

"NPC" Model Compendium

In FFXIV, NPCs (friendly, enemies, humanoid, and non-humanoid) are often spawned as **BNPC** or **ENPCs**. Both of these configurations have a property called "ModelChara" which assigns a model path and set configurations. The following compendium is an effort to define what each of those ModelChara or "Models" are, both for the purposes of spawning actors as well as finding the model paths of entities.

Compendium

Due to the nature of the data, the compendium is currently hosted in a google sheet:

https://docs.google.com/spreadsheets/d/1F5vZIEuGTddHeR3flhsQKc_Skju05K_Ezs2-YjyBco0/edit?usp=sharing

Editing is restricted to protect the information, but commenting is enabled in an effort to help source information. Each patch more IDs are added.

Author's Note:

“ I'm currently trying to find a better alternative to the spreadsheet that is both human readable and allows for contributors to edit. If you have any suggestions please feel free to contact me via the information provided on the sheet!

What are BNPC and ENPCs?

BNPCs are (generally) battle NPCs - these are NPCs that can be engaged in battle, whether as allies, enemies, or interactable objects.

ENPCs use the event subsystem, and essentially account for all other instances of NPCs.

The main difference between them are the properties that are set.

Why don't we know model names from the files?

There are two parts to this problem:

- For **BNpcs**, the name ID is separated from the base ID ('BNpcBase' and 'BNpcName'). This allows multiple instances of BNpcs to use different names, or for the same name to be used across multiple BNpcs. However, the link between BNpcs and their name IDs is done server side, not client side - meaning it can't be looked up through the games files. Instead plugins like Tracky use packet information from the server to tie BNpc Ids with their names.
- For **ENpcs**, their names have a direct 1 to 1 match to their ID ('ENpcBase' and 'ENpcResident'). However, many times ENpcs do not have an assigned name - this is especially true for NPCs that show up in cutscenes.

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