staves are also fair game. It is also perfectly fine to have a specific item both exist as an item in-game and also as a gaiden magic spell accessible by certain units.

The HP cost incurred by using a gaiden magic spell is defined with **“GaidenSpellCostTable”**. It is perfectly fine to have a gaiden spell cost 0 HP, by the way - you can use this to, for example, represent the Gaiden/SOV system of generic weapons.



Gaiden magic is displayed on the unit's Items page, below all held items and weapons. This means that, if you have five weapons, all of your gaiden magic will no longer be visible. Gaiden magic is automatically segregated into black and white magic, with all non-staff spells set as "B.Mag" and staves as "W.Mag". You also select them separately from attacks in the combat menu.



A few notes on Gaiden Magic:

- There is a visual bug with gaiden magic, in that if an enemy targets a gaiden magic equipped unit whom they cannot retaliate against, the battle display will still show acc, dmg and crit numbers for said unit, though it is only visual and the unit does not retaliate like normal.
- Gaiden magic does not gain weapon rank XP - **except for staves**, where using staves defined as gaiden magic still gives you weapon rank XP!
- Gaiden magic CAN be used with combat arts, though it makes the weapon durability cost kind of useless since you don't actually lose weapon durability. Sadly there is no way to make it HP cost instead.
- On enemy phase, Gaiden Magic is selected if there are no equippable weapons in your inventory, and if it is, the game defaults to the spell that is lowest in the Items list. So, if you have Slim Sword (id 2) and Iron Sword (id 1) as your gaiden spells, you will retaliate with Slim Sword on enemy phase. This can be relevant if you want your unit to retaliate with Flux rather than Fenrir on enemy phase.
- **There is no popup for learning new gaiden magic on level-up!** You will have to compensate with in-game or out-of-game guides, or another way.

## Leadership Stars

Leadership stars and their effects are defined in the patch menus “**Leadership person config**”, “**Leadership job config**” and “**Leadership bonus config**”. Leadership stars are disabled by default and can be enabled in the bonus config in the first line, “enabled”. They also can only be seen in the menu if you choose the unit page menu style 1 (in Designer config, see later section for info). Counterproductively, they can still be seen in that menu style even if their effects are disabled.

[CSKILL\_K (3.3.0-LTS)] Leadership person config

Write

Hex Address: B41890    Count: 256    Reload

Address: B41890    Selected Address: 00B41890

stars: 0

Comment:

- 00
- 01 Eirika
- 02 Seth
- 03 Gilliam
- 04 Franz
- 05 Moulder
- 06 Vanessa
- 07 Ross
- 08 Neimi
- 09 Colm
- 0A Garcia
- 0B Innes

[CSKILL\_K (3.3.0-LTS)] Leadership job config

Write

Hex Address: B41790    Count: 256    Reload

Address: B41792    Selected Address: 00B41792

stars: 0

Comment:

- 01 Lord
- 02 Lord
- 03 Great Lord
- 04 Great Lord
- 05 Cavalier
- 06 Cavalier
- 07 Paladin
- 08 Paladin
- 09 Knight
- 0A Knight
- 0R General

[CSKILL\_K (3.3.0-LTS)] Leadership bonus config Write

Hex Address	B41990	Count	1	Reload
00 B41990	Address	B41990	Selected Address	00B41990
	enabled	0	00=FALSE	▼
	cancel_out_opposing	1	01=TRUE	▼
	ally hit bonus	5		▼
	ally avo bonus	3		▼
	enemy hit bonus	5		▼
	enemy avo bonus	3		▼
	npu hit bonus	5		▼
	npu avo bonus	3		▼
	Comment			

## Configs in c-skillsys

One thing that is genuinely really enjoyable about c-skillsys is that it allows you a level of customization within FEB which regular skillsys does not allow. This is done through a selection of various configs which are accessible through the Patches menu. These configs also allow you to choose which, if any, of the supplementary mechanics added by c-skillsys you want to use.

### Designer config

This is where all of the fundamental configurations of your c-skillsys experience are located. It is where you enable or disable various features.

[CSKILL_K (3.3.0-LTS)] designer config				Write
Hex Address	B2AA14	Count	1	Reload
00 B2AA14	Address	B2AA14	Selected Address	00B2AA14
	equip_skill_en	1	01=TRUE	▼
	gen_new_scroll	0	00=FALSE	▼
	max_equipable_skill (0-7)	7		
	remove_move_path	0	00=FALSE	▼
	use_chinese_character	1	01=TRUE	▼
	kernel_tutorial_level	2	02=Always	▼
	combo_attack_en	0	00=FALSE	▼
	battle_surrend_en	1	01=TRUE	▼
	hit_decrease_on_range	1	01=TRUE	▼
	debug_autoload_skills	0	00=FALSE	▼
	guaranteed_lvup	0	00=FALSE	▼
	lvup_mode_tutorial	2	02=fixed	▼
	lvup_mode_normal	0	00=vanilla	▼
	lvup_mode_hard	1	01=uncontrollable	▼
	unit_page_style	0	00=With BWL	▼
	skill_page_style	1	01=Mokha's planB	▼

These are, mostly, explained in the documentation of c-skillsys, in the [SystemConfig](#) file. But, just to go over each one:

- **equip\_skill\_en** changes the preparations to add a Skills tab, where you can equip skills from a list of learned skills like in Three Houses.
  - **Note:** In the preparations tab, the “Skill” page replaces the “Check Map” option. As in, even replaces their text entries outright. If you set this option to False, the “Skill” section will function as a “Check Map” option like vanilla, but will still be called “Skill”. Change text entries 0578 (name) and 0580 (desc) to restore them back to vanilla.
- **gen\_new\_scroll** is somewhat complicated, and sets how skill scrolls work. If set as 0, using a skill scroll will add the skill learned into your unit’s total list of equippable skills and will allow you to set it in preps, again like Three Houses. If set to 1, using a skill scroll instead has you change it out on-map, and generates a new scroll for whatever skill you removed from your character’s list of skills, like Radiant Dawn.
- **max\_equipable\_skill** is self-explanatory, it is how many skills a character can have equipped.
- **remove\_move\_path** is, frankly, kind of useless. Because of changes done by c-skillsys, the move path arrow bugs out if you move a unit more than 20 tiles, but when could you possibly have a unit with more than 20 mov? But if you do have one, enabling this makes the move path arrow disappear.
- **use\_chinese\_character** makes a Chinese character for unit affinities appear next to the affinity icon. Visual only.
- **kernel\_tutorial\_level** sets whether you receive tutorial pop-ups for using any of c-skillsys’s unique features in battle for the first time, the text which pops up is set in “Kernel tutorial info”. 2 makes it appear on any difficulty, I believe 1 makes it only

appear on Easy (but Easy mode on c-skillsys is completely broken so I haven't tested it) and 0 disables it.

