

Fire Emblem Guide

Specifically for roleplayers of Fire Emblem: Curse of the Goddess

[New Battle System](#)

[Statistics](#)

[Hit Points](#)

[Strength](#)

[Magic](#)

[Skill](#)

[Speed](#)

[Luck](#)

[Defense](#)

[Resistance](#)

[Movement](#)

[Basic Rules of Combat](#)

[Turns](#)

[Actions](#)

[Move](#)

[Attack or Heal](#)

[Melee](#)

[Ranged](#)

[Both](#)

[Heal](#)

[Items](#)

[Trade and Lockpicking](#)

[Talk](#)

[Wait](#)

[Damage](#)

[Weapon Triangle](#)

[Bonus Damage](#)

[Battle Complications](#)

[Item Drops](#)

[Supports](#)

[Classes](#)

Sterling Soldiers

Lancer

Cavalier

Knight

Sanguinary Skirmishers

Barbarian

Fighter

Mercenary

Thief

Steppe Scrappers

Archer

Pegasus Knight

Sand Strikers

Wyvern Rider

Shaman

Sagacious Slayers

Myrmidon

Mage

Priest / Cleric

Troubadour

Secretive Sluggers

Protean

Singular Supporters

Lord

Tactician

Items

Swords

Lances

Axes

Bows

Anima Tomes

Dark Tomes

Staves

Tonics

Currency

Prices

Armor

Light Armor

[Medium Armor](#)

[Heavy Armor](#)

[Shields](#)

[Weapons](#)

[Swords](#)

[Lances](#)

[Axes](#)

[Bows](#)

[Tomes](#)

[Staves](#)

[Tonics](#)

New Battle System

Unlike the old battle style, the new one will be more roleplay-heavy. Aside from movement, a character will be able to perform two actions per turn. The opponent will also perform two actions in that turn. These two actions will be chosen from up to four different types of actions. Attack, Defend, Feint, and Maneuver. The way this will work is you will roll to succeed on any of these actions except Defend, which you will automatically succeed in.

If a unit's Spd is more than two ranks over another unit, they can perform three (**maybe four**) actions instead of two. This action will not have an opposing action but must still roll to succeed unless it's Defend. Maneuver will still have an opposing roll.

If using a brave weapon, you get twice the number of attack actions you take that turn and the extra actions happen immediately after their corresponding action. For example, if a person Attacked and then Defended, then their extra Attack action would be after the Attack action, so you couldn't add it after the Defend.

Attack is a regular attack. Defend is defending against an attack. Feint is an attack of halved damage in exchange for the capacity to critical. And Maneuver is repositioning to grant yourself a buff or the opponent a debuff.

The way these rolls work is you roll a number of d6 depending on the rank of your character's corresponding stat. E = 1, D = 2, C = 3, B = 4, and A = 5. Rolling a 1, 2, or a 3 will result in a failure while rolling a 4, 5, or 6 will be a success. You will need to gain a certain number of successes to succeed in your action. These are versus the opponent's stats, which are usually halved: E = 0, D = 1, C = 1, B = 2, A = 2.

Depending on your character's Lck, you can also reroll a bad roll that you made on behalf of that character. The number of times you can do this per battle depends on their Lck rank. E = 0, D = 0, C = 1, B = 2, A = 3. However, once you reroll, you must accept the result. You cannot reroll again on that roll.

Additionally, every unit starts out with a certain amount of HP depending on their stat rank. E = 4, D = 8, C = 12, B = 16, A = 20. I might change this number in the future as we're going to test this system out and see how it works.

Attack and Feint are determined by Skl rolls, which will be versus the opponent's Spd rank divided in half. So if you have a B in Spd, that would be 4 divided by 2, which equals 2. So anybody who wants to hit you would have to have at least two of their d6 rolls be a 4, 5, or 6. Once they hit, you do not roll for damage, as that is automatically determined by your Str or Mag rank depending on the type of weapon you are using (tomes, staves, and certain magical

weapons will use Mag while everything else uses Str). The damage is your Str or Mag value minus half of the opponent's Def or Res value. Def for Str and Res for Mag.

