

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 (item)
\$ED7CB0	left hand (item)
\$ED7CB1	body (item)
\$ED7CB2	head (item)
\$ED7CB3	relic 1 (item)
\$ED7CB4	relic 2 (item)
\$ED7CB5	level factor plus run success
	\$03 run success
	\$0C index for constant: to alter level

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