The following codes are for **Fire Emblem: Path of Radiance**

All by donny2112, unless otherwise noted.

NTSC

All by donny2112, unless otherwise noted.

(m) (Datel)
B839-Q944-8YM1A
BK3V-M2ET-02FFA

Make Game Save Copyable (donny2112)
E2RZ-4869-78ZTW
0PCZ-BKBQ-2M99J
NH26-2519-VTJPM
6M8C-N29E-1Z7JW
XU5Y-MH41-JCGCQ
9GJZ-GDD9-XX6B3

Note: Start up your game and make a save occur (e.g. Suspend, Save). You can now copy the save file to another memory card on the GameCube memory card manager screen. You only have to use this code once to make the save copyable from now on.

Unlock Extras Menu items and Illustrations (donny2112)
J5KW-1KVY-N3W42
EZHM-1Q0A-68RBG

Notes:
1. Trial Maps will only become available after beating the game once.
2. Only the 2 GBA games and GCN game illustrations are unlocked.

Codes

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Unlock All Bonus Characters (Trial Maps) (donny2112)
2823-PYB7-91WVV
ZGFM-YT2M-CBAGV
0292-BT7M-T682V

Improved Level Mod (L+A) (donny2112)
122EF408 00000140
0402D570 88630010
4A2EF408 00000140
0402D570 386000xx
00330718 000000xx

xx is the level you desire. This can be used when you load up a level, instead of after a level completes.

Quantity Digits:
00 - **Test Level**
01 - Prologue
02 - Chapter 1
03 - Chapter 2
04 - Chapter 3
05 - Chapter 4
06 - Chapter 5
07 - Chapter 6
08 - Chapter 7
09 - Chapter 8
0A - Chapter 9
0B - Chapter 10
0C - Chapter 11
0D - Chapter 12
0E - Chapter 13
0F - Chapter 14
10 - Chapter 15
11 - Chapter 16
12 - Chapter 17
13 - Chapter 18
14 - Chapter 19
15 - Chapter 20
16 - Chapter 21
17 - Chapter 22
18 - Chapter 23
19 - Chapter 24
1A - Chapter 25
1B - Chapter 26
1C - Chapter 27
1D - Black Knight
1E - Chapter 28
1F - Endgame
20 - epilogue
21-4F - freezes
50 - **Test Level**
51-5A - freezes
5B - Hillside Battle
5C - Lonely Isle
5D - Strange Turn
5E - Desperation
5F - Escape
60 - Trapped
61-62 - freezes

If anyone wants to try 63-FF, be my guest.

The Test Level has most terrain types you're going to find in the game. It also has a ton of special players (Ashnard, Bishop Lekain, Elincia), but since you can't complete the level, you can't recruit them. The ordering and levels seem to vary depending on who's in your party when you warp to this level, but here are the results from one test try.

Type Name (Level)

Player's side:
Wyvern Lord Haar (20)
Swordmaster Mia (20)
Sage Tormod (20)
Swordmaster Lucia (20)
General Gatrie (20)
Paladin Titania (20)
Sage Ilyana (20)
Hero Greil (20)
Lord Ike (20)
Sniper Rolf (20)
Warrior Boyd (20)
Paladin Oscar (20)
Tiger Muarim (20)
Bishop Lekain (20)
Heron Ryson (20)

Valkyrie Mist (20)
Mage Soren (20)
Assassin Volke (20)

Enemy's side:
Princess Crimea Elincia (20)
Sniper Norris (20)
Sniper Balmer (20)
Hawk Tibarn (20)
General Brom (20)
Red Dragon Ena (20)
Paladin Petrine (20)
General Black Knight (20)
King Daein Ashnard (20)
Halberdier Nephenee (20)
Beast Tribe Giffca (20)
Cat Ranulf (20)
Raven Naesala (20)
Bandit Nedata (20)
Bishop Rhys (20)
Sage Bastian (20)
Falcon Knight Tanith (20)
Swordmaster Stefan (20)

If you want to recruit Ashnard and use him in your game, I would suggest using the below "Current Level Mod." Be on Endgame, use the code to specify a level earlier than Endgame, and recruit Ashnard at the end of the chapter.

Current Level Mod (L+A) (donny2112)
0A2EF408 00000140
00330718 000000xx

Note: This is best used to change the next chapter you will go to.

Example:
You want to warp to the final Black Knight battle. Put in 1C to the code and activate during a chapter. After the chapter ends, you'll be at the Black Knight.

Warp to Black Knight at Chapter End (L+A) (donny2112)
E13Z-ZAK0-ZNNED
YQ9P-3ZBN-6RDTJ
VCJZ-692Y-F1F6W

Also, if you start a level mod for a trial map on a regular save, you'll play all of the subsequent ones back-to-back-to-back (and freeze after Trapped) and Exp is accrued. Use the "Current Level Mod" code on Trapped to avoid the freezing.