- **combo\_attack\_en** enables chain attacks from Engage. Frankly, I've not used this one and not tried it out, so I cannot offer much help with this one, but if this sounds interesting to you, enable it and experiment. **enemy\_can\_combo\_attack** sets whether enemy units can do chain attacks like player units do.
- **battle\_surrend\_en**, if enabled, makes it so non-flier units which are surrounded by enemy units receive debuffs. I frankly did not make use of this either, but this may be interesting to you.
- **hit\_decrease\_on\_range** implements a decrease for unit accuracy when they attack at longer range. The debuff is quite significant, but it could be interesting to you.
- **debug\_autoload\_skills** is debug only, you can ignore this one.
- **guaranteed\_lvup** implements a reroll to unit growths if they did not improve any of their stats on level-up, which rolls for up to ten times until at least one skill receives a level up, making it factually guaranteed that they level up at least one stat on each level-up.
- **lvup\_mode** for tutorial (easy), normal and hard sets how level ups work on each difficulty.
  - 0 is standard GBAFE mechanics.
  - 1 is 3DSFE mechanics, described as "uncontrollable random lvup", I am not sure what this refers to but I assume it means level-ups with no second chances for empty levels?
  - 2 is fixed growths.
  - 3 is 100% growths.
  - 4 is 0% growths.
- **unit\_page\_style** and **skill\_page\_style** sets the style of the unit and skill pages:



- **gaiden\_magic\_en** enables player and enemy units to have Gaiden Magic. This does not override the standard magic items and actually allows you a lot of flexibility (See the Gaiden Magic section above for more info). It has several additional configs: **gaiden\_magic\_ai\_en** sets whether enemy units will use Gaiden magic on enemy

phase; **gaiden\_magic\_must\_be\_magic** sets whether you can only set anima/light/dark/staves as gaiden magic or whether it can also be other weapon types, and **gaiden\_magic\_requires\_wrack** sets whether the unit needs to have the weapon rank listed for the item to be able to use it, or whether they can just use it on acquiring it with level-up like Gaiden/SoV. **gaiden\_magic\_ext\_conf\_en** is, as the documentation says, a wizardry option. Don't touch that one.

- **shield\_en** enables Shield items. (See the Shield section for more info.) Similarly to gaiden magic, don't touch **shield\_ext\_conf\_en**.
- **auto\_narrow\_font** converts skill names and certain menu items to narrow font automatically.
- **wrank\_bonux\_rtext\_auto\_gen** sets whether weapon rank bonuses are displayed when hovering over a unit's weapon ranks. (See weapon rank bonuses section below for more info.)
- **banim\_switcher\_en** enables the battle animation switcher (see the Battle animation switcher section below).
- **max\_level** sets the maximum level a unit can have, and **max\_level\_record** sets the maximum total levels (including over promotions and level resets) which a unit may have, used for level-up skills. **Note: Max level cannot be set individually per unit.**
- **heros\_movement\_skill\_required** governs how movement skills (Pivot, Shove, Reposition, Smite, Swap) are handled. If this is set to TRUE, they can only be accessed if you have one of the movement skills equipped. If this is set to FALSE, then every class can have one of these skills, as defined in the "**HerosMovement skill class based config**" patch menu.
  - **Note:** Shove and Smite are not implemented as skills, even though they exist in the code, can be assigned through "HerosMovement skill class based config" and work, and their descriptions are written. Only Pivot, Reposition and Swap are (ids 01FC, 01FD and 01FE). I have no idea why.
- Anything else is either not particularly relevant or hasn't yet been explored to figure out exactly what they do.

## Designer config battle

This is where various minor battle system configurations can be found. You will likely not want to touch some of these, but many of the others have pretty strange defaults which you might want to change immediately.

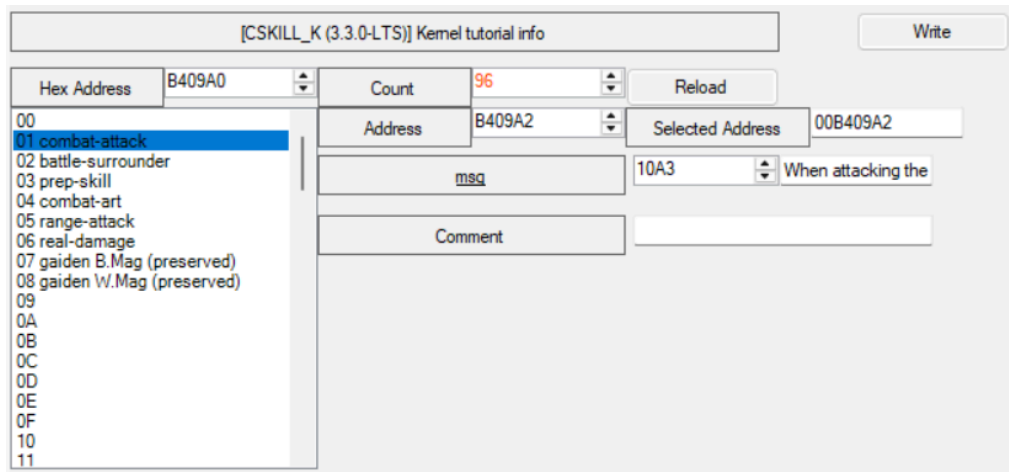
[CSKILL\_K (3.3.0-LTS)] designer config battle Write

Hex Address	B2AA38	Count	1	Reload
00 B2AA38	Address	B2AA38	Selected Address	00B2AA38
	ATK percentage in AS calc		20	
	HP drain percentgae for nosferatu		50	
	AVO deacy for riders indorr		20	
	CRIT damage corection rate		200	
	Critical rate bonus for cavalry		-10	
	Critical rate bonus on attributes bit		10	
	combo_base_damage		5	
	combo_additional_damage_en		0	00=FALSE
	combo_additional_damage_perc		30	
	battle_followup_speed_threshold		4	
	Comment			

- **ATK percentage in AS calc** implements the Three Houses weight system. Normally, the attack speed reduction in FE8 is calculated as simply weight - con, but c-skillsys also adds ATK to the mix, making the AS reduction calculated as (weight - (con + atk \* [this percentage])), so units with more atk can carry heavier weapons without being weighed down. By setting unit con to 0 and this to 100 you can also replicate the Tellius weight system, although this might mess with rescue.
- **HP drain percentgae for nosferatu** sets the generic HP drain percentage for all equipment with the Nosferatu effect. You can practically ignore this and simply use the "Weapon hp drain percentage" tag to set hp drain for each item individually.
- **AVO deacy for riders indorr** sets the evasion reduction for cavalry units on "indoor" tiles (I'm not... certain which those would be though.) If you don't want it, set to 0.
- **CRIT damage corection rate** sets the damage dealt by critical hits. **Important: if you want vanilla functionality, you must set this to 300%! For whatever reason, c-skillsys defaults reduces crit damage to 200% (2x), whereas vanilla uses 3x damage.** Of course, you can also just set this as whatever you want.
- **Critical rate bonus for cavalry** sets the bonus or malus to critical hits for cavalry units. Cavalry units, for this and AVO deacy for riders, are defined in the "Class type: Cavalry" patch menu.
- **Critical rate bonus on attributes bit** adds +crit if the unit is defined as having Myrmidon/Swordmaster in the Character or Class editor. Supposedly. I've not been able to make this work in my testing. Plus, you can just set crit bonus in the "Critical bonus" patch menu, so frankly I think this one is just depreciated.
- **combo\_base\_damage**, **combo\_additional\_damage\_en** and **combo\_additional\_damage\_perc** govern the damage of chain attacks. Normally, the damage is [atk - def]+base dmg, but if additional damage is enabled, [atk-def] is multiplied by the additional\_damage\_perc. You can set one or the other to 0 depending on how you want combo attacks to work, if you are using them.
- **battle\_followup\_speed\_threshold** is confusing to me, I think it sets how much AS you need to go over the enemy to double them, but it doesn't seem to work for me? No need to touch this one, but if you figure out what this does, tell me.

