

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

List of Characters

Index	Name Offset	Stats Offset	Name
\$00	\$C478C0	\$ED7CA0	TERRA
\$01	\$C478C6	\$ED7CB6	LOCKE
\$02	\$C478CC	\$ED7CCC	CYAN
\$03	\$C478D2	\$ED7CE2	SHADOW
\$04	\$C478D8	\$ED7CF8	EDGAR
\$05	\$C478DE	\$ED7D0E	SABIN

Index	Name Offset	Stats Offset	Name
\$06	\$C478E4	\$ED7D24	CELES
\$07	\$C478EA	\$ED7D3A	STRAGO
\$08	\$C478F0	\$ED7D50	RELM
\$09	\$C478F6	\$ED7D66	SETZER
\$0A	\$C478FC	\$ED7D7C	MOG
\$0B	\$C47902	\$ED7D92	GAU
\$0C	\$C47908	\$ED7DA8	GOGO
\$0D	\$C4790E	\$ED7DBE	UMARO
\$0E	\$C47914	\$ED7DD4	BANON
\$0F	\$C4791A	\$ED7DEA	LEO
\$10	\$C47920	\$ED7E00	?????
\$11	\$C47926	\$ED7E16	?????
\$12	\$C4792C	\$ED7E2C	KUPEK
\$13	\$C47932	\$ED7E42	KUPOP
\$14	\$C47938	\$ED7E58	KUMAMA
\$15	\$C4793E	\$ED7E6E	KUKU
\$16	\$C47944	\$ED7E84	KUTAN
\$17	\$C4794A	\$ED7E9A	KUPAN
\$18	\$C47950	\$ED7EB0	KUSHU
\$19	\$C47956	\$ED7EC6	KURIN
\$1A	\$C4795C	\$ED7EDC	KURU
\$1B	\$C47962	\$ED7EF2	KAMOG
\$1C	\$C47968	\$ED7F08	MOG
\$1D	\$C4796E	\$ED7F1E	?????
\$1E	\$C47974	\$ED7F34	MADUIN
\$1F	\$C4797A	\$ED7F4A	?????
\$20	\$C47980	\$ED7F60	WEDGE
\$21	\$C47986	\$ED7F76	VICKS
\$22	\$C4798C	\$ED7F8C	
\$23	\$C47992	\$ED7FA2	
\$24	\$C47998	\$ED7FBB	
\$25	\$C4799E	\$ED7FCE	
\$26	\$C479A4	\$ED7FE4	
\$27	\$C479AA	\$ED7FFA	
\$28	\$C479B0	\$ED8010	
\$29	\$C479B6	\$ED8026	KEFKA
\$2A	\$C479BC	\$ED803C	KEFKA
\$2B	\$C479C2	\$ED8052	KEFKA
\$2C	\$C479C8	\$ED8068	KEFKA
\$2D	\$C479CE	\$ED807E	KEFKA
\$2E	\$C479D4	\$ED8094	KEFKA
\$2F	\$C479DA	\$ED80AA	KEFKA
\$30	\$C479E0	\$ED80C0	TORK

Index	Name Offset	Stats Offset	Name
\$31	\$C479E6	\$ED80D6	JADE
\$32	\$C479EC	\$ED80EC	CUSTER
\$33	\$C479F2	\$ED8102	FABIAN
\$34	\$C479F8	\$ED8118	DRAKE
\$35	\$C479FE	\$ED812E	SARA
\$36	\$C47A04	\$ED8144	CASE
\$37	\$C47A0A	\$ED815A	SIELE
\$38	\$C47A10	\$ED8170	RAY
\$39	\$C47A16	\$ED8186	REIKER
\$3A	\$C47A1C	\$ED819C	LANCE
\$3B	\$C47A22	\$ED81B2	BOB
\$3C	\$C47A28	\$ED81C8	PEPPER
\$3D	\$C47A2E	\$ED81DE	TAU
\$3E	\$C47A34	\$ED81F4	VICTOR
\$3F	\$C47A3A	\$ED820A	HO

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=1458220749

Last update: 2019/02/12 12:49

