

# Items Data

## Offsets

Description	
Base Offset (SNES)	\$D85000
Block Size	\$1E

## Data

Offset	Description
\$D85000	item type
	\$07 item type
	\$10 'can be throw' flag
	\$20 usable in battle
	\$40 usable in menu
\$D85001	equipable actors, low byte
\$D85002	equipable actors, high byte
\$D85003	learn rate of spell
\$D85004	spell to learn
\$D85005	field effect
\$D85006	status protection 1
\$D85007	status protection 2
\$D85008	equipment status
\$D85009	flags
	\$01 raise fight damage
	\$02 rise magic damage
	\$04 HP + 25%
	\$08 HP + 50%
	\$10 HP + 12.5%
	\$20 MP + 25%
	\$40 MP + 50%
	\$80 MP + 12.5%
\$D8500A	flags
	\$01 preemptive strike
	\$02 prevent back/pincer
	\$04 fight → jump
	\$08 magic → x-magic
	\$10 sketch → control
	\$20 slot → gp rain
	\$40 steal → capture
	\$80 enhances jump

Offset	Description
\$D8500B	flags
	\$01 enhances steal
	\$02 ?
	\$04 enhances sketch
	\$08 enhances control
	\$10 always hits
	\$20 halves mp consumption
	\$40 set mp consumption to one
	\$80 raises vigor
\$D8500C	flags
	\$01 fight → x-fight
	\$02 randomly counters
	\$04 randomly evades
	\$08 gauntlet effect
	\$10 genji glove effect
	\$20 merit award effect
	\$40 true knight effect
	\$80 ?
\$D8500D	flags
	\$01 shell when hp is low
	\$02 safe when hp is low
	\$04 reflect when hp is low
	\$08 doubles gained exp
	\$10 doubles gained gold
	\$20 ?
	\$40 ?
	\$80 makes body cold
\$D8500E	targeting
\$D8500F	weapon: element type
\$D8500F	others: halves element damage
\$D85010	vigor and speed
	\$07 vigor
	\$08 vigor signal (plus/minus)
	\$70 speed
	\$80 speed signal (plus/minus)
\$D85011	stamina and magic
	\$07 stamina
	\$08 stamina signal (plus/minus)
	\$70 magic
\$D85012	\$80 magic signal (plus/minus)
	weapon spell casting
	\$3F spell id
	\$40 allow random casting
\$D85012	\$80 remove from inventory

Offset	Description
\$D85013	weapons: flags
	\$01 ?
	\$02 enable swordtech
	\$04 ?
	\$08 ?
	\$10 ?
	\$20 unaltered back damage
	\$40 allows two hands
	\$80 runic
\$D85013	items: flags
	\$01 ?
	\$02 damage on undead
	\$04 ?
	\$08 affects HP
	\$10 affects MP
	\$20 remove status
	\$40 ?
	\$80 max out
\$D85014	weapon: power
\$D85014	item: heal power
\$D85014	others: physical defense
\$D85015	weapon: hit rate
\$D85015	item: actor status 1
\$D85015	others: magical defense
\$D85016	item: actor status 2
\$D85016	others: absorb elements
\$D85017	item: actor status 3
\$D85017	others: nulls elements
\$D85018	item: actor status 4
\$D85018	others: weak against elements
\$D85019	?equipment status
\$D8501A	physical and magic evasion
	\$0F physical evasion
	\$F0 magic evasion
\$D8501B	special effect
\$D8501C	price, low byte
\$D8501D	price, high byte

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