**if c\_no = «No» {{c\_nm = "«Characters\_Name»"} {c\_at = "«Attack\_Kind»"} {c\_sh = "«Attack\_Stamp»"} {c\_cl = "«Attack\_Color»"} {global.spr\_c\_«Characters\_Name» = sprite\_add("Characters\«Characters\_Name».png",2,1,0,0,0)} {sprite\_index = global.spr\_c\_«Characters\_Name» } {sprite\_set\_offset(global.spr\_c\_«Characters\_Name»,8,8)}}**