Infinite Bonus Exp (Ketheriel)
EWK9-DN6Q-V7QA9
N73R-YG6E-TCPTT

Always xx's turn (donny2112)
00330719 000000xx

00 - player
01 - enemy
02 - other

Make it turn xx (L+B) (donny2112)
0A2EF408 00000240
0033071B 000000xx

Make enemies player-controlled but not on your team on/off (L+D-pad Up/Down)(donny2112)
MZYZ-E47U-51N5F
FU77-QEJ3-AQ1X4
50WE-D5EQ-YXN7R
X8E7-10HE-F1G97
P30G-REWQ-DVWJY

Always Player Phase(donny2112)
REM0-7P2C-M5DNJ
50WE-D5EQ-YXN7R

Make enemies player-controlled on/off (Z+D-pad Left/Right) (donny2112)
6E12-581C-V4018
1BKK-HPDC-ZTBRT
J6WG-1DGR-NAWVT
FKGH-JT5E-GH2P2
8BWJ-WEGX-G6TVX

Make enemies/others player-controlled on/off (Z+D-pad Left/Right) (donny2112)
K55W-4TX4-7PW8B

HKAT-348P-ZT46H
J6WG-1DGR-NAWVT
CA4U-T9TP-NHA05
4346-3MPF-FHH43
8BWJ-WEGX-G6TVX
HNPQ-XVYV-YTBTB

Make everyone player-controlled on/off (Z+D-pad Left/Right) (donny2112)
CDEU-272Q-2QEVH
A4CD-Q7D2-M33Q1
J6WG-1DGR-NAWVT
CA4U-T9TP-NHA05
Z0M8-MBFJ-5BRXR
E9FZ-A3QA-YCERP
BG8J-JQHY-FTK9U
8BWJ-WEGX-G6TVX
HNPQ-XVYV-YTBTB
2AGW-3W2D-RJN9T
E9FZ-A3QA-YCERP

Note: Only use one of the player-controlled codes at a time. Also, you can use these codes to recruit NPCs onto your team (Black Knight, Sephiran, etc.), but some of them are glitchy. (Thanks for the heads up, nicktran111467!) You have to have them be player-controlled (blue circle under them) at the end of the level. Additionally, you can have too many characters on your team if it prevents there being enough room for the enemies. In that case, some levels won't load.

Remove -Discipline- from all (donny2112)
K9C1-4B6P-T2K3M
5PNQ-4D66-UUVDE
RBHQ-WAFP-3P4Q2
U8HR-YBWQ-1JXE9
DD3A-F08C-DFVJV
4ZVU-KGEH-AZFYB
8WAJ-XWUU-GVT2J
UZMB-JX5U-Z2K97
W3XG-N0T4-DX7XB
6AHZ-42MY-A0XJG
MQYA-FMZV-0ETN6
6THG-NFMJ-A4AC0
JDBJ-1VNM-DXGXY
A3NU-90N7-A9P07
B5YM-476D-6BTX5

Note: This code is useful if you've recruited Greil onto your team. Also, you can't have this code on at the same time as Inf HP, Inf HP/99 Exp, the Support Mod Codes, or the Make Game Save Copyable code.

Super Ranger Ike (donny2112)
UYMM-CCED-TZYT0
R1UP-VJAZ-VKKUU
849Q-9215-CGH8M
XX2E-WEJA-B65FN
E4VG-2R9C-T9ZMQ
XYNK-KWR0-DGFEN
42X7-W270-YUK6R

Super Lord Ike (donny2112)
R57M-0C8N-JGY53
R1UP-VJAZ-VKKUU
1U78-J0B3-144XY
UND5-GWF4-8BT4Y
8ZWW-QQE5-VEHG2
FEC8-WKMN-C4AUD
EK79-R20C-99EPF

Max Maximums for all (donny2112/nicktran111467)
ZHPN-TBMD-P7FUG
FD02-5V6N-A46HM
E43R-8Z0R-PXUYR
BBF7-6MH0-G1JGH
FX5U-X40B-6RGKG

Give everyone 50 capacity (donny2112/nicktran111467)
0260-J3HN-8FURV
WNKA-288R-K9QMG
HYEX-YB7F-1F5GE

Note: This may give problems when viewing skills or if too many skills are applied to a single character. Also, it is good for Ike to already be leveled up.

Inf Health (Ike's team, but not Ike) (donny2112)

TT1K-M3JD-ETQ02
5PNQ-4D66-UUVDE
KQ3B-KVCG-27EXZ
U8HR-YBWQ-1JXE9
R36B-UDGY-MTA7Q
C7T1-ZZJ2-XQMW4
UFTM-3K0C-HVZ4G
3ZA9-N196-NWPF6
423T-GUR5-DQBNJ
C08F-VJF0-CUYGG
U9V9-BCT1-GDA7Z
YRT2-W0EY-24XP2
MZ9V-QA8R-BCH2R
ANA0-84P3-HHCBG
YE93-BJ1C-Y5EPT
B5YM-476D-6BTX5

Inf Health/99 Exp (Ike's team, but not Ike) (donny2112)
8JMK-E6QC-DYHVC
5PNQ-4D66-UUVDE
KQ3B-KVCG-27EXZ
U8HR-YBWQ-1JXE9
R36B-UDGY-MTA7Q
C7T1-ZZJ2-XQMW4
UFTM-3K0C-HVZ4G
3ZA9-N196-NWPF6
423T-GUR5-DQBNJ
C08F-VJF0-CUYGG
U9V9-BCT1-GDA7Z
EJ7C-KVNJ-PU0VH
RKZK-G034-0V3FZ
Q9QC-DEYD-9UNH7
D7RY-FT98-TVPX5
5D24-M12U-DYB84
1NCK-CPKH-0P49E
B5YM-476D-6BTX5

Note: Only one of these at a time and can't have on "Remove -Discipline-", Support Mod Codes, or Make Game Save Copyable codes at the same time.

Give everyone yy skill (IceIpor/donny2112)
00000000 80xxxxxx
000000yy 009F0280

xxxxxx - the last six characters of the skill set location for Ike that
you want to modify.
yy - the skill to apply

Note: This affects enemies, too.

