

| Name | Start Frame | End Frame | Frame Length | Etc | Discription |
|----------------|-------------|-----------|--------------|---------------|-----------------|
| Idle1 | 10 | 90 | 80 | Loop | stand |
| Idle2 | 100 | 190 | 90 | Loop | Search |
| Walk | 200 | 240 | 40 | Loop | |
| Run | 250 | 274 | 24 | Loop | |
| Jump Start | 280 | 295 | 15 | | |
| Jump Loop | 295 | 300 | 5 | Loop | |
| Jump Land | 300 | 315 | 15 | | |
| Roll | 320 | 350 | 30 | | |
| Attack1 | 355 | 385 | 30 | 372 hit point | |
| Attack2 | 390 | 420 | 30 | 405 hit point | |
| Attack3 | 425 | 455 | 30 | 440 hit point | Critical Attack |
| S_Attack1 | 460 | 490 | 30 | 475 hit point | |
| S_Attack2 | 495 | 525 | 30 | 510 hit point | |
| Parrying | 530 | 560 | 30 | 540 hit point | |
| Kick | 565 | 595 | 30 | 580 hit point | |
| Buff | 600 | 630 | 30 | | |
| Hit Damage | 635 | 665 | 30 | | |
| Big Hit Damage | 670 | 700 | 30 | | |
| Death | 705 | 755 | 50 | | |