Character Values

CE4C = Eliwood
CE80 = Hector
CEB4 = Lyn
CEE8 = Raven
CF1C = Geitz
CF50 = Guy
CF84 = Karel
CFB8 = Dorcas
CFEC = Bartre
D020 = Citizen
D054 = Oswin
D088 = Fargus
D0BC = Wil
D0F0 = Rebecca
D124 = Louise
D158 = Lucius
D18C = Serra
D1C0 = Renault
D1F4 = Erk
D228 = Nino
D25C = Pent
D290 = Canas
D2C4 = Kent
D2F8 = Sain
D32C = Lowen
D360 = Marcus
D394 = Priscilla
D3C8 = Rath
D3FC = Florina
D430 = Fiora
D464 = Farina
D498 = Heath
D4CC = Vaida
D500 = Hawkeye
D534 = Matthew
D568 = Jaffar
D59C = Ninian
D5D0 = Nils
D604 = Athos
D638 = Merlinus
D66C = Nils
D6A0 = Uther (no thumbnail)

D6D4 = Vaida
D708 = Wallace
D73C = Lyn
D770 = Wil
D7A4 = Kent
D7D8 = Sain
D80C = Florina
D840 = Rath
D874 = Dart
D8A8 = Isadora
D8DC = Eleanora (no thumbnail)
D910 = Legault
D944 = Karla
D978 = Harken
D9AC = Leila (no thumbnail)
D9E0 = Bramimond (no thumbnail)
DA14 = Kishuna
DA48 = Groznyi
DA7C = Wire
DAB0 = Bandit
DAE4 = Zagan
DB18 = Boies
DB4C = Puzon
DB80 = Bandit
DBB4 = Santals (no thumbnail)
DBE8 = Nergal
DC1C = Erik
DC50 = Sealen
DC84 = Bauker
DCB8 = Bernard
DCEC = Damian
DD20 = Zoldam
DD54 = Uhai
DD88 = Aion
DDBC = Darin
DDF0 = Cameron
DE24 = Oleg
DE58 = Eubans
DE8C = Ursula
DEC0 = Black Fang
DEF4 = Paul
DF28 = Jasmine
DF5C = Black Fang
DF90 = Jerme (morph)
DFC4 = Pascal
DFF8 = Kenneth

E02C = Jerme
E060 = Maxime
E094 = Sonia
E0C8 = Teodor
E0FC = Georg
E130 = Kaim
E164 = Merc
E198 = Denning
E1CC = Bern
E200 = Morph
E234 = Lloyd
E268 = Linus
E29C = Lloyd
E2D0 = Linus
E304 = Bandit
E338 = Bandit
E36C = Bandit
E3A0 = Laus
E3D4 = Laus
E408 = Pirate
E43C = Black Fang
E470 = Black Fang
E4A4 = Ostia
E4D8 = Black Fang
E50C = Guardian
E540 = Morph
E574 = Morph
E5A8 = Morph
E5DC = Caelin
E610 = Caelin
E644 = Caelin
E678 = Laus
E6AC = Laus
E6E0 = Zephiel
E714 = Elbert (no thumbnail)
E748 = Black Fang
E77C = Black Fang
E7B0 = Black Fang
E7E4 = Morph
E818 = Morph
E84C = Morph
E880 = Morph
E8B4 = Black Fang
E8E8 = Brendan
E91C = Limstella
E950 = Dragon

E984 = Batta
E9B8 = Bandit
E9EC = Zugu
EA20 = Bandit
EA54 = Bandit
EA88 = Bandit
EABC = Glass
EAF0 = Migal
EB24 = Bandit
EB58 = Bandit
EB8C = Bandit
EBC0 = Bandit
EBF4 = Bandit
EC28 = Carjiga
EC5C = Bandit
EC90 = Bandit
ECC4 = Bandit
ECF8 = Bandit
ED2C = Bug
ED60 = Bandit
ED94 = Bandit
EDC8 = Bandit
EDFC = Bandit
EE30 = Natalie (thumbnail only)
EE64 = Bool
EE98 = Bandit
EECC = Bandit
EF00 = Bandit
EF34 = Bandit
EF68 = Bandit
EF9C = Bandit
EFD0 = Heintz
F004 = Black Fang
F038 = Black Fang
F06C = Black Fang
F0A0 = Black Fang
F0D4 = Black Fang
F108 = Black Fang
F13C = Beyard
F170 = Black Fang
F1A4 = Black Fang
F1D8 = Black Fang
F20C = Black Fang
F240 = Black Fang
F274 = Black Fang
F2A8 = Black Fang