Feint has an additional roll you do. Lck determines whether you get a critical hit or not on a Feint. You roll a number of dice depending on your Lck rank. This is versus the opponent's base Lck value cut in half. If the difference is 2 or higher to your favor then you crit. A critical hit deals 3x the normal amount of damage, not 3x half damage.

Defend does not need a roll.

Maneuver is determined by a Spd roll, which depending on the opponent's actions, will be versus whatever roll they perform. You can perform one of three different maneuvers depending on how well you rolled.

- If you had a margin of success of 1 or more, you may "Move" for one extra space in any direction except diagonally. *(Tentative)*
- If you had a margin of success of 1 or more, you may "Impede" which will subtract a die from your opponent's next applicable action (if they Defend on their next action it would be the action after that since Defend does not require a roll).
- If you had a margin of success of 2 or more, you may "Gain Position" which will add two additional dice rolls to your next applicable action.
- And if you succeed by 3 or more, then you may "Disarm," which will take an opponent's weapon away from them. This lasts for the current turn and the next, and the opponent will be unable to Attack or Feint during this time (unless I implement gauntlets). However, the margin of success required will go up by 1 with every successful Disarm against the same opponent. So if you successfully Disarm an opponent, you will need to succeed by 4 if you want to Disarm them again, as they will be on guard for it next time.

Each of the actions also has an action it is strong against, and an action it is weak against. If you perform an Attack but the opponent performs a Maneuver, then you are automatically trumped and your Attack fails. However, the opponent will still need to roll their Spd.

As for how the different actions counter each other...

- Attack vs Attack, both actions are tested separately and can succeed or fail separately.
- Attack vs Defend
 - If the Attack roll succeeds, then the Attacker subtracts the opponent's Def/Res value from the overall damage.
 - If the Attack roll fails, then the Defender adds half of their Def or Res value as temporary HP for that turn. This does not carry over to the next turn. As you get two actions per turn, this could mean that you will have temporary HP for the next action if the Defend is done during the first action. *(Going to be keeping an eye on this to see if it is OP though)*
- Attack vs Feint, Attack > Feint, and the Feint fails. However, you still need to roll to hit.

- Attack vs Maneuver, Maneuver > Attack, and the Attack fails. However, you still need to roll to succeed on the Maneuver.
- In Defend vs Defend, nothing happens but both units gain temporary HP for that turn.
- In Defend vs Feint, Feint > Defend, and the Defend fails. The person who Feints must still roll to hit.
- In Defend vs Maneuver, Defend > Maneuver, and the Maneuver fails. Defender gains temporary HP.
- In Feint vs Feint, both roll against each other so only one can succeed.
- In Feint vs Maneuver, both actions are tested separately and can succeed or fail. The Maneuverer may do a certain action depending on their margin of success.
- In Maneuver vs Maneuver, both roll against each other so only one can succeed.

Weapon Triangle adds 1D or takes 1D away depending on where you sit in the triangle. If you are a swordsman against a lancer, you subtract 1D from your rolls so if you normally roll 4d6 you only roll 3d6. The lancer adds 1D to their rolls. Effects of the weapon triangle are subject to change/increase depending on the proficiency in the weapon type.

Super effective attacks such as a bow against a flying unit will add 1.5 times the Str or Mag value to their damage, rounded down. So if Tsetseg normally does 3 damage, she will do 4 damage.

Weapon materials correspond to a rank as well. Bronze = E, Iron = D, Steel = C, Silver = B, Brave = A. If a weapon is used against a higher rank weapon, it deals less damage but will have higher accuracy. Same with higher rank against lower rank. It will deal more damage but have lower accuracy. An example is an Iron Sword against a Steel Sword. You will deal -1 damage but have +1D to hit.

Terrain also gives bonuses. For example, Forest will give those who try to hit you -1D to hit.

Let's use Catriona as an example to help this all make sense.

Catriona's stats are as such: HP C, Str B, Mag D, Skl B, Spd C, Lck E, Def C, Res D. Her Mov is 5 since that is the movement for all units on foot.

She has a C in HP which means she has 12 HP.

If she chooses to Attack or Feint she rolls 4d6 versus her opponent's halved Spd value since her Skl is B and it has a value of 4. If she chooses to Maneuver with her C Spd that equals 3 she rolls 3d6. If she chooses to Defend against a physical attack she will use her C Def which will be a 3.

