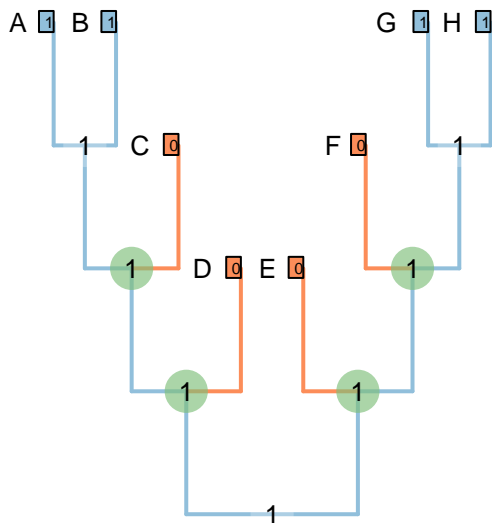


### Tail AND beak

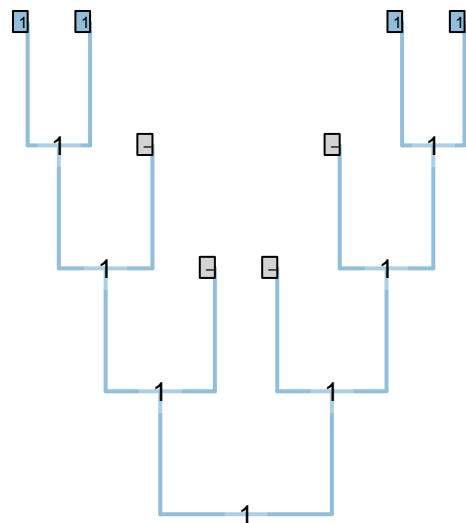
Character adds 4 to tree score  
state changes (4)



0: Absent  
1: Present

### Tail colour (etc.)

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



1: Red