F2DC = Black Fang
F310 = Yogi
F344 = Caelin
F378 = Caelin
F3AC = Caelin
F3E0 = Caelin
F414 = Caelin
F448 = Caelin
F47C = Caelin
F4B0 = Eagler
F4E4 = Caelin
F518 = Caelin
F54C = Caelin
F580 = Caelin
F5B4 = Caelin
F5E8 = Caelin
F61C = Lundgren
F650 = Caelin
F684 = Caelin
F6B8 = Caelin
F6EC = Caelin
F720 = Caelin
F754 = Caelin
F788 = Caelin
F7BC = Tactician
F7F0 = Citizen
F824 = Citizen
F858 = Citizen
F88C = Citizen
F8C0 = Citizen
F8F4 = Citizen
F928 = Citizen
F95C = Citizen
F990 = Citizen
F9C4 = Merc
F9F8 = Pirate
FA2C = Bandit
FA60 = Citizen
FA94 = Citizen
FAC8 = Citizen
FAFC = Black Fang
FB30 = Black Fang
FB64 = Bandit
FB98 = Black Fang
FBCC = Morph
FC00 = Black Fang

FC34 = Black Fang
FC68 = Bandit
FC9C = Ostia
FCD0 = Rath's unit
FD04 = Bandit
FD38 = Bandit
FD6C = Bern
FDA0 = Guardian
FDD4 = Morph
FE08 = Laus
FE3C = Bandit
FE70 = Bandit
FEA4 = Bern
FED8 = Guardian
FF0C = Morph
FF40 = Guardian
FF74 = Black Fang
FFA8 = Lloyd (morph)
FFDC = Linus (morph)

Class Values

01B0 - Lord (Eliwood)
0204 - Lord (Lyn)
0258 - Lord (Hector)
03A8 - Knight Lord
03FC - Blade Lord
0450 - Great Lord
04A4 - Mercenary
04F8 - Mercenary (Broken)
054C - Male Hero
05A0 - Female Hero
05F4 - Male Myrmidon
0648 - Female Myrmidon
069C - Male Swordmaster
06F0 - Female Swordmaster
0744 - Fighter
0798 - Warrior
07EC - Male Knight
0840 - Female Knight
0894 - Male General
08E8 - Female General
093C - Male Archer
0990 - Female Archer

09E4 - Male Sniper
0A38 - Female Sniper
0A8C - Monk
0AE0 - Cleric
0B34 - Male Bishop
0B88 - Female Bishop
0BDC - Male Mage
0C30 - Female Mage
0C84 - Male Sage
0CD8 - Female Sage
0D2C - Male Shaman
0D80 - Female Shaman
0DD4 - Male Druid
0E28 - Female Druid
0E7C - Male Cavalier
0ED0 - Female Cavalier
0F24 - Male Paladin
0F78 - Female Paladin
0FCC - Troubadour
1020 - Valkyrie
1074 - Male Nomad
10C8 - Female Nomad
111C - Male Nomad Trooper
1170 - Female Nomad Trooper
11C4 - Pegasus Knight
1218 - Falcoknight
126C - Male Wyvern Rider
12C0 - Female Wyvern Rider
1314 - Male Wyvern Lord
1368 - Female Wyvern Lord
13BC - Soldier
1410 - Brigand
1464 - Pirate
14B8 - Berserker
150C - Male Thief
1560 - Female Thief
15B4 - Assassin
1608 - Dead Civilian
165C - Dancer
16B0 - Bard
1704 - Archsage
1758 - Magic Seal
17AC - Tent (labeled as "Transporter")
1800 - Dark Druid
1854 - Fire Dragon
18A8 - Male Civilian

