

### Identification Parameters

Parameter	Description
<b>ID</b>	Unique ID of the character (Player, NPC, Monster, Pet, etc)
<b>Note</b>	This is shared with <b>[MonsterParam]</b> , <b>[BossParam]</b> (?) & <b>[ItemParams]</b> , meaning you cannot have a duplicate/conflicting ID in these 2 table groups in order to utilize this specific table (AKA: you can't use 1111 for an ID if 1111 is already assigned a sprint in <b>[ItemParam]</b> or a Monster in <b>[MonsterParam]</b> )
<b>CommonName</b>	Self-explaintory; name to display
<b>CommonName_Eng</b>	Localization notes (can be ignored)

### Image Parameters

Parameter	Description
<b>FileName</b>	Path to the file to use
<i>Example</i>	<code>data\monster\mon154.nri</code>
<b>Note</b>	Pets only use up until this field, really--no others
<b>PartName</b>	Used for the playable characters (can be ignored)
<b>Note</b>	Reference for the files to use for fashion/wedding stuff
<b>IllustName</b>	Path to the "illu" file to use (for NPCs and wedding stuff)
<i>Example</i>	<code>data\npc\npc327_illu.nri</code>

### Movement, Size, and Attack Parameters

Parameter	Description
<b>WalkSpeed</b>	Not used here (can be ignored)
<b>SizeOnStop</b>	Hitbox size while standing
<b>Note</b>	NPCs are set at 2
<b>SizeOnMove</b>	Hitbox size while moving
<b>RunSpeed</b>	Not used here (can be ignored)
<b>MinAtkRange</b>	Minimum attack range distance
<b>MaxAtkRange</b>	Maximum attack range distance
<b>ChaseRange</b>	Range to chase the target (for aggressive monsters)

### Remaining Misc Parameters

Parameter	Description
<b>PivotFileName</b>	Used for players/wedding (can be ignored)
<b>TransRate</b>	Transparency rate to apply
<b>Note</b>	Appears to be a value between 0-99? Possibly 100; but I don't know why you'd want to do that...
<b>HideShadow</b>	Self-explanatory; enable or disable shadow effect
0	Disable (No shadow)
1	Enable (Yes shadow)
<b>DrawScale</b>	Sprite size to scale (only tested with a monster value)
0	Default
200	Double size? Scaled by 200px?
<b>Note</b>	Not certain which; requires more testing



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