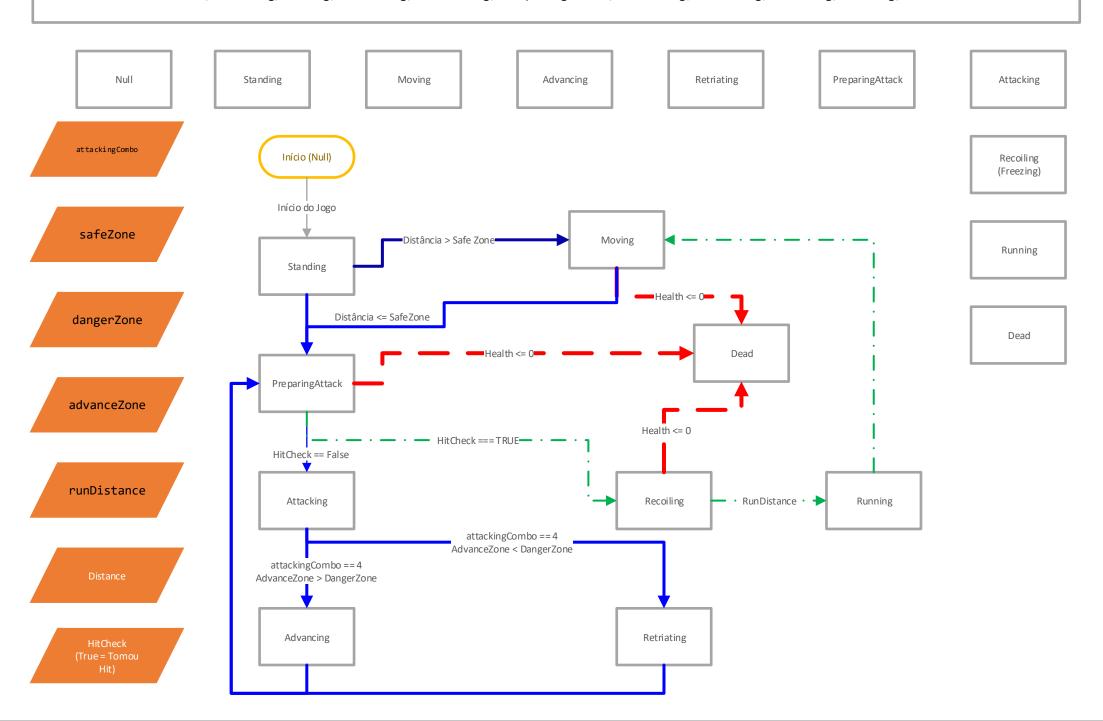
## Null, Standing, Moving, Advancing, Retreating, PreparingAttack, Attacking, Recoiling, Freezing, Running, Dead









Pre para Attack

Ataca