18FC - Female Civilian
1950 - Nils (keeled over)
19A4 - Bramimond
19F8 - Male Peer
1A4C - Female Peer
1AA0 - Prince
1AF4 - Queen
1B48 - Civilian
1B9C - Corsair
1BF0 - Prince (front of Tactician?)
1C44 - Prince (Tactician lying down?)
1C98 - Prince (back of Tactician?)
1CEC - Child (back of Dancer)
1D40 - Fire Dragon (Ninian wounded)
1D94 - Dead Warrior
1DE8 - Male Child
1E3C - Female Child
1E90 - Transporter (Cart)
1EE4 - Female Sage (Limstella?)
1F38 - Archer riding Ballista
1F8C - Archer riding Iron Ballista
1FE0 - Archer riding Killer Ballista
2034 - Empty Ballista
2088 - Empty Iron Ballista
20DC - Empty Killer Ballista

Weapon Experience Values

00 - weapon disabled
01 through 1E - Skill level E
1F through 46 - Skill level D
47 through 78 - Skill level C
79 through B4 - Skill level B
B5 through FA - Skill level A
FB through FF - Skill level S

Support Values

00 through 4F - no support
50 - Level C support conversation is available.
51 through 9F - Support level C
A0 - Level B support conversation is available.
A1 through EF - Support level B
F0 - Level A support conversation is available.
F1 - Support level A

Item Values

00 = Nothing
01 = Iron Sword
02 = Slim Sword
03 = Steel Sword
04 = Silver Sword
05 = Iron Blade
06 = Steel Blade
07 = Silver Blade
08 = Poison Sword
09 = Rapier
0A = Mani Katti
0B = Brave Sword
0C = Wo Dao
0D = Killing Edge
0E = Armorslayer
0F = Wyrmslayer
10 = Light Brand
11 = Runesword
12 = Lancereaver
13 = Longsword
14 = Iron Lance
15 = Slim Lance
16 = Steel Lance
17 = Silver Lance
18 = Poison Lance
19 = Brave Lance
1A = Killer Lance
1B = Horseslayer
1C = Javelin
1D = Spear
1E = Axereaver
1F = Iron Axe
20 = Steel Axe
21 = Silver Axe
22 = Poison Axe
23 = Brave Axe
24 = Killer Axe
25 = Halberd
26 = Hammer
27 = Devil Axe
28 = Hand Axe
29 = Tomahawk
2A = Swordreaver
2B = Swordslayer

2C = Iron Bow
2D = Steel Bow
2E = Silver Bow
2F = Poison Bow
30 = Killer Bow
31 = Brave Bow
32 = Short Bow
33 = Long Bow
34 = Ballista
35 = Iron ballista
36 = Killer ballista
37 = Fire
38 = Thunder
39 = Elfire
3A = Bolting
3B = Fimbulvetr
3C = Forblaze
3D = Excalibur
3E = Lightning
3F = Shine
40 = Divine
41 = Purge
42 = Aura
43 = Luce
44 = Flux
45 = Luna
46 = Nosferatu
47 = Eclipse
48 = Fenrir
49 = Gespenst
4A = Heal
4B = Mend
4C = Recover
4D = Physic
4E = Fortify
4F = Restore
50 = Silence
51 = Sleep
52 = Berserk
53 = Warp
54 = Rescue
55 = Torch
56 = Hammerne
57 = Unlock
58 = Barrier
59 = Dragon Axe