This might sound complicated at first, but I'm hoping this will be easy enough to get used to and make your battle posts both meatier and smoother. You will also be writing out your opponent's actions in your post. An example could be:

Catriona is versus a bandit with HP D, Str C, Mag E, Skil E, Spd D, Lck E, Def D, Res E. She rolls to Defend first versus the bandit who fails his Attack roll. Then she rolls to Attack and succeeds while he also succeeds his Attack roll but as she has increased HP it doesn't do as much damage as expected.

"Catriona raised her guard as the bandit charged toward her. However, the man was unable to hit her. Still, she was ready for his next attack now. Rushing forward, she angled her body so that she only took a glancing blow while dealing a strike of her own."

This is a half-assed example, but you see here how it will hopefully give you more to do in your post.

Also for staves, while you can choose to attack with them, they deal minimal damage. You can, however, still perform all four types of actions. Healing does not need a roll to do, and the amount healed depends on the caster's Mag + any additional bonuses from their staff.

Mounted units will have the opportunity to choose one or both of their actions in a turn to be performed by their mount instead. So even if you are normally unable to attack, you can have your mount attack for you. To this end, I will have any players with mounted characters write out a separate stat block for their mount. Mounts will be able to perform all of the listed actions, though I might change that and have horses perform different types of actions than wyverns, for example.

Mounts will also have their own stats, but share HP with their riders.

Statistics

Hit Points

- Hit points, or HP, is the amount of health that a unit has. The more hit points a unit has, the more damage they can take without falling in battle.
- Classes with high HP: Knights, Barbarians, Shamans
- Classes with low HP: Thieves, Mages, Priests/Clerics

Strength

- Strength, or Str, is a character stat that affects the amount of damage that the character inflicts when using a physical (non-magic) attack weapon.
- Classes with high Str: Knights, Barbarians, Fighters, Wyvern Riders
- Classes with low Str: Lancers, Thieves, Pegasus Knights, any magic users,

Magic

- Magic, or Mag, is the stat that determines the potency of magical attacks and healing staves.
- Classes with high Mag: any magic users
- Classes with low Mag: any non-magic users

Skill

- Skill, or Skl, is a character stat that affects a unit's hit rate and critical hit rate.
- Classes with high Skl: Lancers, Archers, Myrmidons
- Classes with low Skl: Barbarians, Mages, Shamans

Speed

- Speed, or Spd, is a stat that usually affects the number of strikes a character can make. It can also affect the evasion ability of a character.
- Classes with high Spd: Myrmidons, Thieves, Pegasus Knights
- Classes with low Spd: Knights, Fighters, Shamans

Luck

- Luck, or Lck, is a stat whose tooltip often describes it as a measurement of the divine favor a character has, or some variant thereof. It also affects hit rate, evasion, and on enemies, critical hit rates against them.
- Luck is independent of class.

Defense

- Defense, or Def, is the character stat which reduces damage taken from physical weapons. A higher amount of Strength is needed to overcome a high Defense.
- Classes with high Def: Cavaliers, Knights, Wyvern Riders
- Classes with low Def: Barbarians, Thieves, magic-users

Resistance

- Resistance, or Res, is the Fire Emblem statistic that defines a unit's ability to defend against magical attacks. The higher a unit's resistance, the less damage they will receive from magical attacks.
- Classes with high Res: Pegasus Knights and magic-users
- Classes with low Res: most non-magic users

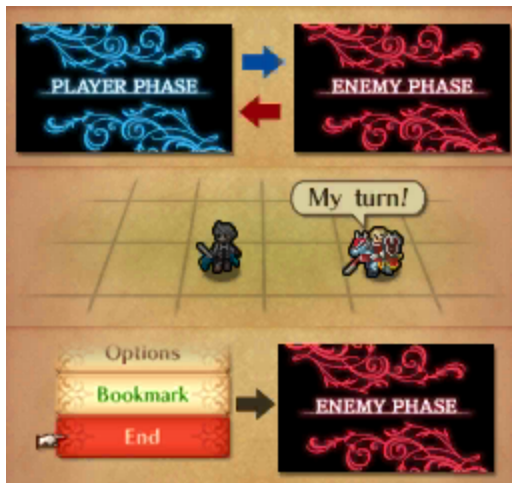
Movement

- Movement, or Mov, determines the range or the number of adjacent tiles a unit can move in one turn. There is no diagonal movement allowed.
- Foot soldiers can move 5 squares in any direction.
- Knights can move 4 squares in any direction.
- Mounted units can move 7 squares in any direction.

