

01	00	10	00	01	01	00	00	07	00	00	00	0A	00	08	00
06	00	06	00	01	00	00	00	02	00	00	00	F7	00	06	01
04	03	00	00	00	00	00	00	00	00	00	00	03	03	00	00
00	00	00	00	03	00	00	00	00	00	00	04	01	00	01	00
83	01	01	00	01	00	83	01	01	00	00	00	00	00	00	01
01	00	03	00	01	00	01	00	05	00	01	01	6D	30	30	31
5F	73	6C	69	6D	65	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	83	58	83	89
83	43	83	80	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
53	6C	69	6D	65	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	00	00	00	00	00	00	00	00

Monster ID: Changes the name, and seems to affect the animations as well...

Experience Points

Gold

HP: Actual HP is one lower than this value.

MP

Attack

Defence

Agility

Elemental resistances, a series of sixteen-bit values, in order: Frizz, Sizz, Bang, Woosh, Zap, Crack, Dazzle, Snooze, Whack, Drain Magic, Fizzle, Fuddle, Sap, Deceleratle, Poison, Paralysis, Stun, Ban Dance, Fire Breath, Cool Breath, Strike/Rock, and Army. 00 is no resistance at all, 01 is a 25% resistance (15% resistance for status effects), 02 is a 50% resistance, and 03 is an 100% resistance.

Actions

The model? Or the battle script?

The monster's name. *(What does this do?)*