5A = Angelic robe
5B = Energy ring
5C = Secret book
5D = Speedwings
5E = Goddess icon
5F = Dragonshield
60 = Talisman
61 = Boots
62 = Body ring
63 = Hero crest
64 = Knight crest
65 = Orion's bolt
66 = Elysian whip
67 = Guiding ring
68 = Chest key
69 = Door key
6A = Lockpick
6B = Vulnerary
6C = Elixir
6D = Pure water
6E = Antitoxin
6F = Torch
70 = Delphi Shield
71 = Member Card
72 = Silver Card
73 = White gem
74 = Blue gem
75 = Red gem
77 = Vaida's Spear
78 = Chest key
79 = Mine
7A = Light rune
7B = Iron rune
7C = Filla's Might
7D = Ninis's Grace
7E = Thor's Ire
7F = Set's Litany
80 = Emblem blade
81 = Emblem lance
82 = Emblem axe
83 = Emblem bow
84 = Durandal
85 = Armads
86 = Aureola
87 = Earth seal
88 = Afa's Drops

89 = Heaven seal
8A = Emblem seal
8B = Fell contract
8C = Sol Katti
8D = Wolf Beil
8E = Ereshkigal
8F = Flametongue
90 = Regal blade
91 = Rex Hasta
92 = Basilikos
93 = Reinfleche
94 = Heavy spear
95 = Short spear
96 = Ocean seal
99 = Wind Sword

Chapter Values

(Researched by VincentASM)

00 Prologue
01 Ch 1
02 Ch 2
03 Ch 3
04 Ch 4
05 Ch 5
06 Ch 6
07 Ch 7
08 Ch 7x
09 Ch 8
0A Ch 9
0B Ch 10
0C Ch 11 E
0D Ch 11 H
0E Ch 12
0F Ch 13
10 Ch 13x
11 Ch 14
12 Ch 15 H
13 Ch 15 E/ Ch 16 H
14 Ch 16 E/ Ch 17 H
15 Ch 16x E/ Ch 17x H
16 Ch 17 E/ Ch 18 H
17 Ch 18 E/ Ch 19 H
18 Ch 18x E/ Ch 19x H
19 Ch 19xx H

1A Ch 19 E/ Ch 20 H
1B Ch 20 E/ Ch 21 H
1C Ch 21 E/ Ch 22 H
1D Ch 22 E/ Ch 23 H
1E Ch 22x E/ Ch 23x H
1F Ch 23 E/ Ch 24 H (Lloyd)
20 Ch 23 E/ Ch 24 H (Linus)
21 Ch 25 H
22 Ch 24 E/ Ch 26 H
23 Ch 25 E/ Ch 27 H (Kenneth)
24 Ch 25 E/ Ch 27 H (Jerme)
25 Ch 26 E/ Ch 28 H
26 Ch 26x E/ Ch 28x H
27 Ch 27 E/ Ch 29 H
28 Ch 28 E
29 Ch 30 H
2A Ch 29 E/ Ch 31 H
2B Ch 29x E/ Ch 31x H
2C Ch 30 E/ Ch 32 H
2D Ch 32x H
2E Final Chapter 1
2F Final Chapter 2
30~41 Event maps
42 Special map (includes Leila)*
43~ Glitches (haven't check all though)

*=The special map (Map 42, we'll call it) has a hidden feature that will enable you to have all allies from the start. When the map is loading, tap start, and you'll see both all the allies, as well as all the enemies. If you use the chapter code again and go to a capture the throne map, you can have, from that point on, all your allies, no matter where you are.

Event maps:

30 Outside Araphen
31 Outside fort
32 Ostia
33 Castle
34 Laus
35 Nergal and kids flashback
36 Meeting with Uther
37 Athos' place
38 Messed up building
39 Town with Nino
3A Path to the HQ
3B Black Fang HQ
3C Forests and stuff

3D Nighttime village
3E Cave with Ninian
3F Ostia with Athos
40 Closed dragons gate
41 Link Arena

Turn Status Values

00 - not moved, like right at the beginning of your turn
10 - rescued and is carrying someone but not moved
42 - moved and grayed out
52 - moved, grayed out, has rescued someone and is carrying him/her
63 - was rescued and is being carried

Hidden Status Values

00 - No effect
10 - Has Afa's Drops bonus
20 - Will drop last item upon death (last item is flashing green)
30 - Has Afa's Drops bonus AND drops item upon death

Phase Values

00 = Player Phase
40 = Neutral Phase
80 = Enemy Phase