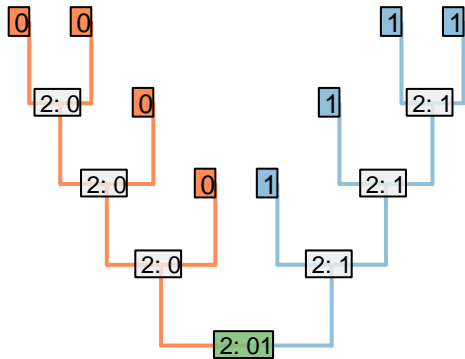


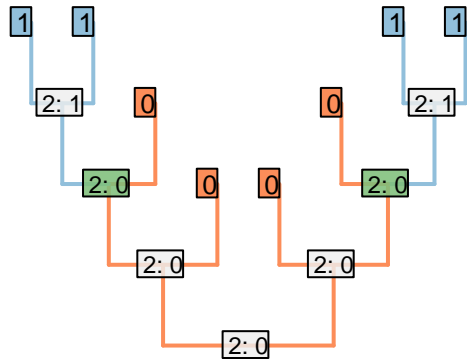
## Tail presence

Single tail gain  
Total score: 3



Character adds 1 to tree score — 0: Absent  
state changes (1) — 1: Present

Single body colour change  
Total score: 4



Character adds 2 to tree score — 0: Absent  
state changes (2) — 1: Present