

Spell Data

Offsets

Description	Value
Base offset (SNES)	\$C46AC0
Block size	\$0E
Number of blocks	\$0100
Total size	\$0E00

Data

Offset	Description
\$00	Targeting
	\$01 Allows movable cursor for single target
	\$02 Disable switch of targets between groups
	\$04 Select all targets (both groups)
	\$08 Select one group
	\$10 Auto-accept default selection
	\$20 Multiple selection possible
	\$40 Enemy selected by default
	\$80 Random selection
\$01	Elemental Properties
	\$01 Fire
	\$02 Ice
	\$04 Lightning
	\$08 Poison
	\$10 Wind
	\$20 Pearl/Holy
	\$40 Earth
	\$80 Water
\$02	Spell flags 1
	\$01 physical damage
	\$02 miss if protected against death
	\$04 target only dead allies
	\$08 inverse damage for undead
	\$10 randomize target
	\$20 ignore defense
	\$40 don't split damage on multiple targets
	\$80 abort if used against allies

Offset	Description
	Special flags 2
	\$01 Can use spell on menu (field)
	\$02 Ignore reflect
	\$04 Learn as lore if cast
\$03	\$08 Allow runic
	\$10 ???
	\$20 Change target if actual target is dead
	\$40 Kill user after spell is cast
	\$80 Use MP damage
	Special flags 3
	\$01 Heal target
	\$02 Drain from target to caster
	\$04 Lift status
\$04	\$08 Toggle status
	\$10 Use stamina in evasion formula
	\$20 Can't dodge
	\$40 Hits if target level is multiple of spell hit rate
	\$80 Use fractal damage (spell power should be between 1 and 16)
\$05	MP Cost
\$06	Spell power
	Special flags 4
	\$01 Miss if target is protected against status
	\$02 Show text if spell hits (monster only)
	\$04 ???
\$07	\$08 ???
	\$10 ???
	\$20 ???
	\$40 ???
	\$80 ???
\$08	Hit rate of spell
\$09	Special effect
\$0A	Status 1
\$0B	Status 2
\$0C	Status 3
\$0D	Status 4

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