## Kernel tutorial info

If “kernel\_tutorial\_level” is set to true in the configs, the tooltips defined in “**Kernel tutorial info**” will trigger whenever you use certain c-skillsys thingadings.



Going through the above list in order, this would be:

- when you use a chain attack
- when you attack a surrounded unit
- in preps, I believe? this is zeroed out on install
- when you use a combat art
- when you make a ranged attack
- no idea
- when you use gaiden offensive magic
- when you use gaiden staff magic (in a separate category like in gaiden/sov)

The descriptions themselves... could use some work, frankly, and if you decide to use them, you will definitely need to rewrite them. For any tutorial tooltip you don't want to fire, just set 0 in the msg section and it will not fire.

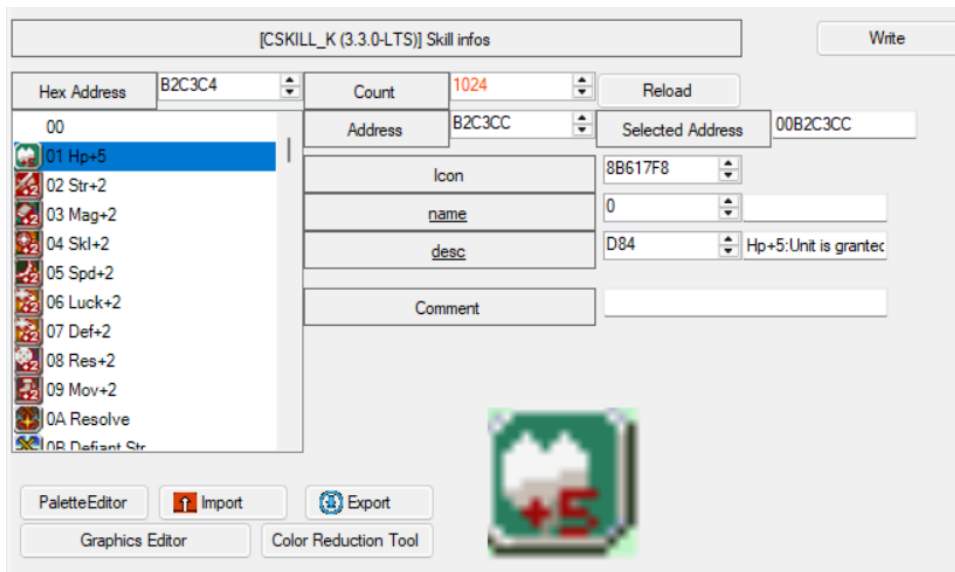
## Skill infos and skill misc infos

“**Skill infos**” and “**Skill misc infos**” patch menus configure skills. Despite being called “misc”, the latter is frankly the more important one, while the former is irrelevant.

The former defines each of the skill's icon, name and desc. Much like in standard skillsys, the engine takes all of the symbols prior to the semicolon as the skill's display name for menu display and other shenanigans. Everything you can find in this menu can also be found in the “Skill Config” menu in Advanced Editors - and more, as that menu also has the animations which are bound to certain skills.

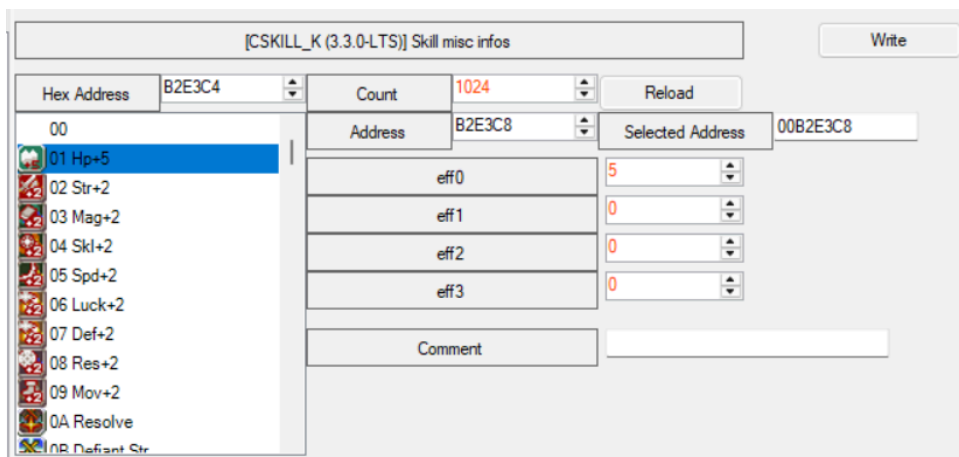
**Note:** When modifying skill icons, remember that all the skills which use [WIP] as their icon use the exact same address for the icon. So, modifying it for one modifies it for every single skill which uses the [WIP] icon. This means that if you want to give your WIP skills icons,

you're gonna need to reuse the icons of existing skills. I suggest taking all the [stat]+2 skills and simply modifying their icons for WIP skills you want to be prominent. Nobody will miss those skills.



“Skill misc infos” is more interesting - it allows you to modify the effects of some of the skills. In the example below, the skill 01 Hp+5 has “5” written in the eff0 section, this means you can change it to whatever you want. Some even have more than one stat you can modify. For example, skill 1F Fortress Res (STR/MAG -3, RES +5) has -3 for eff0 and 5 for eff1. This means that by changing eff0, you change the malus you get to strength and magic, while changing eff1 changes the bonus you get to Res.

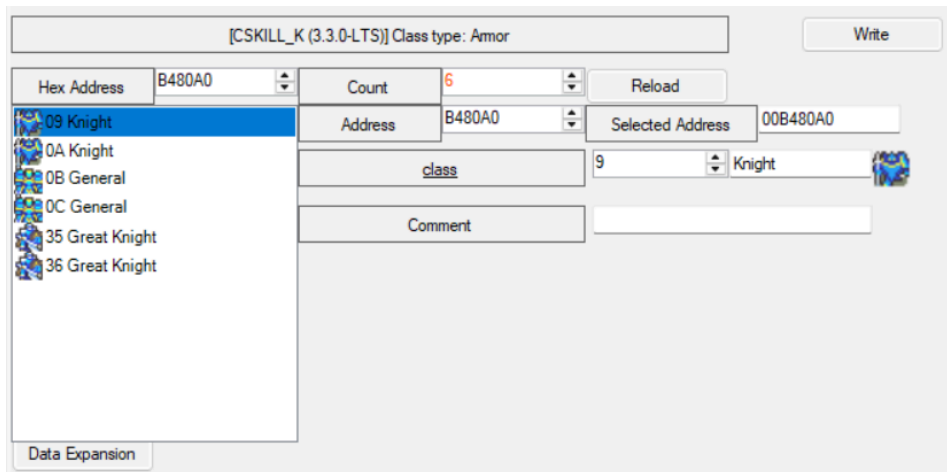
Not all skills can be adjusted this way. Generally, the simpler ones are customizable while more complicated ones, or those which don't have any numbers attached, are not. For example, skill 3A W-Guard (Cannot be damaged by weapons of the same weapon type as the user's) has none, because... what stat do you even adjust there, lol? The adjustments are also not necessarily just stats. It can also be things like proc rates, or percentages, and so on. This is something you should keep your eye on.



