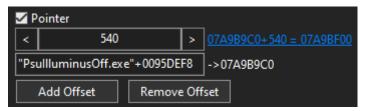Pointer to the address of the character data in memory:
  Offset: 540
  "PsuIlluminusOff.exe"+0095DEF8

(this is the pointer to the address of the character's struct starting with the name)

Based on the starting address of the character's struct (which changes when restarting the game, hence the pointer reference), the first entry address of partner card unlocks is at +0x1C64 offset from that address.
It starts with a (broken) Ethan Waber entry. Each entry is 4 bytes. The sequence 0x03000000 in memory represents an unlocked card = setting the address's value to 3:

Character's struct address + 0x1C64 offset

					Ethan Waber Human Hunter (M) `03 00 00 00`
Hyuga Ryght Human Hunter (M) `03 00 00 00`	**Karen Erra** Newman Hunter (F) `03 00 00 00`	**Leogini Berafort** Beast Hunter (M) `03 00 00 00`	**Lucaim Nav** CAST Hunter (M) `03 00 00 00`	**Maya Shidow** Newman Force (F) `03 00 00 00`	**Tonnio Rhima** Beast Hunter (M) `03 00 00 00`
Lou CAST Hunter (F) `03 00 00 00`	**Mirei Mikuna** CAST Hunter (F) `03 00 00 00`	**Hiru Vol** Newman Force (M) `03 00 00 00`	**No Vol** Human Ranger (M) `03 00 00 00`	**Do Vol** Beast Hunter (M) `03 00 00 00`	**Liina Sukaya** Beast Hunter (F) `03 00 00 00`
Alfort Tylor Beast Hunter (M) `03 00 00 00`	**Obel Dallgun** Human Hunter (M) `03 00 00 00`	**Ethan Waber** Human Hunter (M) `03 00 00 00`	**Fulyen Curtz** CAST Hunter (M) `03 00 00 00`	**Renvolt Magashi** CAST Hunter (M) `03 00 00 00`	**Lumia Waber** Human Hunter (F) `03 00 00 00`
Remlia Norphe CAST Hunter (F) `03 00 00 00`	**Clamp Maniel** Human Hunter (M) `03 00 00 00`	**Kanal Tomrain** Human Hunter (M) `03 00 00 00`	**Mina** Human Hunter (F) `03 00 00 00`	**Hal** Newman Hunter (F) `03 00 00 00`	**Fulyen Curtz** CAST Hunter `03 00 00 00`
Laia Martinez Beast Hunter `03 00 00 00`	**Karen (Maiden)** Newman Hunter (F) `03 00 00 00`	**Mirei Mikuna** Newman Hunter (F) `03 00 00 00`	**Obel** CAST Ranger (M) `03 00 00 00`	**Maira Klein** Human Hunter `03 00 00 00`	**Orson Waber** Human Protranser `03 00 00 00`
Fulyen Curtz CAST Hunter `03 00 00 00`	**Bruce Boyde** Human Hunter `03 00 00 00`	**Ethan Waber (R)** Human Hunter `03 00 00 00`	**Vivian** Newman Hunter (M) `03 00 00 00`	**Helga Neumann** Newman Hunter (F) `03 00 00 00`	**Hakana Kutanami** Beast Hunter (M) `03 00 00 00`
Liche Baratse Human Hunter (M) `03 00 00 00`	**Howzer** Human Fortefighter (M) `03 00 00 00`	**Rutsu** Newman Fortetecher `03 00 00 00`	**Lumia Waber** Human Guntecher (F) `03 00 00 00`	**Laia M. (President)** Beast Fortefighter (F) `03 00 00 00`	**Partner Machine** `03 00 00 00`

```
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 FF FF FF FF
00 00 00 00 00 00 00 00 00 00 00 00 FF FF FF FF FF FF FF FF FF FF FF FF
FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
```

BLUE = regular partner card, normally available
ORANGE = card with proper image but normally unobtainable card
RED = semi-broken card with no image and sometimes missing flavor text

All addresses can be registered as childs of the pointer address in CE (by moving them below in the tree structure) and simply specifying the offset to the parent as their address.

Active	Description	Address	Type	Value
☐	Character name	P->07A6FF00	Unicode String[12]	Leabie
☐	Partner Cards - Regular Unlocks			
☐	Laia Martinez	07A71BC8	4 Bytes	3
☐	Lou	07A71B80	4 Bytes	0
☐	Fulyen Curtz	07A71BA4	4 Bytes	0
☐	Maya Shidow	07A71B78	4 Bytes	0
☐	Lucaim Nav	07A71B74	4 Bytes	0

Cheat table source code:

```xml
<?xml version="1.0" encoding="utf-8"?>
<CheatTable CheatEngineTableVersion="45">
  <CheatEntries>
    <CheatEntry>
      <ID>0</ID>
      <Description>"Character name"</Description>
      <ShowAsSigned>0</ShowAsSigned>
      <VariableType>String</VariableType>
      <Length>12</Length>
      <Unicode>1</Unicode>
      <CodePage>0</CodePage>
      <ZeroTerminate>1</ZeroTerminate>
      <Address>"PsuIlluminusOff.exe"+0095DEF8</Address>
      <Offsets>
        <Offset>540</Offset>
      </Offsets>
      <CheatEntries>
        <CheatEntry>
          <ID>44</ID>
          <Description>"Partner Cards - Regular Unlocks"</Description>
          <GroupHeader>1</GroupHeader>
          <CheatEntries>
            <CheatEntry>
              <ID>26</ID>
              <Description>"Laia Martinez"</Description>
              <ShowAsSigned>0</ShowAsSigned>
              <VariableType>4 Bytes</VariableType>
              <Address>+1CC8</Address>
            </CheatEntry>
            <CheatEntry>
              <ID>2</ID>
              <Description>"Lou"</Description>
              <ShowAsSigned>0</ShowAsSigned>
              <VariableType>4 Bytes</VariableType>
              <Address>+1C80</Address>
            </CheatEntry>
            ...
          </CheatEntries>
        </CheatEntry>
      </CheatEntries>
    </CheatEntry>
  </CheatEntries>
  <UserdefinedSymbols/>
</CheatTable>
```

> Character memory object starts at address resolved by pointer "PsuIlluminusOff.exe"+0095DEF8 with offset 540.
> The first value in memory is a UTF-16 string of length 12 which is the character name.

> Entry nested below the character name entry, a 4 byte number located at offset 1CC8 from the character memory starting address.