

Monster Data

Offsets

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

Data

Index	Description	
\$00	Strength	
\$01	Speed	
\$02	Hit % Rate	
\$03	Evade % Rate	
\$04	Mag. 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	0-4	Ragnarok metamorphosis specs.
	5-7	Miss ratio for metamorphosis
\$12	0	Dies if MP becomes 0
	2	Hide enemy's name
	7	Undead
\$13	3	Can't run
	4	Can't scan
\$14	??	
\$15	??	
\$16	??	
\$17	Elements that absorb HP	
\$18	Elements that have no effect	
\$19	Elements the enemy is weak against	
\$1A	Attack Type	
\$1B	Condition Effects 1	
\$1C	Condition Effects 2	

Index	Description	
\$1D	Condition Effects 3	
\$1E	Condition Effects 4	
\$1F	\$0F	Special Attack
	0: None	8:
	1: Steal Item	9: Dice
	2: Attack increases as HP increases	A: Attack increases as HP decreases
	3: Kill (with X)	B: Wind attack
	4: Cause 2x damage to humans	C: Recover HP
	5: Drain HP	D: Kill
	6: Drain MP	E: Uses MP to inflict mortal blow
	7: Attack with MP	F: Uses (more) MP to inflict mortal blow
	6	Special attack causes no damage

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