

Name	Start Frame	End Frame	Frame Length	Etc	Discription	
Idle1	20	60	40	Loop	Stand	
Idle2	70	180	110	Loop	Search	
Walk	190	230	40	Loop		
Run	240	264	24	Loop		
Jump Start	270	285	15			
Jump Loop	285	295	10	Loop		
Jump Land	295	310	15			
Roll	320	350	30			
Attack1	360	390	30	375(15) hit Poin	Normal or Critical	
Attack2	400	430	30	415(15) hit Poin	Normal	
Attack3_Cri	440	470	30	460(20) hit Poin	Skill or Critical	
Gun_Attack1	480	510	30	490(10) hit Poin	Two Hand	
Gun_Attack2	520	550	30	350(10) hit Poin	One Hand	
G_Attack3_Cri	560	590	30	570(10),575(15)	Curved Shot	
Buff	600	630	30	615(15)	Buff Action	
Hit Damage	640	670	30		Hit Damage	
Big Hit Damage	680	710	30		Big Hit Damage	
Death	720	770	50		Death	