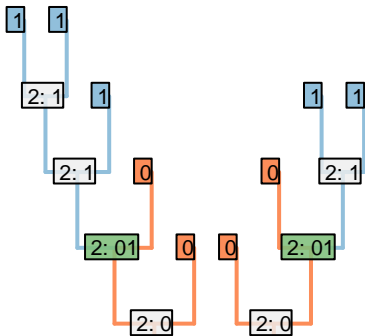


## Tail



Character adds 2 to tree score

applicable region (1 + 0)

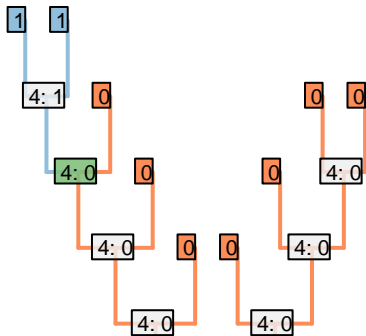
- additional region (0)

- state changes (2)

0: Absent

 1: Present

## Tail with poison barbs



Character adds 1 to tree score

applicable region (1 + 0) 4:0

■ additional region (0)

- state changes (1)

0: No poison barbs

state changes (1)  1: Poison barbs