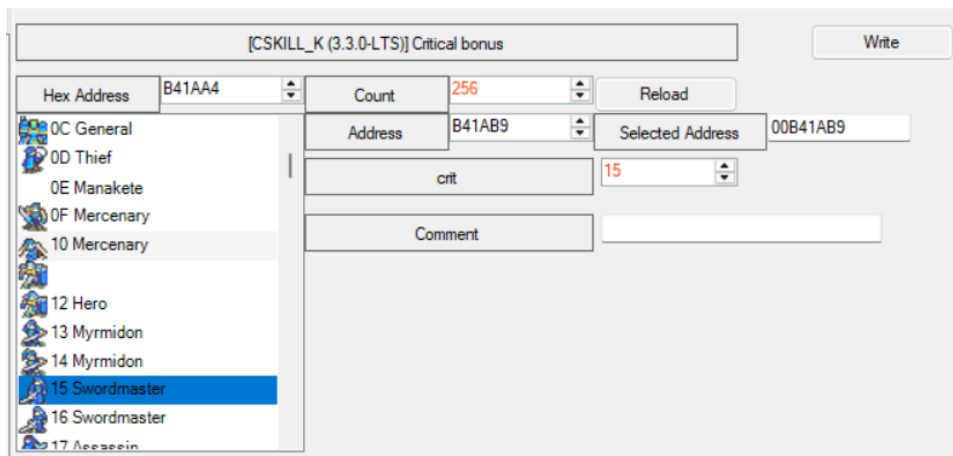
## Specific configs

c-skillsys also comes with a number of patch menus to configure specific gameplay things and mechanics.

“**Class type: ...**” menus configure the list of armor, cavalry, flying, monster and dragon unit classes for c-skillsys, necessary for skills and other things to target the classes they need to. This does not affect weapon effectiveness, which you can still set per weapon in the item editor.



“**Critical bonus**” sets the base critical bonus for certain classes.



“**Character based modular max status**” allows you to set unique stat caps for units. These are, specifically, boosts or maluses to the caps defined by the class.

[CSKILL\_K (3.3.0-LTS)] Character based modular max status Write

Hex Address	B44850	Count	256	Reload	
00	Address	B4485C	Selected Address	00B4485C	
01 Eirika	hp		0		
02 Seth	mag		-2		
03 Gilliam	pow		-2		
04 Franz	skl		5		
05 Moulder	spd		5		
06 Vanessa	def		-2		
07 Ross	res		-2		
08 Neimi	lck		5		
09 Colm	con		0		
0A Garcia	mov		0		
0B Innes	Comment				

“**Job growth correction**” allows you to set class growths like in 3DSFE and SwitchFE. These can be both positive and negative.

[CSKILL\_K (3.3.0-LTS)] Job growth correction Write

Hex Address	B45450	Count	256	Reload	
00	Address	B45458	Selected Address	00B45458	
01 Lord	pow		30		
02 Lord	mag		0		
03 Great Lord	skl		-10		
04 Great Lord	spd		0		
05 Cavalier	lck		0		
06 Cavalier	def		0		
07 Paladin	res		0		
08 Paladin	Comment				
0A Knight					
0B General					

“**Weapon hp cost percentage**” and “**GaidenSpellCostTable**” both define the HP lost while using a certain weapon or spell. Weapon hp cost deals a percentage of your HP as damage to yourself while GaidenSpellCost deals the defined amount of HP as damage.

[CSKILL\_K (3.3.0-LTS)] Weapon hp cost percentage Write

Hex Address	B41D74	Count	256	Reload
00	Address	B41D75	Selected Address	00B41D75
<input type="checkbox"/> 01 Iron Sword <input type="checkbox"/> 02 Slim Sword <input type="checkbox"/> 03 Steel Sword <input type="checkbox"/> 04 Silver Sword <input type="checkbox"/> 05 Iron Blade <input type="checkbox"/> 06 Steel Blade <input type="checkbox"/> 07 Silver Blade <input type="checkbox"/> 08 Poison Sword <input type="checkbox"/> 09 Rapier <input type="checkbox"/> 0A Brave Sword		Cost%	0	
		Comment		

GaidenSpellCost Table Write

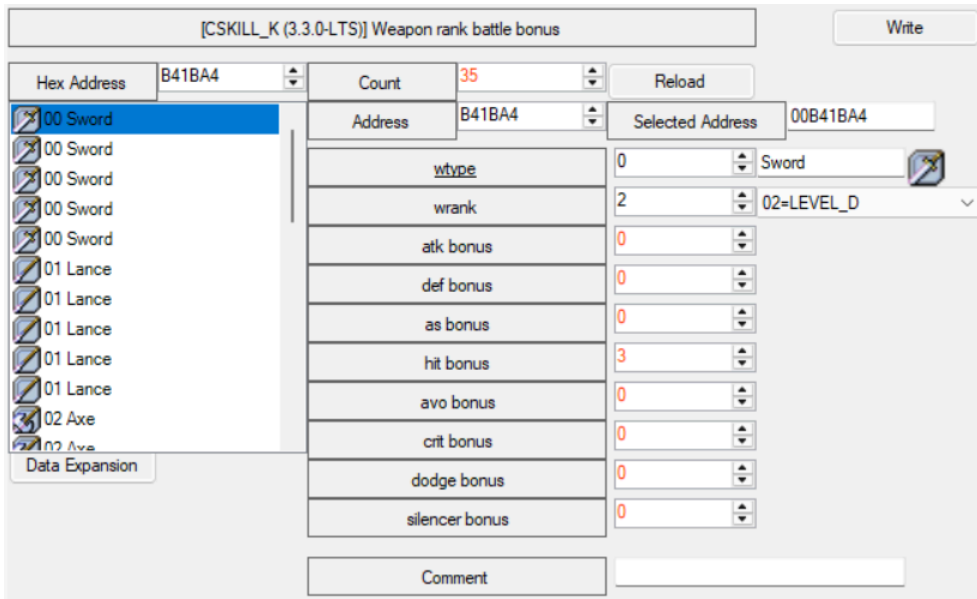
Hex Address	B44750	Count	256	Reload
00	Address	B44751	Selected Address	00B44751
<input type="checkbox"/> 02 Slim Sword <input type="checkbox"/> 03 Steel Sword <input type="checkbox"/> 04 Silver Sword <input type="checkbox"/> 05 Iron Blade <input type="checkbox"/> 06 Steel Blade <input type="checkbox"/> 07 Silver Blade <input type="checkbox"/> 08 Poison Sword <input type="checkbox"/> 09 Rapier <input type="checkbox"/> 0A Dummy <input type="checkbox"/> 0B Brave Sword		HPCost	0	
		Comment		
<small>It is a comment you can set freely.          Please use it for memo during development.          This content is not saved in ROM. It is recorded in the following file.          config/etc/ROMNAME/comment_00</small>				

“**Weapon hp drain percentage**” determines how much of the damage dealt is drained back to the user as recovered hp.