Stats always increase (donny2112)
BCG8-6H7N-VTUTM
HP82-ZA4P-43X4F
JK49-U4MF-9RDP0
MTA5-T5YC-QVCD4
JK49-U4MF-9RDP0

Forge is free (donny2112)
X4EM-0MP3-W7QB5
GMR8-626G-MT4DN

Forge - Add 1 to make Atk/Hit/Crit max'd (donny2112)
G9RA-V432-AWMD1
NFEC-TVFZ-DYRVB

Ike's Weapons Mod (donny2112)
Note: The weapon/item codes work best when button-activated.

Weapon slot 1
042B16B0 xxxxxxxx

Weapon slot 2
042B16B8 xxxxxxxx

Weapon slot 3
042B16C0 xxxxxxxx

Weapon slot 4
042B16C8 xxxxxxxx

Ike's Items Mod

Item Slot 1
042B16D0 xxxxxxxx

Item Slot 2
042B16D8 xxxxxxxx

Item Slot 3
042B16E0 xxxxxxxx

Item Slot 4
042B16E8 xxxxxxxx

Example Weapon/Item mod codes

Notes:

1. Don't have Ike be equipped with a weapon he can't use. The game will freeze.
2. Don't have animations turned on with the non-normal weapons, as the game may freeze.
3. Special Bow weapons (e.g. Ballista) may freeze the game on some chapters.

Ike Has 80 Of Every Weapon/Item (IceIpor)
FFQA-RJRF-WN1H1
0YQP-X63C-KTFBA
3M29-64P2-3Y5NG

Ike has Ragnell/Devil Axe/Alondite/Gurgurant/Occult (R+D-pad Up) (donny2112)
NA2Q-53TJ-G3RAQ
53V9-C8GX-4Y0GQ
76PM-NFNW-GRT0K
AQTU-8TV2-ME48V
3NVB-YWNY-RXJWT
JJTB-EQHH-8FT3U
B3VX-CE2R-V4DTR
E9FZ-A3QA-YCERP

Ike has all Brave Weapons (R+D-pad Left) (donny2112)
983U-Y4WX-58X4Y
A4WV-2ZQU-1R9UE
NGJE-JQ9E-JF5AM
TG6C-1R0Z-3QNEV
287R-908H-C3QRF
7XE8-0KTR-4KQBC
E9FZ-A3QA-YCERP

Ike has all S-level Weapons (R+D-pad Right) (donny2112)
KHKB-BG6C-WDRCP
CVN8-XZ56-40NC8
HPE9-6BK1-EWXW6
VK1T-RN1X-YRZG1
7U2P-3XCY-U8YW2
M3A8-NMX5-Y7ZZK
E9FZ-A3QA-YCERP

Ike has Venin Weapons (R+D-pad Down) (donny2112)
7ZUM-R2RV-NM3EA
NDWY-6521-B1TBZ
TAPW-GT7Y-P9597
QXMW-NB80-A8HP6
TDKZ-XXYM-VBQ61
F64F-RBNP-2TJGP
E9FZ-A3QA-YCERP

Ike has special Bow weapons and Seraph Robe/Speedwing/Talisman/Energy Drop (L+D-pad Up) (donny2112)
QNN1-VB32-90GNK
MVW9-5PUW-3C1YB
UMZJ-1AV9-DWRYB
5310-HQ6B-WCR10
51K7-MKNX-CK66C
JPEW-E7QN-K6VC7
042F-1D8T-AU9JD
XBWZ-H0JD-7QME0
0RXK-0816-K97C2
PGWG-HR65-WYU33
E9FZ-A3QA-YCERP

Ike has all S-level magic and Statue Frag/Dracoshield/Secret Book/Spirit Dust (L+D-pad Left) (donny2112)
9NK7-KQ33-2FJ9N
8M3N-T62R-Q1C2M

NZHE-08UP-F4P05
GKRE-MZVP-YNXEG
99GZ-074R-C0KVG
PWN9-7DDX-7U1AN
7Y9A-MUPY-NPGPW
4FVZ-M6JN-3V51X
6T3G-R44H-MQ9PP
0PCR-7DK3-4N9G8
E9FZ-A3QA-YCERP

Ike has Ashera Staff/Warp/Berserk/Unlock and Ashera Icon/Boots/ Arms Scroll/Silver Card (L+D-pad Right) (donny2112)
XR0M-CFRK-Y1DW5
0V45-1DKF-2WQH3
NFGV-54BR-PM9YD
2U7F-VAU0-5W0EQ
Z4KN-KJ0K-34CVB
6KY9-9PXX-72Z23
PN9K-5PNH-3NXJJ
T52B-5QEF-AV7HK
9NWV-GXZ2-WZZAX
3G57-4FCV-TWP88
E9FZ-A3QA-YCERP

Support Mod Codes

How these work:

1. Start a game with all the Support Codes turned on.
2. Enter a base save and hit Z, then B on controller 2. You'll default to being in the first support slot with a value of 0 for all characters. e.g. Ike's support with Titania (support slot 1) will be 0 regardless of how high it was before.
3. On Controller 2, press L, release, press A. This will add 1 to the support value for the current support slot **for all characters. These codes affect all characters at once.**
4. Repeat step 3 until you can activate a support conversation.
5. Once you are done with this support slot, press B on Controller 2 to set it back to 0 (you can still only see 5 support conversations unless you reset the slot).
6. On Controller 2, press L, release, press R. This will move you to the next support slot for a character.
7. Now go back to step 3.

This way you can see every support between currently available characters.

