

Character Portraits

Entries	23
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

From:

<https://www.ff6hacking.com/wiki/> - ff6hacking.com wiki

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=ff6a:data:formats:portrait&rev=1486433882>

Last update:

2019/02/12 12:46