Basic Rules of Combat

Fighting is a mishmash of Fire Emblem (mainly Fire Emblem: Awakening), D&D, and anime-style, and your characters can only move a certain distance. You cannot write enemies out of commission. In a fight, we use the round system, which means you cannot post more than once per host post. Also you cannot target more than one enemy in your post.

Turns



Combat is comprised of turns, and each turn is comprised of multiple actions. A player's actions, ally actions, and enemy actions are all done in a single turn. Actions are usually stated in the combat log and then written as a post.

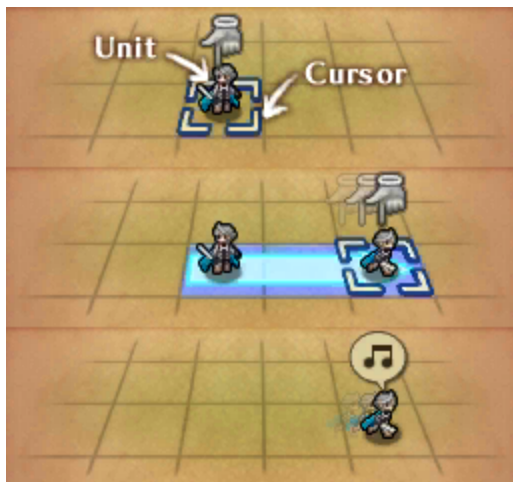
Actions

One round is six seconds. Within these six seconds, characters can perform one of each of the following actions:

- Move - Movement Action
- Attack, Heal, Items - Standard Action
- Trade and Lockpicking - Minor Action
- Talk - Free Action
- Wait - No Action

When the situation calls for it, characters can sacrifice an attack to move twice on their turn, or sacrifice a move to perform two minor actions. However, if they are already attacking, moving, and using an item, then they cannot do anything more. Talking, however, can always be done regardless of what else the character is doing.

Move



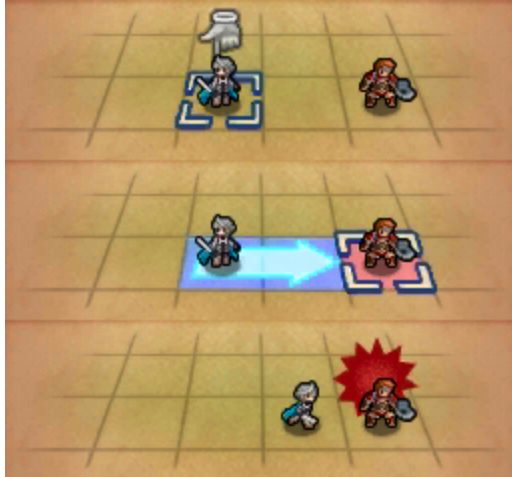
There are two main types of units. Footmen and mounted units. Those who go on foot are able to move **five spaces** in any direction. Mounted units, including those on flying mounts, can move **seven spaces** in any direction. The only exception to this rule is the armored knight class, which, due to its heavy armor, is only able to move **four spaces** in any direction. Promoted classes can usually move farther. Diagonal movement is not allowed.

Attack or Heal

There are two types of attacks a unit can make. Melee attacks and ranged attacks. Melee attacks are made directly adjacent to an enemy, while ranged attacks are made at least two spaces away--this includes attacking from a space diagonal to an enemy. Certain weapons can do both--attack from up close and from a distance.

All weapons, including healing staves, can only be used a limited number of times, so manage your usage carefully.

Melee



Most **swords**, **lances**, and **axes** fall under this category. You can only use these weapons when right next to an enemy.

Ranged



Bows fall under this category. **Bows** require you to attack from two spaces away. With a **bow**, you will not be able to attack an adjacent enemy.

Both



Tomes and certain weapons, such as **knives**, **javelins** and **hand axes**, fall under this category. They allow units to not only attack enemies from two spaces away, but also attack adjacent enemies as well.

