

Parameter Name	Ability	Type	Role
Alive	Character	Boolean	True if the character is currently alive
Grounded	Character	Boolean	True if the character is touching the ground
xSpeed	Character	Float	The current x speed of the character
ySpeed	Character	Float	The current y speed of the character
zSpeed	Character	Float	The current z speed of the character
HorizontalDirection	CharacterOrientation2D	Float	The direction of the character on the x axis
VerticalDirection	CharacterOrientation2D	Float	The direction of the character on the y axis
RelativeForwardSpeed	Character	Float	The relative (to the character's forward) speed
RelativeLateralSpeed	Character	Float	The relative (to the character's forward) lateral speed
RelativeForwardSpeedNormalized	Character	Float	The relative forward speed, normalized
RelativeLateralSpeedNormalized	Character	Float	The relative lateral speed, normalized
RemappedForwardSpeedNormalized	CharacterOrientation3D	Float	The remapped forward speed value between 0 and the max run speed
RemappedLateralSpeedNormalized	CharacterOrientation3D	Float	The remapped lateral speed value between 0 and the max run speed
YRotationSpeed	CharacterOrientation3D	Float	The instant rotation speed of the model
YRotationOffset	CharacterOrientation3D	Float	The y rotation offset between the current and the target rotation to the animator, in degrees

Parameter Name	Ability	Type	Role
Idle	Character	Boolean	True if the character is currently idle
Activating	CharacterButtonActivation	Boolean	True if the character is currently activating something
Crouching	CharacterCrouch	Boolean	True if the character is currently crouching
Crawling	CharacterCrouch	Boolean	True if the character is currently crawling
Damage	Health	Trigger	Triggered when the character takes damage
Dashing	CharacterDash	Boolean	True if the character is currently dashing
DamageDashing	CharacterDamageDash	Boolean	True if the character is currently damage dashing
DashStarted	CharacterDashing	Boolean	True if the character has started a dash this frame
Death	Health	Trigger	Triggered when the character dies
FacingDirection2D	CharacterOrientation2D	Float	Introduced in v1.3, 0: west, 1: north, 2: east, 3: south
FallingDownHole	CharacterFallDownHoles2D	Boolean	True if the character is currently falling down a hole
WeaponEquipped	CharacterHandleWeapon	Boolean	True if a weapon is currently equipped
WeaponEquippedID	CharacterHandleWeapon	Int	-1 if no weapon is equipped, otherwise the WeaponAnimationID specified on the weapon
Jumping	CharacterJump	Boolean	True if the character is currently jumping
DoubleJumping	CharacterJump	Boolean	True if the character is currently double jumping

Parameter Name	Ability	Type	Role
HitTheGround	CharacterJump	Boolean	True if the character just hit the ground this frame
Speed	CharacterMovement	Float	The current horizontal speed of the character
Walking	CharacterMovement	Boolean	True if the character is currently walking
Running	CharacterRun	Boolean	True if the character is currently running
Pushing	CharacterPush3D	Boolean	True if the character is currently pushing something
Random	Character	Float	A frequently refreshed random value between 0f and 1f that you can use to add randomness to your animations
RandomConstant	Character	Int	A random int (between 0 and 1000), generated at Start and that'll remain constant for the entire lifetime of this animator, useful to have different characters of the same type
Stunned	CharacterStun	Boolean	True if the character is currently stunned

In addition to that, you'll find a number of animation parameters in CharacterHandleWeapon whose name you can set from the inspector of each weapon directly :

Parameter property	Ability	Type	Role
WeaponEquipped	CharacterHandleWeapon	Bool	True if a weapon is currently equipped
WeaponEquippedID	CharacterHandleWeapon	Int	The ID of the currently equipped weapon
IdleAnimationParameter	CharacterHandleWeapon	Boolean	True if the Weapon is idle

Parameter property	Ability	Type	Role
StartAnimationParameter	CharacterHandleWeapon	Boolean	True if the Weapon is getting started
DelayBeforeUseAnimationParameter	CharacterHandleWeapon	Boolean	True if the weapon is in its DelayBeforeUse state
DelayBetweenUsesAnimationParameter	CharacterHandleWeapon	Boolean	True if in between two uses
StopAnimationParameter	CharacterHandleWeapon	Boolean	True when the weapon gets stopped
ReloadStartAnimationParameter	CharacterHandleWeapon	Boolean	True when reloading starts
ReloadStopAnimationParameter	CharacterHandleWeapon	Boolean	True when reloading is complete
ReloadAnimationParameter	CharacterHandleWeapon	Boolean	True while the weapon gets reloaded
SingleUseAnimationParameter	CharacterHandleWeapon	Boolean	True at the exact frame the weapon is used (a bullet gets shot, a sword hits, etc)
UseAnimationParameter	CharacterHandleWeapon	Boolean	True while the weapon is actively used (in the DelayBeforeUse, DelayBetweenUses, or Use states)
EquippedAnimationParameter	CharacterHandleWeapon	Boolean	True when the weapon gets equipped
ComboInProgress	CharacterHandleWeapon	Boolean	True if a combo weapon is being used
WeaponAngleAnimationParameter	CharacterHandleWeapon	Float	The current angle of the weapon (based on WeaponAim)
WeaponAngleRelativeAnimationParameter	CharacterHandleWeapon	Float	The current angle of the weapon, relative to the Character's facing direction

Parameter property	Ability	Type	Role
			(based on WeaponAim)