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|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 07 | 00 | 01 | 00 | 0C | 00 | 00 | 00 | 02 | 01 | 01 | 00 | 01 | 04 | 00 | 00 |
| 29 | 00 | 01 | E4 | 84 | A1 | 00 | 58 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 01 | 00 | 00 | 00 | 83 | 81 | 83 | 89 |
| 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |
| 02 | FF | EE | DD | | | | | | | | | | | | |

MP Cost

ID

Spell/Ability value. 01 = Spell, 02 = Ability