Heal



Move next to an ally and use a **staff** to restore his or her HP.

Items



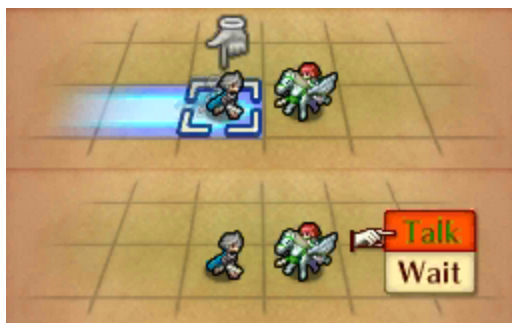
While certain spaces may allow units to heal over time, a more reliable method is using an item, such as a **vulnerary**, which will do much to patch up a wounded unit.

Trade and Lockpicking



You may also give an item to an ally, or receive an item from them. Lockpicking or using a key falls under this category as well.

Talk



Sometimes, certain units can communicate vital information in the heat of battle. While most conversations are done with adjacent units, shouting across the battlefield is not unheard of. Talking can be done more than once anytime during a unit's turn.

Wait



Rather than attacking, a player might decide to have their unit wait instead. This can be done for several reasons, such as being out of range to attack, or not wanting to attack. Waiting basically replaces a standard action, so a unit can move and then wait. A unit can also wait without moving at all.

Damage

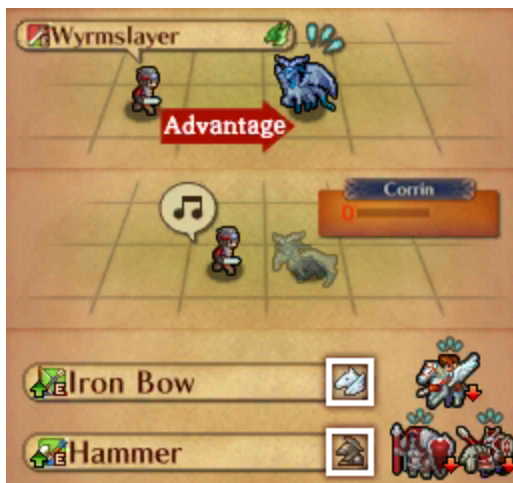
Weapon Triangle



Swords, lances, and axes make up what is commonly known as the weapon triangle. Swords beat axes, which beat lances, which beat swords.

Bows, staves, and tomes, whether they be fire, thunder, or wind, are not part of the weapon triangle.

Bonus Damage



Many weapons cause bonus damage against certain units, which can help or harm characters. Beast Killers, for instance, are strong against all beast-based units--including Proteans, bows against flying units, and hammers against armored knights.

Battle Complications

Item Drops



Items shown in **green text** in an enemy's inventory will become yours if you can defeat that enemy.

Supports



As units grow more attached, they will earn supports with one another, prompting support conversations. There might be more bonuses down the road for units who have high support...

Classes

[Class Tree](#)

All classes are unisex, meaning you can start off as any class, regardless of sex.

Sterling Soldiers

Lancer



- Infantry units who specialize in the [lance](#). Weaker than other lance classes, but also faster and with better accuracy.
- Promotes to Halberdier or Paladin.
- Primarily found in Galtea.
- Proficient in light armor, medium armor, and shields.

Cavalier



- Knights who fight on horseback. High mobility but average stats. Can use either a [sword](#) or a [lance](#).
- Promotes to Paladin or Great Knight.
- Primarily found in Galtea.
- Proficient in light armor, medium armor, and shields.

Knight



- Knights encased in heavy armor who wield [lances](#). The most defensive class, but weak against magic.
- Promotes to Great Knight or General.
- Primarily found in Galtea.
- Proficient in light armor, medium armor, heavy armor, and shields.

Sanguinary Skirmishers

Barbarian



- Savages who wield **axes**. High strength and speed, but low defense.
- Promotes to Berserker or Warrior.
- Primarily found in Locris.
- Proficient in light armor and medium armor.

Fighter



- Combatants who use **axes**. More balanced than barbarians, but still fairly unbalanced compared to non-axe wielders.
- Promotes to Warrior or Hero.
- Primarily found in Histia.
- Proficient in light armor and medium armor.

