Version 1, a fully normalized database

Table 1--Monster ID/name

|  |  |
| --- | --- |
| ID | Name |
| 01 | Mizutsune |
| 02 | Basarios |

Table 2--Sever hitzone values

(each column header after ID is a generic integer that will be assigned a value in the proper name table)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | 1 | 2 | 3 | 4 |
| 01 | 63 | 43 | 24 | 28 |
| 02 | 20 | 15 | 15 | 24 |

Table 3--Blunt hitzone values

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | 1 | 2 | 3 | 4 |
| 01 | 63 | 43 | 24 | 28 |
| 02 | 20 | 20 | 15 | 25 |

Table 4--Shot hitzone values

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | 1 | 2 | 3 | 4 |
| 01 | 45 | 40 | 10 | 10 |
| 02 | 20 | 20 | 20 | 30 |

Table 5--Ice hitzone values

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | 1 | 2 | 3 | 4 |
| 01 | 5 | 5 | 15 | 15 |
| 02 | 10 | 10 | 10 | 10 |

The rest of the element tables listed below will follow the example above.

Table 6--Fire hitzone values

Table 7--Thunder hitzone values

Table 8--Water hitzone values

Table 9--Dragon hitzone values

Table 10--Hitzone proper names

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Monster ID | 1 | 2 | 3 | 4 |
| 01 | Head | Neck | Left Claw | Foreleg |
| 02 | Head | Lower Neck | Back | Abdomen |

Table 11--Weapon moves and motion values

|  |  |  |  |
| --- | --- | --- | --- |
| move ID | move name | raw MV | ele MV |
| 01 | Overhead slash | 43 | 1 |

As of right now weapon moves are not separated into the different weapon categories. In theory, you wouldn’t need to separate them manually if you know which IDs to pull from the table.