[CSKILL\_K (3.3.0-LTS)] Weapon hp drain percentage Write

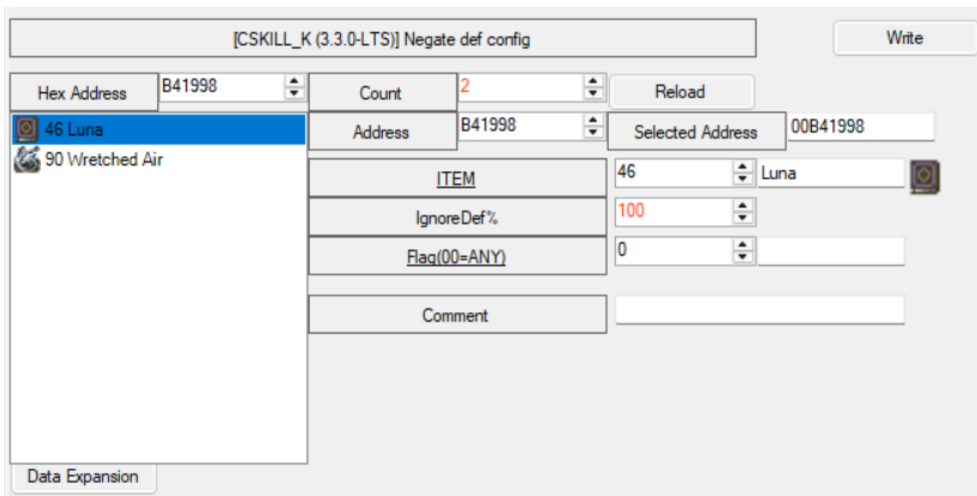
Hex Address	B41E74	Count	256	Reload
	Address	B41EBB	Selected Address	00B41EBB
<input type="checkbox"/> 3F Lightning <input type="checkbox"/> 40 Shine <input type="checkbox"/> 41 Divine <input type="checkbox"/> 42 Purge <input type="checkbox"/> 43 Aura <input type="checkbox"/> 44 Dummy <input type="checkbox"/> 45 Flux <input type="checkbox"/> 46 Luna <input type="checkbox"/> 47 Nosferatu <input type="checkbox"/> 48 Eclipse <input type="checkbox"/> 49 Fenrir <input type="checkbox"/> 4A Gleinnir		Drain%	50	
		Comment		

“**Weapon rank battle bonus**” is a curious one. It defines the bonuses to stats which the unit gains with each weapon rank above E, which you define individually per rank. I personally decided to use this, but I can understand this not being to your taste. At that point you can just zero out all the effects.

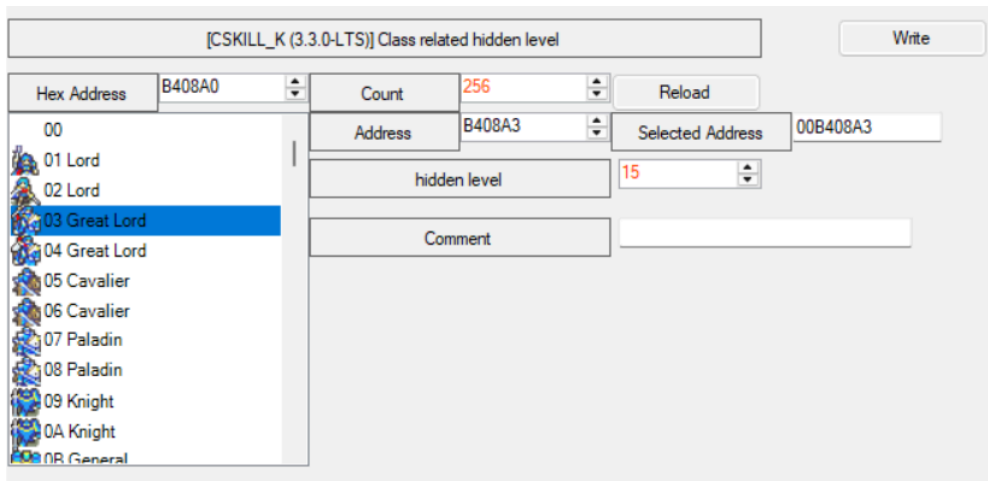


“**Negate def config**” determines how much of the enemy def/res the weapon ignores. This can be 100% like Luna, but it can be whatever percent, and you can even have a flag as a condition for def negation to make it more dynamic.

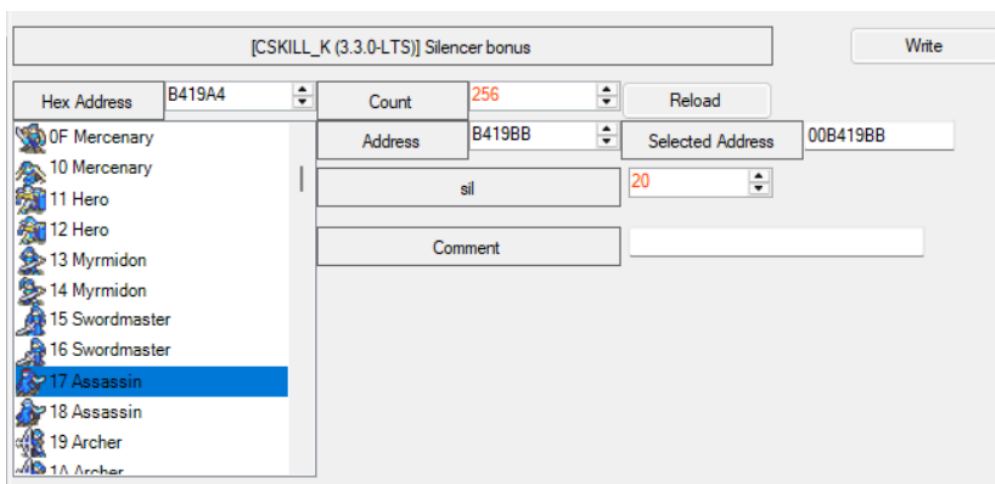
**Note:** You need to set the “Negate defenses” check for the weapon in the Item Editor in order for this negation to work.



“**Class related hidden level**” sets the hidden level of a class, with the standard install just defaulting to 0 for non-promoted classes, 15 for most promoted classes (except Great Knights for some reason?) and 20 for Necromancer. I am not certain what this is used for and have not experimented much with it yet, but it’s probably used for skill level-up.