Must Be On - Support Mod Codes (donny2112)
92DW-ZBQX-14K53
5PNQ-4D66-UUVDE
EMNK-YWKQ-Z1EN7
U8HR-YBWQ-1JXE9
P1X3-6BUK-ADD0W
HJD9-F1RG-M3ANV
NXR7-H724-CPHEZ
54Y9-WJHJ-N2V3R
KV28-97P2-0Q61P
ZHCY-D991-EP2FQ
MQYA-FMZV-0ETN6
6THG-NFMJ-A4AC0
3671-5MKD-V93WK
A3NU-90N7-A9P07
B5YM-476D-6BTX5

Note: Can't have on Remove -Discipline-, Inf HP Ike's team, Inf HP/99 Exp Ike's team, or Make Game Save Copyable. Also, this affects all characters at once.

Prime Support Changes (P2: L) (donny2112)
HZU8-WUEE-V97G7
FNT1-CFRX-VX5HB
F6MJ-HJ1A-9UFD7

Add 1 to Current Support Level (P2: A) (needs priming) (donny2112)
FG0E-WJB3-DQ1GU
TRZ8-AZDA-TX32G
UQEN-DWAR-7NR1M
XDFA-KH8H-K8APC
HGJF-J031-MVYBZ
E9FZ-A3QA-YCERP

Reset Current Support Level (P2: B) (donny2112)
QF3A-K4JN-AHVH7
X9JQ-2EXV-1HPWP
CVKC-5A89-YA8CU

Go to next Support Slot (P2: R) (needs priming) (donny2112)

UN2H-QTKT-5KJWX
HJ8X-XQQ4-HRU1X
UQEN-DWAR-7NR1M
XDFA-KH8H-K8APC
E5AF-6ZU1-NAR1M
E9FZ-A3QA-YCERP

Go to first Support Slot (P2: Z) (donny2112)
8B0Y-EFAG-5V3N4
Y38J-JNCV-1WVG4
KTMX-QWZJ-40570

PAL

(m) (Parasyte)
HM9G-2BGV-8PRYY
M9Q2-P3R9-U3TW1

Make Game Save Copyable (Ralf)
U5Y9-TNJ7-NUW68
1T14-4W3X-XW8VC
NH26-2519-VTJPM
6M8C-N29E-1Z7JW
XU5Y-MH41-JCGCQ
823C-62U7-BEDEW

Note: Start up your game and make a save occur (e.g. Suspend, Save). You can now copy the save file to another memory card on the GameCube memory card manager screen. You only have to use this code once to make the save copyable from now on.

Unlock Extras Menu items and Illustrations (Ralf)
G44U-0JNY-XMQYK
UWT4-5DTG-BQ2UJ

Notes:
1. Trial Maps will only become available after beating the game once.
2. Only the 2 GBA games and GCN game illustrations are unlocked.

Unlock All Bonus Characters (Trial Maps) (Ralf)
QXRC-2TY0-Z3K7B
5152-V53N-55UZD
0292-BT7M-T682V

Improved Level Mod (L+A) (Ralf)
122F98E8 00000140
0402D710 88630010
4A2F98E8 00000140
0402D710 386000xx
0033A718 000000xx

Note: See note for US version of code.

Current Level Mod (L+A) (PokeyChilum)
0A2F98E8 00000140
0033A718 000000xx

Note: See note for US version of code.

Infinite Bonus Exp (donny2112)
HPU8-5RCT-TYTR3
QDDB-41X1-H6A1P

Make enemies player-controlled on/off (Z+D-pad Left/Right) (donny2112)
8ZA9-X9TV-8CW79
ZD8X-NFNG-1GMFJ
G6U7-B4A9-7QWAW
5DKG-FJ71-PRZNF
7AJX-UN2X-6JG3T

Make everyone player-controlled on/off (Z+D-pad Left/Right) (donny2112)
6B4G-5T5R-EKM1U
CNW4-Y251-UGK9J
G6U7-B4A9-7QWAW
UE6J-B5T9-D4WKH
0VT5-FE9U-NM2N3

E9FZ-A3QA-YCERP
Q16J-3EX4-E540N
7AJX-UN2X-6JG3T
UD1Q-VJPA-46FUM
773N-RR66-2GYJU
E9FZ-A3QA-YCERP

Note: Only use one of the player-controlled codes at a time. Also, you can use these codes to recruit NPCs onto your team (Black Knight, Sephiran, etc.), but some of them are glitchy. (Thanks for the heads up, nicktran111467!) You have to have them be player-controlled (blue circle under them) at the end of the level. Additionally, you can have too many characters on your team if it prevents there being enough room for the enemies. In that case, some levels won't load.

Make enemies player-controlled but not on your team on/off (L+D-pad Up/Down) (PokeyChilum)
N6Y3-JG20-KB3NM
ANYG-XWQY-RF5YN
VM1V-HME1-YPXEK
9JM5-W6YH-7ND36
YQVG-JEQ0-HJP4V

Note: This code will let you contol the enemies and attack your own players. The enemies keep their red circle under them. This code takes effect during the Player Phase, so the enemies may attack again during their phase.

