***PC battle animations***

*Idle:*  static main sprite

*Selected:*  the character acknowledges their selection

*Low HP:*  heavy, pained breathing

*Hurt:*  a look of shock/pain

*Inventory:*  the character appears deep in thought

*Attack:*  a punch or something idfk

*Spell:*  glowy eyes, levitation, etc

*Victory:*  celebration