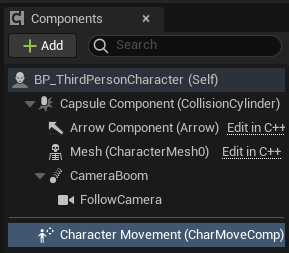
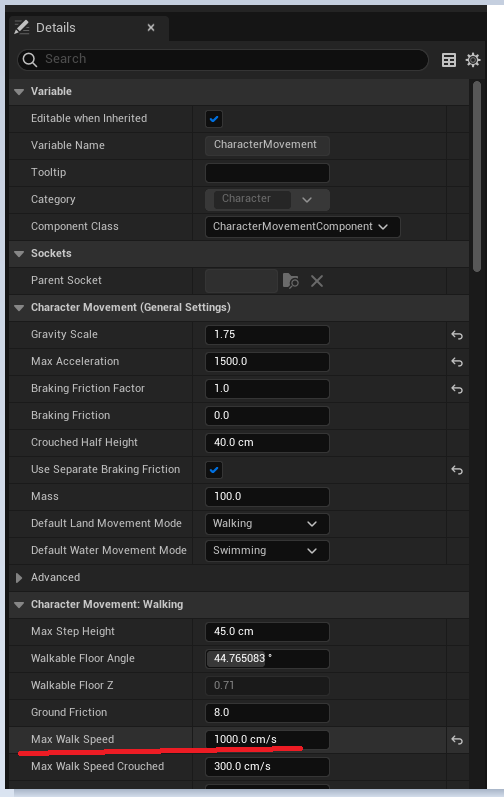
-Correr

-Mudas Skin

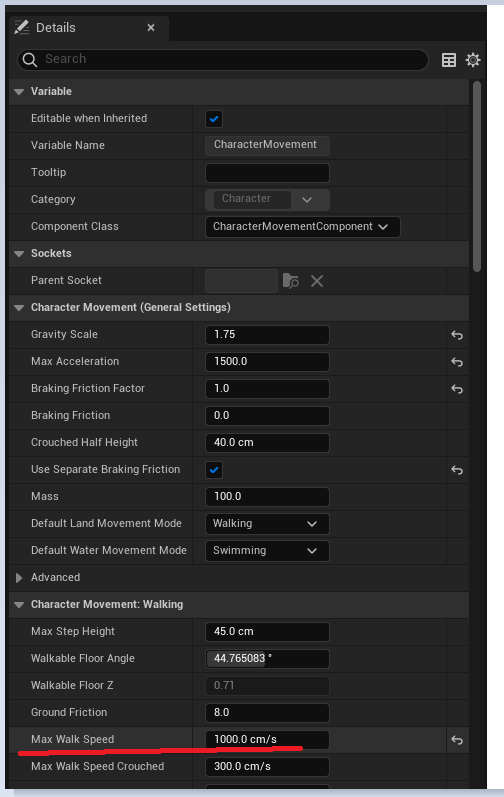
-Gatilhos e Pontes Ativáveis

Atributos de velocidade do personagem



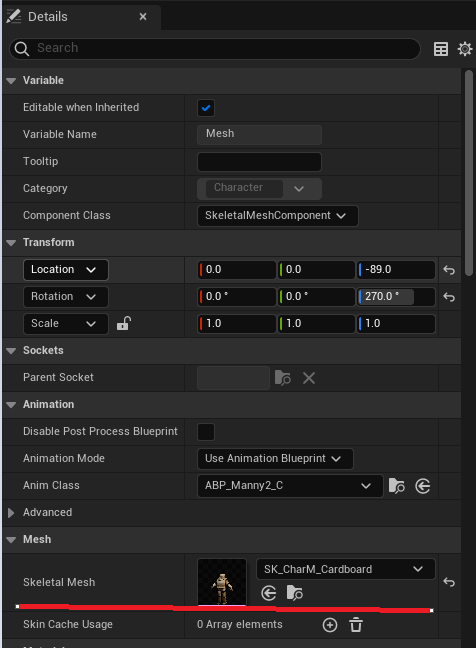
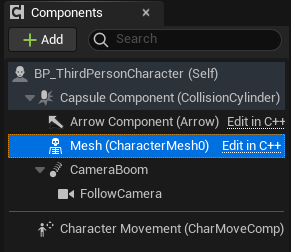


Alterar o valor do atributo



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Mudar Skin



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