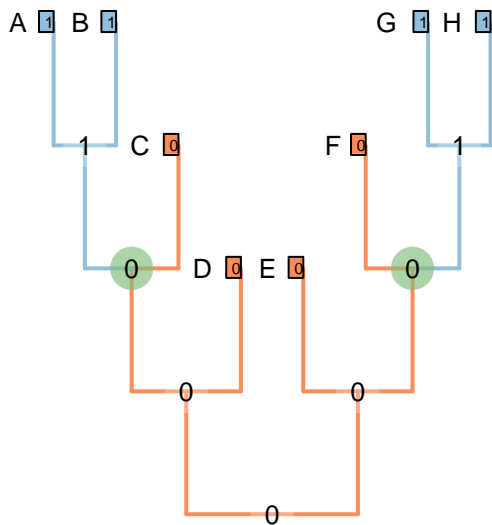


### Tail (or beak)

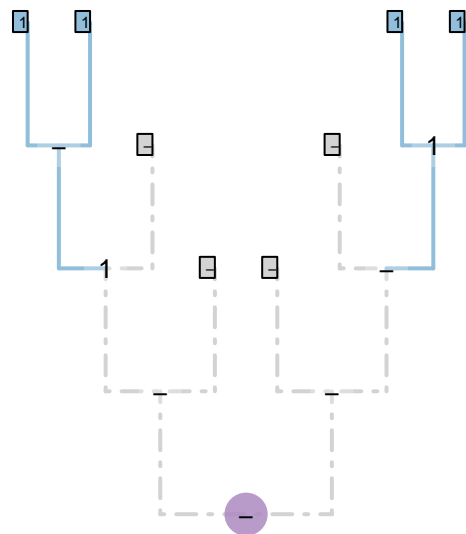
Character adds 2 to tree score  
 state changes (2)



0: Absent  
 1: Present

### Tail colour (etc.)

Character adds 1 to tree score  
 applicable region (1 + 1)  
 additional region (1)  
 state changes (0)



1: Red  
 -: Ambiguous