Mercenary



- Professional **sword-wielders**. While stronger and bulkier than a myrmidon, they are also slower and have worse magic resistance.
- Promotes to Hero or Assassin.
- Primarily found in Histia.
- Proficient in light armor, medium armor, and shields.

Thief



- Weak at fighting, but speedy and good at picking locks. Can use either a **sword** or a **bow**.
- Promotes to Assassin or Trickster.
- Primarily found in Isauria.
- Proficient in light armor.

Steppe Scrappers

Archer



- Bow-fighters who attack from a distance. Low defenses, but great accuracy.
- Promotes to Sniper or Sky Hunter.
- Primarily found in Locris.
- Proficient in light armor.

Pegasus Knight



- Knights wielding lances who soar the sky astride a pegasus. Frail but speedy. Strong against magic, but weak against bows.
- Promotes to Sky Hunter or Falcon Knight.
- Primarily found in Histia.
- Proficient in light armor and medium armor.

Sand Strikers

Wyvern Rider



- Knights wielding axes who soar the sky astride a wyvern. Bulkier than their pegasus cousins. Vulnerable to bows and magic.
- Promotes to Wyvern Lord or Night Flier.
- Primarily found in Isauria.
- Proficient in light armor and medium armor.

Shaman



- Wielders of dark magic. Sturdy, boasting high defenses.
- Promotes to Night Flier or Druid.
- Primarily found in Isauria.
- Proficient in no armor.

Sagacious Slayers

Myrmidon



- Warriors who specialize in the **sword**. While they suffer in defense, their strikes almost always hit.
- Promotes to Swordmaster or Spellblade.
- Primarily found in Locris.
- Proficient in light armor.

Mage



- Wielders of anima magic. High magic resistance, but poor defense. They do well against armored foes.
- Promotes to Spellblade or Sage.
- Primarily found in Galtea.
- Proficient in no armor.

Priest / Cleric



- Healers who aid allies with **staves**. High magic resistance, but poor defense. They generally don't fight.
- Promotes to Sage or Bishop.
- Primarily found in Pontus.
- Proficient in no armor.

Troubadour



- Mounted healers wielding **staves** who possess high mobility. High magic resistance, but poor defense. They generally don't fight.
- Promotes to Bishop or Valkyrie.
- Primarily found in Pontus.
- Proficient in no armor.

Secretive Sluggers

Protean



There is one "known" race throughout the continent of Mysia, and that is the human race. However, there are also a race of shapeshifters called Proteans, who not only have animalistic traits, but have the ability to transform into a giant version of an animal (think the direwolves from Game of Thrones). However, because of past discrimination, they tend to live in isolated communities or in family units, separate from human beings. Most human beings have no idea Proteans even exist, and they are seen as the stuff of fairy tales if they are even mentioned. Some people have speculated that the Great Dragon is a kind of Protean, but nobody knows for sure.

Singular Supporters

These classes are ineligible to be chosen as a starting class.

Lord



- The title given to a fledgling royal. Fights using a **sword**, including rapiers.
- Proficient in light armor and medium armor.

Tactician



- A strategist who can wield both **swords** and anima magic.
- Proficient in no armor.

Items

Every unit can carry up to five items usable in battle, including their weapons.

Swords

One of the four physical weapons you can wield. They have an advantage over axes. Generally the lowest in power, but the highest in speed and accuracy. Certain super rare swords are also magical.

Lances

One of the four physical weapons you can wield. They have an advantage over swords. Generally the most balanced, as they have more power than swords but less than axes, and more accuracy than axes but less than swords.

Axes

One of the four physical weapons you can wield. They have an advantage over lances. Generally the lowest in accuracy, but the highest in power.

Bows

One of the four physical weapons you can wield. They are highly effective against flying units such as pegasus knights or wyvern riders, however you cannot use them at close quarters.

Anima Tomes

Books of power holding the ability to use anima magic. This magic utilizes the elements. There are three different types of tomes you can use: **fire**, **thunder**, and **wind**. **Wind** magic is known for its high speed and accuracy, **thunder** for its power, and **fire** for being a balance between the two.

Dark Tomes

Books of power holding the ability to use dark magic. Commonly called "elder magic" by practitioners, it draws its power from life, and the natural energies of the world, itself. It is even less accurate than most anima magic, however it is higher in power. Users are respected throughout Mysia except in Pontus.