Super Ranger Ike (PokeyChilum)
4AAG-937A-A04ED
YJ8U-FERV-1YNRU
NXMR-MZX2-UGR8H
NZQC-3Z62-Y4NTN
GYFJ-GQP0-BNXKQ
R8PN-GZB7-GMDZQ
T5WY-N29K-HD61W

Super Lord Ike (PokeyChilum)
9K6A-UV5Y-654DA
YJ8U-FERV-1YNRU
7TFA-VW7W-1VEM7
YXYX-E9W7-7VH18
2177-WQPN-H6DZU
GX2Z-TMK6-55JR4
AEF8-MVZM-RKEEJ

Inf Health outside Battle/99 Exp (Ike's team) (donny2112)
FKYX-7EYF-21V0K
5PNQ-4D66-UUVDE
6FNA-X0F8-NYUWB
DD2P-R4HX-36WAV
F4BJ-WCD8-V6GPZ
C7T1-ZZJ2-XQMW4
UFTM-3K0C-HVZ4G
3ZA9-N196-NWPF6
423T-GUR5-DQBNJ
C08F-VJF0-CUYGG
U9V9-BCT1-GDA7Z
EJ7C-KVNJ-PU0VH
RKZK-G034-0V3FZ
Q9QC-DEYD-9UNH7
D7RY-FT98-TVPX5
5D24-M12U-DYB84
1NCK-CPKH-0P49E
B5YM-476D-6BTX5

Note: Can't use Support Mod codes at same time.

Always Player Phase (PokeyChilum)
01PE-MF60-U32UM
VM1V-HME1-YPXEK

Make it turn xx (L+B) (PokeyChilum)
0A2F98E8 00000240
0033A71B 000000xx

Ike's Weapons Mod

Notes:

1. Don't have Ike be equipped with a weapon he can't use. The game will freeze.
2. Don't have animations turned on with the non-normal weapons, as the game may freeze.
3. Special Bow weapons (e.g. Ballista) may freeze the game on some chapters.

Ike Has 80 Of Every Weapon/Item (PokeyChilum)
YAYZ-WA70-FQWJX
ZP3P-5GEU-QTR67
VTUK-7Q4B-F7XH7
3GXZ-DEHN-JE5HM
KBUH-CFUT-PFMDZ
Y30N-C364-Z4G1A
VZT0-WHAZ-M9WRU
U2G1-Z2M5-7A48U
1DAM-U2UK-E9T8E

Ike has Ragnell/Devil Axe/Alondite/Gurgurant/Occult (R+D-pad Up) (PokeyChilum)
7G7P-K1F9-RH2D9
95FP-T8A9-39WG2
RAT6-TNYT-ERZBK
KNB9-8DAC-2NV01
266W-YUAC-BRJUW
7P75-FYGU-UDQ3T
H6KX-D83V-7DJ2X
E9FZ-A3QA-YCERP

Ike has all Brave Weapons (R+D-pad Left) (PokeyChilum)
4AJZ-CQM0-7P22C
3TRQ-3N2Q-AHD1B
UYFU-1NX0-CGYK6
AZUC-02HW-C92VN
RFKP-YWRP-UFB2G
VKBZ-JTJM-0CA3Q
E9FZ-A3QA-YCERP

Ike has all S-level Weapons (R+D-pad Right) (PokeyChilum)
V68J-7KXJ-TW4XV
Y1W0-6DUP-W9V1U
3RRM-CFPZ-E9R5U
GQM0-2WYM-Y7GDQ
3MER-NW6Y-KEBKG
ZUVW-8U82-14MYT
E9FZ-A3QA-YCERP

Ike has Venin Weapons (R+D-pad Down) (PokeyChilum)
5CG9-G2KY-JNVDY
VDP5-64DX-3H789
RVA3-590Q-WC3K0
KEX0-8Q8U-REXU7
6D53-TEFG-258MM
8Z96-PWEB-H31MU
E9FZ-A3QA-YCERP

Ike has special Bow weapons and Seraph Robe/Speedwing/Talisman/Energy Drop (L+D-pad Up) (PokeyChilum)
JXUF-4AJ6-7N5D7
6AHD-U1CG-MXFMR
PKCJ-6VVR-FU4JF
450U-HE9F-ZCVTW
2E8X-P65Q-N8MNZ
VHHJ-QAER-MQWAJ
R35Z-YQUK-W8BGZ
3CX5-BN50-JEAQZ
D47Q-YNZW-4YP74
EYT5-GG9R-EVK7U
E9FZ-A3QA-YCERP

Ike has all S-level magic and Statue Frag/Dracoshield/Secret Book/Spirit Dust (L+D-pad Left) (PokeyChilum)
6NBX-GZUK-8H2GG
F4H7-XH4X-BAG9D
UWK6-CC5D-U6NC5
EVNX-D51J-VDXP3
R0KY-CY4W-85QBT
WAQH-U1EN-H2CAY
VCCG-K1PQ-WV5P0
DJAJ-RJZE-E9W0U
64WW-Y2HC-7CHY7
DMHE-CZCK-CDWW4
E9FZ-A3QA-YCERP

Ike has Ashera Staff/Warp/Berserk/Unlock and Ashera Icon/Boots/Arms Scroll/ Silver Card (L+D-pad Right) (PokeyChilum)
DDRV-9M22-2FXYW
9A49-4VXT-7XWZV
041K-DX6J-RUQG5

B03T-N3W1-NEHMT
QJPB-WJY4-0NFUM
C0HQ-V3BE-J17U7
ZC5N-N71G-014ZT
ABE6-956C-76CZV
UNF0-7F2T-V8DE9
0ZE2-BCRT-K5VHX
E9FZ-A3QA-YCERP

Support Mod Codes

How these work:

1. Start a game with all the Support Codes turned on.
2. Enter a base save and hit Z, then B on controller 2. You'll default to being in the first support slot with a value of 0 for all characters. e.g. Ike's support with Titania (support slot 1) will be 0 regardless of how high it was before.
3. On Controller 2, press L, release, press A. This will add 1 to the support value for the current support slot **for all characters. These codes affect all characters at once.**
4. Repeat step 3 until you can activate a support conversation.
5. Once you are done with this support slot, press B on Controller 2 to set it back to 0 (you can still only see 5 support conversations unless you reset the slot).
6. On Controller 2, press L, release, press R. This will move you to the next support slot for a character.
7. Now go back to step 3.

This way you can see every support between currently available characters.

Must Be On - Support Mod Codes (donny2112)
5E0U-H7ZZ-U697Z
5PNQ-4D66-UUVDE
6XG0-3VZ6-Z8GUM
DD2P-R4HX-36WAV
36F4-67N6-5Y5ZC
HJD9-F1RG-M3ANV
NXR7-H724-CPHEZ
54Y9-WJHJ-N2V3R
KV28-97P2-0Q61P
ZHCY-D991-EP2FQ
MQYA-FMZV-0ETN6
6THG-NFMJ-A4AC0
3671-5MKD-V93WK
A3NU-90N7-A9P07
B5YM-476D-6BTX5

Note: Can't have on Inf HP/99 Exp Ike's team. Also, this affects all characters at once.

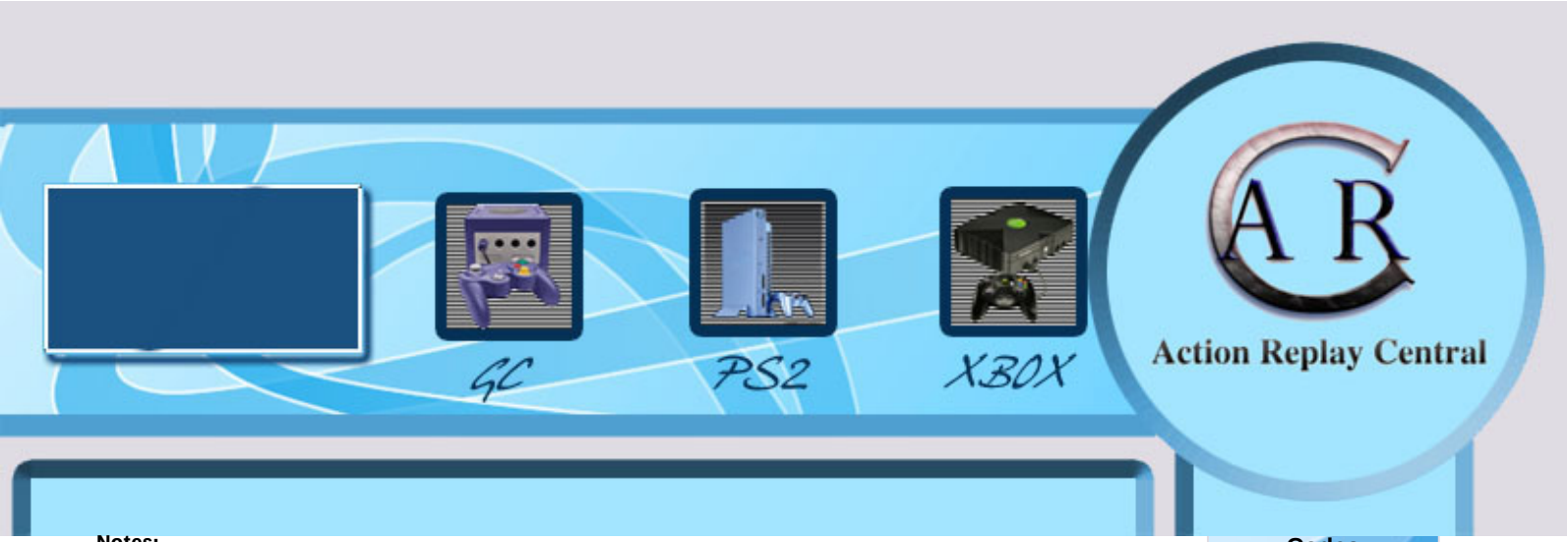
Prime Support Changes (P2: L) (donny2112)
ZX7E-EY0J-39JYA
2FVN-2F2K-YVMFG
F6MJ-HJ1A-9UFD7

Add 1 to Current Support Level (P2: A) (needs priming) (donny2112)
0TYQ-HYJ6-J6FYW
YRE7-JGXG-WQFHP
UQEN-DWAR-7NR1M
XDFA-KH8H-K8APC
HGJF-J031-MVYBZ
E9FZ-A3QA-YCERP

Reset Current Support Level (P2: B) (donny2112)
X18E-TDFN-VC359
YRW2-Q6M8-E1QYK
CVKC-5A89-YA8CU

Go to next Support Slot (P2: R) (needs priming) (donny2112)
DYD0-HCT9-TP8A6
Z6VC-RQY0-8JJ72
UQEN-DWAR-7NR1M
XDFA-KH8H-K8APC
E5AF-6ZU1-NAR1M
E9FZ-A3QA-YCERP

Go to first Support Slot (P2: Z) (donny2112)
U2N9-MTGZ-TUGZM
GAR3-718J-APW8P
KTMX-QWZJ-40570



Notes:

1. Don't have Ike be equipped with a weapon he can't use. The game will freeze.
2. Don't have animations turned on with the non-normal weapons, as the game may freeze.