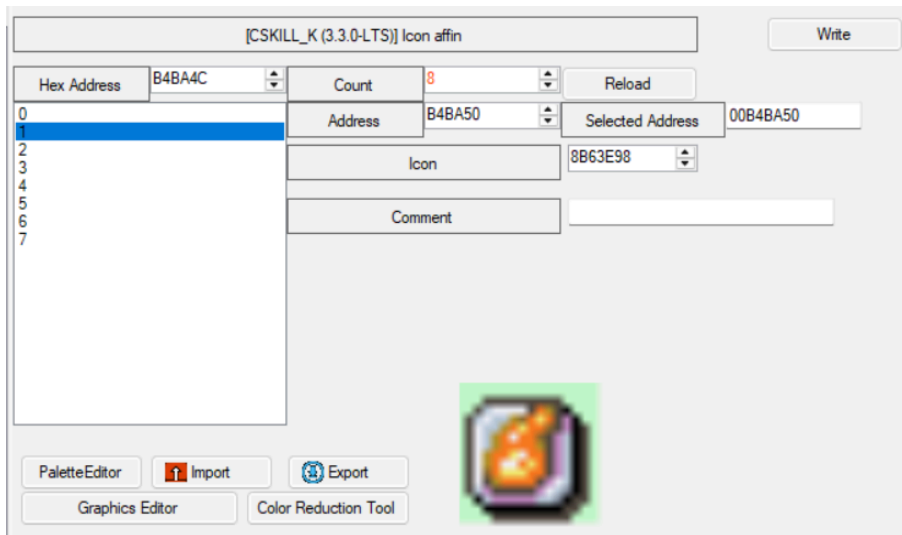
“**Silencer bonus**” sets a bonus to the Lethality skill. c-skillsys has a fascination with Lethality and includes the ability to adjust Lethality rates on shields, combat arts, etc. Since most hacks don’t even use Lethality, you can just zero this out for Assassins and ignore this patch menu entirely.



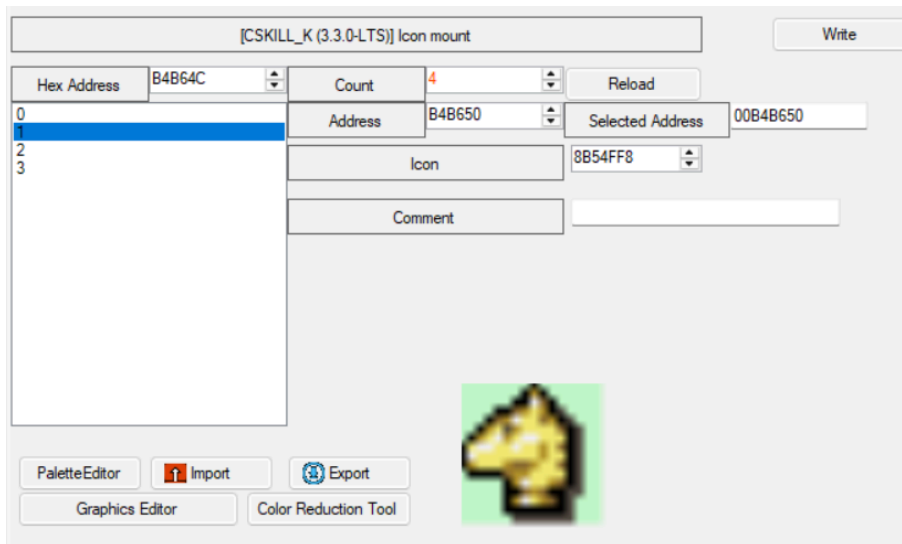
## Graphical configs

c-skillsys also includes a whole bunch of graphical configs, most of which you will probably not end up touching, but it is nonetheless good to know that they exist.

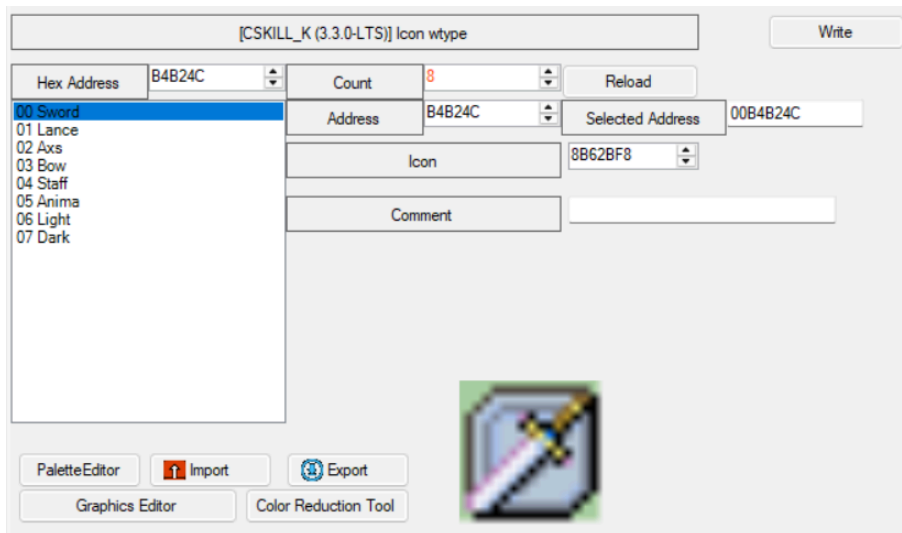
“**Icon affin**” is where you modify the affinity icons.



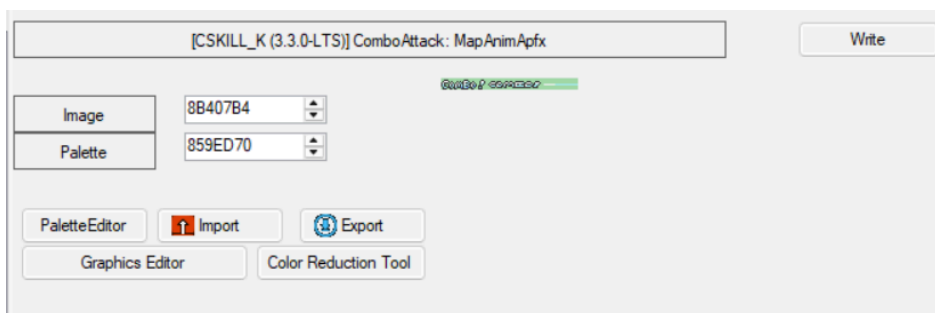
“**Icon mount**” is where you define the icons for cavalry, pegasus and wyvern units.



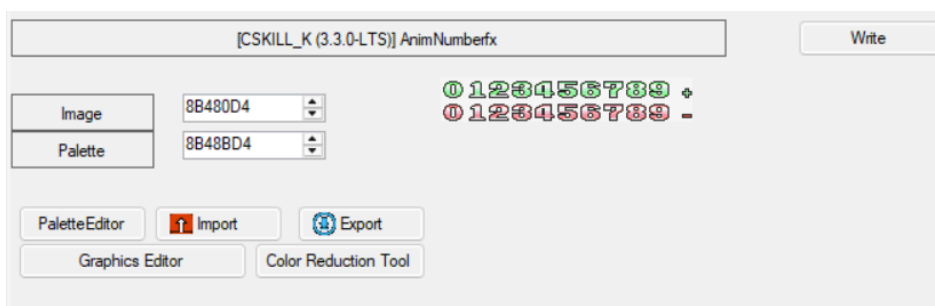
“**Icon wtype**” defines the icons for all weapon types.



