**Animations**

Run

* Forward
* Forward w/ Weapon
* Backward
* Backward w/ Weapon

Walk

* Forward
* Forward w/ Weapon
* Backward
* Backward w/ Weapon

Jump

* Short Jump
  + Jump Start
  + Jump Mid
  + Jump Preland
  + Jump Land
* Long Jump
  + Jump Start
  + Jump Mid air
  + Jump PreLand
  + Jump Land

Vault

* Vault Full
  + Start
  + Pullup
  + Get up / end
* Vault Med
  + Start
  + Pullup
  + Get up
* Vault Small
  + Start
  + Pullup
  + End

Inventory

* Weapon
  + Take out
    - Bring arm up
    - Bring arm back / end ( to combat and to idle )
* Take out
  + Bring arm back / end
* Pick up
  + Floor
    - Lean over
    - Take
    - Putaway
    - Lean back up / end
  + High
    - Take
    - Putaway / end
* Drink ( dif For in Combat )
  + Take Out()
  + Drink
  + Throw away / end
* Quick Drink
  + Pick up()
  + Drink
  + Throw away / end
* Eat
  + Pick up ()
  + Eat / end
* Key
  + Take out()
  + Use
  + Put away / end