FE: PoR - Weapon Modifier Digits (U.S. version)

Axe:

Practice Axe - 80933F20
Iron Axe - 80933ED8
Steel Axe - 80933F68
Silver Axe - 80933FB0
Hand Axe - 809341A8
Short Axe - 80934280
Tomahawk - 809341F0
Bolt Axe - 80934238
Poleax - 809340D0
Laguz Axe - 809342C8
Killer Axe - 80934088
Brave Axe - 80934040
Hammer - 80934118
Venin Axe - 80933FF8
Devil Axe - 80934160 (It's here!)
Urvan - 80934310 (S-level Axe)

Lance:

Slim Lance - 80933B78
Iron Lance - 80933B30
Steel Lance - 80933BC0
Silver Lance - 80933C08
Javelin - 80933D70
Short Spear - 80933E90
Spear - 80933DB8
Heavy Spear - 80936908
Knight Killer - 80933D28
Laguz Lance - 80933E48
Killer Lance - 80933CE0
Brave Lance - 80933C98
Venin Lance - 80933C50
Flame Lance - 80933E00
Wishblade - 80934868

Sword:

Slim Sword - 80933620
Iron Sword - 80933590
Iron Blade - 809336F8
Steel Sword - 80933668
Steel Blade - 809349D0
Silver Sword - 809336B0
Silver Blade - 80933740
Trainer - 809335D8
Armorslayer - 809338F0
Longsword - 80933980 (Called Horsekiller (i.e. Horseslayer) in memory)
Laguzslayer - 80933938

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Killing Edge - 809338A8
Venin Edge - 80933788
Brave Sword - 80933818
Runesword - 80933A10
Sonic Sword - 809366C8
Vague Katti - 80933860
Amiti - 80934820
Ragnell - 80933AA0
Alondite - 80933A58
Gurgurant - 80933AE8
Regal Sword - 809337D0

Light Weapons:

Dagger - 80934628
Knife - 809345E0
Stiletto - 80934670

Bow:

Iron Bow - 80934358
Steel Bow - 809343A0
Silver Bow - 809343E8
Rolf's Bow - 80934598
Longbow - 80934550
Laguz Bow - 80934508
Killer Bow - 80934478
Venin Bow - 80934430
Brave Bow - 809344C0
Double Bow - 809339C8
Bright Bow - 80936710 (Uses magic to attack)

Note: These four can be equipped by anyone with level E Bow ability.

Ballista - 80934A60
Iron Ballista - 80934AA8
Killer B - 80934AF0 (Killer Ballista)
Onager - 80934B38 (Rock throwing catapult)

Laguz:

Cat Claw - 809347D8
Tiger Claw - 80934748
Lion Claw - 809346B8
Crow Beak - 80934A18
Hawk Beak - 80934988
Kilvas Beak? - 80936A70
Tibarn Beak? - 80936A28
Red Breath - 809348F8
White Breath - 809348B0

Fire Magic:

Fire - 80934B80
Elfire - 80934BC8
Meteor - 80934CA0
Bolganone - 80934C10
Rexflame - 80934C58 (S-level fire magic; Called Forblaze in memory, i.e. from the GBA games)

Wind Magic:

Vortex - 80934D30 (Kilvas' attack magic)
Wind - 80934CE8
Elwind - 80934D78
Blizzard - 80934E50
Tornado - 80934DC0
Rexcalibur - 80934E08 (S-level wind magic; Called Fimbulvetr in memory, i.e. from the GBA games)

Thunder Magic:

Thunder - 80934E98
Elthunder - 80934EE0
Bolting - 80934FB8
Thoron - 80934F28
Rexbolt - 80934F70

Light Magic:

Lightning - 80935000
Shine - 80935048
Purge - 80935120
Nosferatu - 80935090
Rexaura - 809350D8

Staves:

Heal - 809351B0
Mend - 809351F8
Physic - 80935288
Fortify - 809352D0
Ashera Staff - 80935168
Rescue - 80935480
Sleep - 809353A8
Silence - 80935360
Hammerne - 80935510
Ward - 809355A0
Recover - 80935240
Restore - 80935318

No Name Staves: (I tested Warp, and it works. Presumably, the others will, too.)

IID_BERSERK - 809353F0
IID_WARP - 80935438
IID_UNLOCK - 80935558

FE: PoR - Item Modifier Digits (U.S. version)

Items:

Seraph Robe - 809359D8
Speedwing - 80935AF8
Talisman - 80935BD0
Energy Drop - 80935A20
Statue Frag - 80935C60
Dracoshield - 80935B88
Secret Book - 80935AB0
Spirit Dust - 80935A68
Ashera Icon - 80935B40
Boots - 80935C18
Arms Scroll - 80935F30
Master Seal - 80935CA8
Laguz Stone (Orange) - 80934700
Laguz Stone (Blue) - 80934790
Paladin Band - 80935828
Fighter Band - 80935750
Soldier Band - 80935708
Sword Band - 809356C0
Archer Band - 80935798
Thief Band - 80935990
Knight Band - 809357E0
Mage Band - 80935900
Pegasus Band - 80935870
Priest Band - 80935948
Wyvern Band - 809358B8
Full Guard - 80935678
Laguzguard - 809355E8
Beorcguard - 80935630
Knight Ward - 80935D80
Knight Ring - 80934940
Demi Band - 80936950
Laguz Band - 80936998
Blue Gem - 80936008
Coin - 809369E0
Antitoxin - 80935EA0
Door Key - 80935D38
Elixir - 80935E10
Pure Water - 80935E58
Red Gem - 80936050
Torch - 809354C8
Torch? - 80935EE8
Chest Key - 80935CF0
White Gem - 80935FC0
Vulnerary - 80935DC8
Silver Card - 80935F78 (Reduces costs in armory/shop; i.e. from GBA games.)