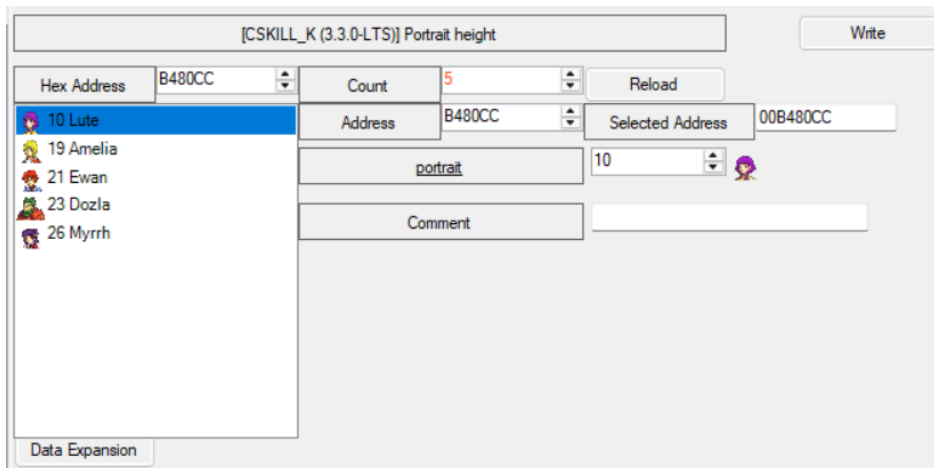
“**ComboAttack: MapAnimApfx**” defines graphics for Engage-style chain attacks on map. As I mentioned, I’ve not experimented with chain attacks yet, so I cannot tell you where precisely these graphics are used, but if you need to change them, here they are.



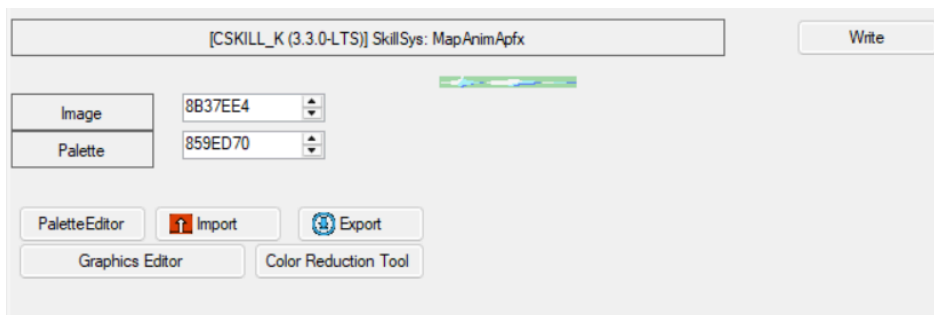
“**AnimNumberfx**” defines graphics for skillsys damage numbers which show up when dealing or receiving damage. If you want to disable these numbers outright, you can simply blank this graphic out.



“**Portrait height**” defines which portraits are raised by a few pixels, which is done in vanilla for short characters like Lute and Ewan because they’d look comical in the unit menu otherwise.




“MapAnimApx” defines... something. Truth be told, I am not sure what this is used for, but if I ever figure it out or am told what it does, this'll be updated with the answer.



## Things to look out for

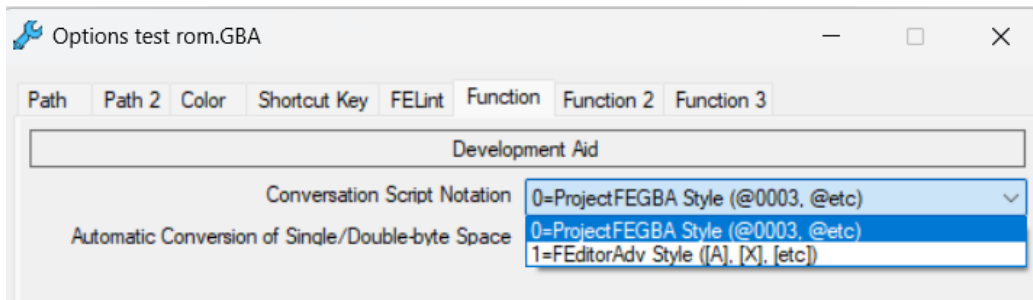
### Script notation

Okay, here is one thing which might have terrified you a bit if you actually got through all of the above. It certainly terrified me for a second. You open up the Prologue intro cutscene script, and you see this:

 Princess Eirika! This way! I can  
 see no more of Grado's men.@0003  
 If we've made it this far, we've  
 surely earned a moment's rest.@0003  
 Please forgive my grabbing you  
 so@0016...@0016brusquely earlier.@0003  
  
 @000CDon't be foolish, Seth.@0003  
 If it weren't for you, I would never  
 have made it out of the castle.@0003  
 You are the reason I'm still alive.  
 You have my gratitude.@0003

What the hell is going on? Nothing. This is not even a c-skillsys issue, this is a community fork issue - for whatever reason, it defaults to ProjectFEGBA style script notation which most people are not familiar with and which tells you nothing about what each command actually

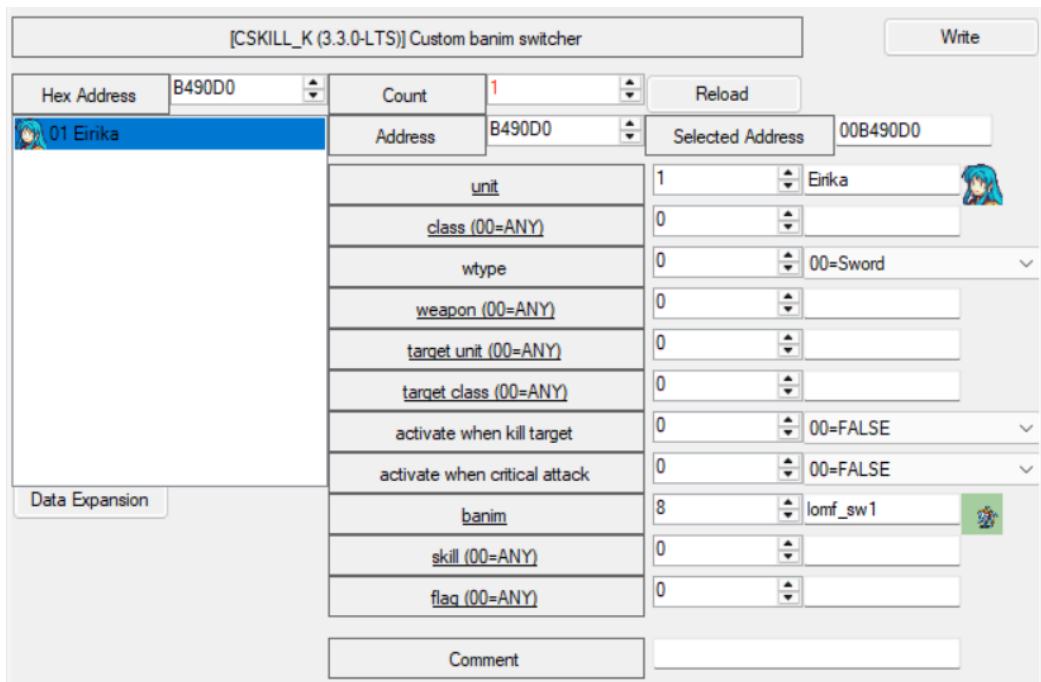
does. However, you can easily change it by going to Settings in the top left, then Options, then, in the Function tab, selecting “FEditorAdv Style” for Conversation Script Notation.



Or, if you want, you can stay with the ProjectFEGBA style, I guess.

