

Monster Data

Offsets

Description	Value
Base offset (SNES)	\$CF0000
Block size	\$20
Number of blocks	\$0180
Total size	\$3000

Data

Index	Description
\$00	Speed
\$01	Vigor
\$02	Hit Rate (%)
\$03	Evade Rate (%)
\$04	Magic Block Rate (%)
\$05	Defense
\$06	Magic Defense
\$07	Magic Power
\$08	HP
\$09	
\$0A	MP
\$0B	
\$0C	Experience Points
\$0D	
\$0E	Gold
\$0F	
\$10	Level
\$11	\$1F Ragnarok metamorphosis pack
	\$E0 Ragnarok hit rate
\$12	\$01 Dies if mp becomes 0
	\$02 ???
	\$04 No name
	\$08 ???
	\$10 Human
	\$20 ???
	\$40 Critical attacks if imp
	\$80 Undead

Index	Description
\$13	\$01 Hard to run
	\$02 Attack first
	\$04 Block suplex
	\$08 Can't run
	\$10 Can't scan
	\$20 Can't sketch
	\$40 ?Special event
	\$80 Can't control
\$14	Blocked status 1
\$15	Blocked status 2
\$16	Blocked status 3
\$17	Elements that absorb HP
\$18	Elements that have no effect
\$19	Elements the enemy is weak against
\$1A	Graphic for normal attack
\$1B	Status 1
\$1C	Status 2
\$1D	Status 3
\$1E	\$01 True Knight
	\$02 Runic
	\$04 Life 3
	\$08 ???
	\$10 ???
	\$20 ???
	\$40 ???
	\$80 Removable float
\$1F	\$3F Special attack setting
	\$40 No damage
	\$80 Can't dodge

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