Skills:

Adept - 80936758
Blossom (IID_FRAC90) - 809367A0
Canto (IID_CHANT) - 80936638 (can't be assigned)
Celerity (IID_SWIFT) - 809360E0
Corrosion - 809363B0
Counter - 80936440
Daunt (IID_HORROR) - 80936488
Gamble - 80936560
Guard - 80936680
Insight (IID_TELEGNOSIS) - 80936830
Miracle - 809363F8
Nihil - 80936320
Paragon - 80936098
Parity - 809365A8
Provoke - 809364D0
Reinforce - 809367E8
Renewal - 809368C0
Resolve - 80936170
Savior - 80936290
Serenity (IID_CALM) - 80936248
Shade - 80936518
Smite - 809365F0
Tempest (IID_TEMPER) - 80936200
Vantage - 809362D8
Vigilance (IID_BIGEAR) - 80936878
Wrath - 80936368
Occult - 80936128

No Name Skill:

IID_IMPREGNABLE - 809361B8 (Mantle? Does not seem to help, though.)

Notes:

There are three Fire Emblem games available for the GBA, but only two are available in the U.S. After completing the GCN game once, an extras menu option appears which allows you to access character art for the GCN FE game. By connecting the two U.S. GBA FE games, you can also unlock character art for those two games. While the third (actually first released) GBA FE game was not released in the U.S., the character art is still included on the GCN game. In order to access the character art for this unreleased GBA Fire Emblem game, use these codes.

New Method

Replace FE7 Illustrations with FE6 (PAL) (Ralf)
FUM2-K236-T6K00
UMV6-7PR9-KE6QN
1APX-RDM6-WQ6MY

Replace FE7 Illustrations with FE6 (NTSC) (donny2112)
X8H1-U66T-VFCM5
7R74-9UBC-98YEG
PQH0-7FEB-CJZYD

This code replaces the "Fire Emblem" illustrations (first U.S. Fire Emblem game which is unlockable via another code) with the Japan-only GBA game's illustrations. It does not save, so no worries about permanently losing the regular "Fire Emblem" illustrations.

Old Method (NTSC-only)

There are 64 images for the unreleased in the U.S. GBA Fire Emblem. These codes are separated into two sets. The first set replaces 40 of the GCN character arts with 40 of those images. The second set replaces the 24 of the GCN character arts with 24 of those images. **The two sets cannot be used at the same time!**

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Set 1 - Part 1 of 4 (donny2112)
A865-321E-XX7BY
CBMJ-G4V4-W4DK9
BAJH-AG9C-97QYP
X87X-9ATE-AR71A
Z2EB-WBUX-WGAHK
2CR9-0MVN-28P7C
Z9PJ-CUZB-5C4Y3
QB1X-AFH1-Y3PYX
TUWU-H6K1-TN528
QM75-K3TT-YEMK3
B1UW-EHM7-79KQQ

Set 1 - Part 2 of 4 (donny2112)
WK3H-A0T1-R4QCG
RDK3-165W-XB8YC
5YMX-DTJK-KX8KV
R8YU-DNPC-EUW5R
Y4PX-YK8W-WVEW0
PQBT-H3FJ-47BRR
1ZMK-GZPA-5RPNH

ZDWN-FDY8-5968W
NYUP-C5E5-WQK27
UZUF-B8CF-6JR7C
WUVK-GX5M-6V5N7

Set 1 - Part 3 of 4 (donny2112)
56TA-TP19-BR2AJ
6EGF-P7CC-NRAV1
UTRQ-MFN2-JGN2U
ZHPN-W14E-A9ARD
JFYP-QTFT-AUKTM
W178-TBVR-ZX8BD
8BZA-AH9Z-NTHQ9
G4A4-K1R7-XAUZ6
UM5P-9HB5-GB4QM
XMFU-K8FN-0KD9J
1MKJ-PP96-MT1DW

Set 1 - Part 4 of 4 (donny2112)
V3PQ-8WET-R1KJ7
U3P6-2RQ9-AG8EF
7YH9-RY7B-KA42H
92T2-51K2-5P8DN
XUWH-UJ8H-H2EXC
QN6B-X0Q4-VDUYZ
2DVK-A8ZG-U9G9J
X89Z-750M-P3QRJ
R7VD-RVX0-DQQH2
1DGT-945U-YBMCU
23ZK-GCRM-2155X

FE: PoR - Access GBA FE6 Character Art - Set 2 (U.S. version)

Set 2 - Part 1 of 3 (donny2112)
Q5XG-VE0Z-811DE
6AGA-WZTZ-ZPPMV
JBF4-P67Y-TJTP2
44A3-37PG-DFNVZ
HBHD-5DMF-TRETH
AM07-M7VW-5UGTC
FHMC-ZKFM-A1GRJ
M78D-7WMJ-RMJHG
YYQD-985R-2E4NF
0A4M-KQ5R-75QVT
QNBZ-AFMX-GM9VX

Set 2 - Part 2 of 3 (donny2112)
CC1Q-355R-8D1AA
9YNB-U7MH-01WKE
JU5D-X6VR-2U98D
FM42-6F04-378TC
8FC1-382U-KBBUZ
CA8K-K3HE-195UJ
GYQU-MW6F-8UGGZ
E36V-G25T-JV7M4
93CU-J9PD-TP5V1
FT01-KH89-H4D3R
D4J7-G9JK-0N23E

Set 2 - Part 3 of 3 (donny2112)
5N03-J04V-EAPGN
2NTU-MXZZ-DCU6F
VUZB-NTC2-BDAG1
RRXZ-MP6U-7WVVP
4KMR-CH2E-PMH9D