## Battle animation switcher


In “Custom banim switcher” on the Patches menu, if it is enabled, you are allowed to set unique battle animations for your units when certain conditions are fulfilled. The choices here should be self-explanatory, and offer you a lot of different options - you can trigger a different animation depending on weapon, target unit, flag, held skill, and so on. I’ve not really used this, but if you’re the type of person to do this level of customization, this’ll be handy for you.



## Healing

C-skillsys changes how vulneraries and staves work by tying their heal amount to their Might stat. This means that if you want to set the heal by a vulnerary to be 20, you will have to set its Might as 20, and the same for any other heal amount, as long as it is at or above 10.









Unfortunately, c-skillsys has a baseline of 10 for healing items and staves so you can't make one that heals less than that. If you... wanted to.

809B10	Count	206	Reload			
Address	80AA40	Size:	36			
Name	3E5	Vulnerary	ID 6C			
Item Type	9	09=Item				
Icon	6A		Level			
[HardCoding]			0			
Weapon Stats	Uses	POW	Hit	Weight	Critical	Range
	3	20	0	0	0	11
11=1 Range (Melee)						



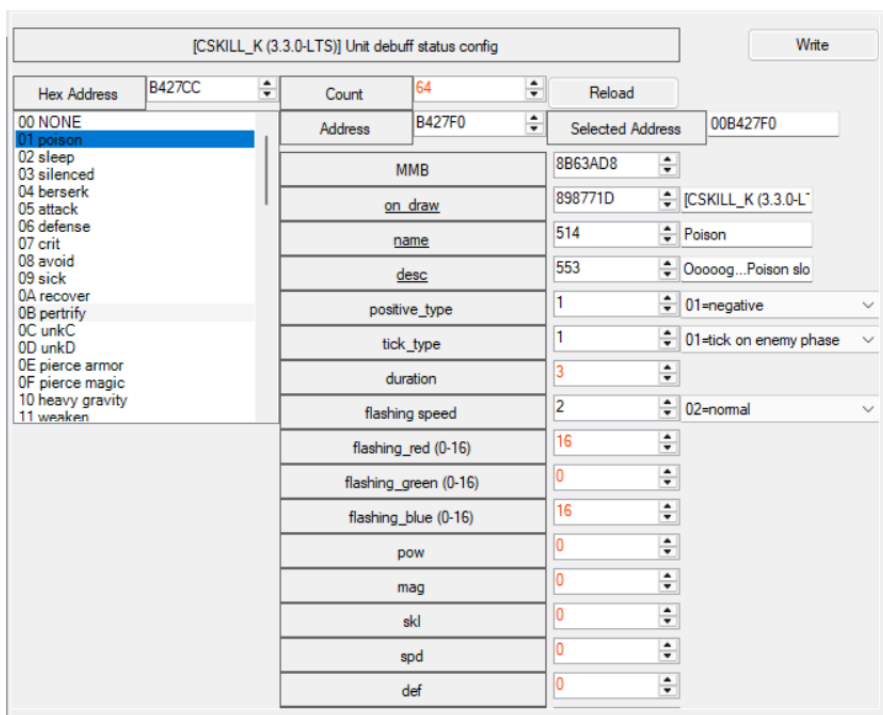
## Setting skills and status effects via event

C-skillsys comes with events to manipulate unit skills and status effects. These allow you to freely add and remove skills from units, also set or clear statuses.

Search	skill
<pre>(CSKILL_K (3.x)) add skill [ skill] for unit [ :character] (CSKILL_K (3.x)) add skill [ skill] for unit in slot-C (CSKILL_K (3.x)) add skill [ skill] for unit on map [ x] [ y] (CSKILL_K (3.x)) remove skill [ skill] for unit [ :character] (CSKILL_K (3.x)) remove skill [ skill] for unit in slot-C (CSKILL_K (3.x)) remove skill [ skill] for unit on map [ x] [ y] (CSKILL_K) clear debuff for active unit (CSKILL_K) clear debuff for all [ :class] (CSKILL_K) clear debuff for all [ :character] (CSKILL_K) clear debuff for unit [ :character] (CSKILL_K) clear debuff for unit at [ x], [ y] (CSKILL_K) clear debuff for unit at slot1 (CSKILL_K) Set debuff [ debuff] with duration [ duration] for active unit (CSKILL_K) Set debuff [ debuff] with duration [ duration] for all [ :class] (CSKILL_K) Set debuff [ debuff] with duration [ duration] for all [ :character] (CSKILL_K) Set debuff [ debuff] with duration [ duration] for unit [ :character] (CSKILL_K) Set debuff [ debuff] with duration [ duration] for unit at [ x], [ y] (CSKILL_K) Set debuff [ debuff] with duration [ duration] for unit at slot1</pre>	

Status effects, or debuffs in in-game code, are reworked in c-skillsys and are now defined in the “**Unit debuff status config**” patch menu. These include all of your status effects from vanilla like poison, sleep, etc., the FE7 ring effects like Nini’s Grace or Thor’s Ire, and also a few unique status effects. This is where you can also include your own status effects, if you want to add any. Perhaps unsurprisingly, the ability to make new statuses is somewhat limited - you can set the duration and maluses/bonuses to unit stats, but nothing more than that. Still, this can be relevant to you if you want to do something with this.

What *is* limiting is the way status effects can be applied. Aside from the vanilla statuses which can still be implemented the same way as standard, other status effects can only be applied in two ways - via the aforementioned event, or via combat arts. There is no way to simply have a weapon or an item apply the status. Still, this can surely offer you some interesting opportunities for interactions, especially if you are using combat arts.



## Null Move Display

One thing you might notice lacking when you start making a hack for c-skillsys is that setting a boss to boss AI does not nullify the movement of the unit when you check their movement range, like this:



It does not come pre-packaged with c-skillsys, but can be added into the rom without issue by installing the “**Null Move Display**” patch. It works the same way it does in normal skillsys.

## Font

From the screenshots above, you may have noticed that the font in a lot of the places is rather different. This is because c-skillsys replaces it with the FE7 font. I personally do like the FE7 font because it fits more text per bubble, but, just to let you know. it is in there.

The reason why the font was changed is left as an exercise to the reader. However, it is not difficult to change it in Advanced Editors -> Font Table by simply doing a raw import of vanilla FE8 letters.

## Known bugs

Finally, here is a small list of known bugs in c-skillsys which you might stumble upon during development. If these are patched by updates to c-skillsys in the future (assuming c-skillsys on FEBuilder gets another update), I will update this section and note it down.

- Skill SealDefense is bugged and increases enemy defense. All other seal skills function correctly.
- Summon can be used even when the summon is already on the field, which refreshes the summon's turn.
- Units with skill Slayer have their might displayed as if the skill applied permanently, which is incorrect.
- Using combat arts can bug out the combat stat display until a new combat round is initiated.
- Weapons with infinite durability cannot use combat arts.
- Combat arts are not displayed in the combat arts menu unless a weapon that can use them is equipped.
- Promotion items in c-skillsys are bugged and allow you to promote units before level 10. There is, thankfully, an easy fix to this issue, made by ditto, attached [here](#), which you can insert into your rom with Event Assembler.
- This is an extremely niche thing, but if you decide to use the skill F0 HealingFocus? For whatever reason, it trips up another patch, GetKillerUnitID, and makes the game think that whoever used the skill had just killed a unit. The patch works otherwise.