Staves

A non-offensive weapon. There are various types of staves, and the most common are the healing ones, such as Heal or Mend. Others can cause status effects such as sleep, create a defensive barrier, work as torches, or even teleport allies. Users are feared throughout Mysia except in Pontus.

Tonics

There are many kinds of tonics out there but the most common are healing tonics, of which there are three types. Vulneraries, a bundle of healing herbs which you can apply on a wound. Concoctions, brown bottles which act similarly to Hi-Potions. And last but not least, elixirs, which fully restore your wounds.

Currency

The currency used in Mysia is gold. Not to mean literal gold but that is the name of their currency. There is also a coinage called silver that is used for more common items. 100 silver is worth 1 gold. For those D&D-inclined, you could say:

- 1 gp = 10 gold or 1000 silver
- 1 sp = 1 gold or 100 silver
- 1 cp = 10 silver

Prices

The weapon rank required to use the weapon is listed at the front. Green items are commonly found in shops, yellow items are found in more specialized or higher-end shops, and orange items are rarely found in shops at all. Also note that shops will have a different selection depending on which country they're located in. For instance, you would be hard-pressed to find a heal staff in any country besides Pontus.

Armor

*The price listed is for bronze armor. Upgrading to iron costs 1.5x, steel 2.5x, silver 4.0x, and brave 6.0x.

Light Armor

Padded - 50 gold

Leather - 100 gold

Studded Leather - 450 gold

Medium Armor

Hide - 100 gold

Chain Shirt - 500 gold*

Scale Mail - 500 gold*

Breastplate - 1200 gold*

Half Plate - 1750 gold*

Heavy Armor

Ring Mail - 300 gold*

Chain Mail - 750 gold*

Splint - 1000 gold*

Plate - 3500 gold*

Shields

Leather Shield - 50 gold
Bronze Shield - 100 gold
Iron Shield - 150 gold
Steel Shield - 250 gold
Silver Shield - 400 gold
Brave Shield - 600 gold
Dracoshield - 2500 gold

Weapons

Swords

E - Bronze Sword - 350 gold
D - Iron Sword - 520 gold
C - Steel Sword - 840 gold
B - Silver Sword - 1410 gold
A - Brave Sword - 2100 gold
D - Armorslayer - 1450 gold
D - Killing Edge - 1470 gold

Lances

E - Bronze Lance - 350 gold
D - Iron Lance - 560 gold
C - Steel Lance - 910 gold
B - Silver Lance - 1560 gold
A - Brave Lance - 2220 gold
D - Javelin - 700 gold - Range 1-2
C - Short Spear - 1600 gold - Range 1-2
C - Killer Lance - 1680 gold

Axes

E - Bronze Axe - 400 gold
D - Iron Axe - 600 gold
C - Steel Axe - 980 gold
B - Silver Axe - 1740 gold
A - Brave Axe - 2400 gold
D - Hand Axe - 750 gold - Range 1-2
C - Short Axe - 1750 gold - Range 1-2
D - Hammer - 1850 gold
C - Killer Axe - 1860 gold

Bows

- E - Bronze Bow - 350 gold
- D - Iron Bow - 560 gold
- C - Steel Bow - 910 gold
- B - Silver Bow - 1560 gold
- A - Brave Bow - 2220 gold
- C - Killer Bow - 1680 gold

Tomes

- E - Fire - 540 gold
- D - Elfire - 980 gold
- C - Arcfire - 1440 gold
- E - Thunder - 630 gold
- D - Elthunder - 1050 gold
- C - Arcthunder - 1620 gold
- E - Wind - 450 gold
- D - Elwind - 910 gold
- C - Arcwind - 1320 gold
- E - Flux - 540 gold
- D - Luna - 980 gold
- C - Eclipse - 1380 gold

Staves

- E - Heal - 600 gold
- D - Mend - 1000 gold
- C - Physic - 1800 gold - Range depends on magic level
- B - Recover - 1950 gold
- A - Fortify - 2500 gold - Range depends on magic level

Tonics

- Vulnerary - 300 gold for 3 uses
- Concoction - 600 gold for 3 uses
- Elixir - 900 gold for 1 use