

Master CSV Files

The CSV data files are located in FINAL FANTASY

VI_Data\StreamingAssets\Assets\GameAssets\Serial\Data\Master. They contain most of the data used by the game engine.

List

Filename	Description
ability_group.csv	—
ability_random_group.csv	A set of possible abilities, their casting chance and conditions.
ability.csv	—
achievement.csv	—
action.csv	—
area.csv	Areas of the game, most entries being linked to a map name
armor.csv	—
attribute_group.csv	—
attribute.csv	—
battle_background_asset.csv	—
battle_bgm_asset.csv	—
battle_effect_asset.csv	—
battle_equipment_asset.csv	—
battle_flag_group.csv	—
battle_weapon_asset.csv	—
bgm_asset.csv	—
chanting.csv	—
character_asset_posture.csv	—
character_asset.csv	—
character_default_name.csv	—
character_status.csv	—
command_group.csv	—
command.csv	—
condition_group.csv	—
condition.csv	—
content_flag_group.csv	—
content_type.csv	—
content.csv	—
encount_area_grid.csv	—
encount_area.csv	—
encount_effect.csv	—
equipment_asset_posture.csv	—
erase_condition_group.csv	—
exp_table.csv	—
field_character_asset.csv	—
foot_information.csv	—

Filename	Description
function_group.csv	—
function.csv	—
gallery_list.csv	—
game_constant_int.csv	—
gps_point_group.csv	—
gps_point.csv	—
gps.csv	—
growth_curve.csv	—
habitat_asset.csv	—
habitat_point_group.csv	—
habitat_point.csv	—
icon.csv	—
initialize_data.csv	—
initialize_name.csv	—
intermediate_growth_curve.csv	—
item.csv	—
job_group.csv	—
job.csv	—
landing_group.csv	—
lang.csv	—
learning.csv	—
map_script.csv	—
map.csv	—
mapobject.csv	—
message_conclusion.csv	—
monster_ai_script.csv	—
monster_asset.csv	—
monster_flag_group.csv	—
monster_party.csv	—
monster_set.csv	—
monster.csv	—
name_sort.csv	—
name.csv	—
npc.csv	—
parameter_correction.csv	—
parameter_group.csv	—
parameter_set.csv	—
parameter.csv	—
parts_group.csv	—
picture_book_group.csv	—
picture_book.csv	—
player_lines.csv	—
product_group.csv	—
product.csv	—
resident_mapobject.csv	—

Filename	Description
script.csv	—
se_asset.csv	—
shop_sign.csv	—
sound_npc_list.csv	—
sound_pc_list.csv	—
sound_player_list.csv	—
speaker_asset.csv	—
species_group.csv	—
sub_command.csv	—
tile_damage.csv	—
transportation_group.csv	—
transportation.csv	—
treasure_box.csv	—
weapon_group.csv	—
weapon.csv	—

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