

Start Up Actor Data

Offsets

Description	Value
Base offset (SNES)	\$ED7CA0
Block size	\$16

Data

Offset	Description
\$ED7CA0	extra HP
\$ED7CA1	extra MP
\$ED7CA2	command 1
\$ED7CA3	command 2
\$ED7CA4	command 3
\$ED7CA5	command 4
\$ED7CA6	vigor
\$ED7CA7	speed
\$ED7CA8	stamina
\$ED7CA9	magic
\$ED7CAA	extra attack
\$ED7CAB	extra physical defense
\$ED7CAC	extra magic defense
\$ED7CAD	extra physical evasion
\$ED7CAE	extra magic evasion
\$ED7CAF	right hand
\$ED7CB0	left hand
\$ED7CB1	body
\$ED7CB2	head
\$ED7CB3	relic 1
\$ED7CB4	relic 2
\$ED7CB5	level factor plus run success
	\$03 run success
	\$0C index for constant: to alter level

From:

<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:

https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:actor_startup&rev=1456745830

Last update: **2019/02/12 12:07**

