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| Combo 6 (Tornado) 16.0 |
| Brief Description: Player character spins around, creating a tornado that pulls enemies in |
| Input Parameters: W + A + S + D + Crouch + Light Kick |
| Output Parameters: Gain momentum to create a tornado and sucks in nearby enemies |
| Called From: Movement 3.0, Crouch 10.0, Light Kick 7.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |