

# Character Portraits

|            |          |
|------------|----------|
| Entries    | 24       |
| Size Each  | \$320    |
| Total Size | \$4B00   |
| Offset (E) | \$5FE83E |
| Offset (U) | \$5FE83E |
| Offset (J) |          |

## Portraits Order

As found in the ROM.

| ID | Name              | ID | Name             |
|----|-------------------|----|------------------|
| 00 | Terra (actor 00)  | 12 | Gogo (actor 0C)  |
| 01 | Locke (actor 01)  | 13 | Umaro (actor 0D) |
| 02 | Cyan (actor 02)   | 14 | Imperial Soldier |
| 03 | Shadow (actor 03) | 15 | Imp              |
| 04 | Edgar (actor 04)  | 16 | Leo              |
| 05 | Sabin (actor 05)  | 17 | Banon            |
| 06 | Celes (actor 06)  | 18 | Esper Terra      |
| 07 | Strago (actor 07) | 19 | Kefka            |
| 08 | Relm (actor 08)   | 20 | Ghost            |
| 09 | Setzer (actor 09) | 21 | Gesthal          |
| 10 | Mog (actor 0A)    | 22 | Cid              |
| 11 | Gau (actor 0B)    |    |                  |

## Tile Order

This is a 5×5 portrait. Tile IDs are from 00 to 24 as ordered in the ROM.

|    |    |    |    |    |
|----|----|----|----|----|
| 00 | 01 | 02 | 03 | 08 |
| 16 | 17 | 18 | 19 | 09 |
| 04 | 05 | 06 | 07 | 10 |
| 20 | 21 | 22 | 23 | 11 |
| 13 | 14 | 15 | 24 | 12 |

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