Animation Lexicon:

* **Loop** = The animation plays from start to finish and then starts again from the beginning (1,2,3,4,5,6,7,8,1,2,3,4…)
* **Singular** = The animation plays from the beginning to the end only once (1,2,3)
* **Ping-Pong** = The animation plays from the beginning to the end and then reverses until it goes back to the beginning and then repeats (1,2,3,2,1,2,3,2…)
* **Ping-Pong Singular** = The animation plays from the beginning to the end and then reverses until it goes back to the beginning and then stops (1,2,3,2,1)
* **Offset** = Due to the size/nature of the animation, the frames of this animation are not perfectly aligned on the character sprite sheet and will require an offset to line up appropriately within a game. Only a couple of animations require this, as the weapon attacks in question would go very far outside of the character box if I had not offset it.
* **Requires Editing** = This animation will require manual editing by the user in order to be used properly. This only pertains to the “riding” poses, which will need the user to erase whatever bits of the sprite that they do not want to have shown on the far side of the horse, bike, etc.
* **Not Animated** = This denotes a sprite that is static and requires no animation at all.

Each animation has 8 directional facings. In order, they are arranged facing: South, West, East, North , South-West, North-West, South-East, North-East.

Every animation frame is 200x200 pixels.

The large sprite sheet is 50x50 frames, for a total of 10,000x10,000 pixels.

Animation list, in order from top-left to bottom-right:

1. Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1-64
2. Run
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 65-128
3. Idle 1
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 129-168
4. Idle 2
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 169-208
5. Idle 3
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 209-248
6. Idle 4
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 249-288
7. Idle Fidget 1
	1. Total Frames: 24
	2. Animation Type: Singular or Ping-Pong Singular
	3. Frames: 289-312
8. Idle Fidget 2
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 313-336
9. Idle Fidget 3
	1. Total Frames: 24
	2. Animation Type: Singular or Ping-Pong Singular
	3. Frames: 337-360
10. Talking 1
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 361-400
11. Talking 2
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 401-440
12. Interact
	1. Total Frames: 40
	2. Animation Type: Singular
	3. Frames: 441-480
13. Use Item
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 481-504
14. Sitting
	1. Total Frames: 24
	2. Animation Type: Ping-Pong
	3. Frames: 505-528
15. Climb
	1. Total Frames: 40
	2. Animation Type: Ping-Pong
	3. Frames: 529-568
16. Praying
	1. Total Frames: 24
	2. Animation Type: Ping-Pong
	3. Frames: 569-592
17. Jump
	1. Total Frames: 40
	2. Animation Type: Singular
	3. Frames: 593-632
18. Sneaking
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 633-696
19. Crouch
	1. Total Frames: 24
	2. Animation Type: Ping-Pong
	3. Frames: 697-720
20. Casting
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 721-744
21. Dead/Down Forward
	1. Total Frames: 40
	2. Animation Type: Singular
	3. Frames: 745-784
22. Dead/Down Backward
	1. Total Frames: 40
	2. Animation Type: Singular
	3. Frames: 785-824
23. Down Poses
	1. Total Frames: 32
	2. Animation Type: Not Animated
	3. Frames: 825-856
24. Evade Roll
	1. Total Frames: 40
	2. Animation Type: Singular
	3. Frames: 857-896
25. Get Hit 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 897-920
26. Get Hit 2
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 921-944
27. Critical Idle 1
	1. Total Frames: 24
	2. Animation Type: Ping-Pong
	3. Frames: 945-968
28. Critical Idle 2
	1. Total Frames: 24
	2. Animation Type: Ping-Pong
	3. Frames: 969-992
29. Block
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 993-1016
30. Drink
	1. Total Frames: 24
	2. Animation Type: Singular or Ping-Pong Singular
	3. Frames: 1017-1040
31. Riding
	1. Total Frames: 24
	2. Animation Type: Not Animated, Requires Editing
	3. Frames: 1041-1064
32. 1-H Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1065-1128
33. 1-H Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 1129-1168
34. 1-H Attack 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1169-1192
35. 1-H Attack 2
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1193-1216
36. 1-H Attack 3
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1217-1240
37. 1-H Fidget
	1. Total Frames: 24
	2. Animation Type: Ping-Pong Singular
	3. Frames: 1241-1264
38. 2-H Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1265-1328
39. 2-H Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 1329-1368
40. 2-H Run
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1369-1432
41. 2-H Attack 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1433-1456
42. 2-H Attack 2
	1. Total Frames: 24
	2. Animation Type: Singular, Offset
	3. Frames: 1457-1480
43. Dual Wield Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1481-1544
44. Dual Wield Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 1545-1584
45. Dual Wield Attack 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1585-1608
46. Dual Wield Attack 2
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1609-1632
47. Dual Wield Fidget
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1633-1656
48. Bow Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1657-1720
49. Bow Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 1721-1760
50. Bow Attack 1
	1. Total Frames: 40
	2. Animation Type: Singular
	3. Frames: 1761-1800
51. Bow Fidget
	1. Total Frames: 24
	2. Animation Type: Ping-Pong
	3. Frames: 1801-1824
52. Unarmed Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 1825-1864
53. Unarmed Attack 1
	1. Total Frames: 40
	2. Animation Type: Singular
	3. Frames: 1865-1904
54. Unarmed Attack 2
	1. Total Frames: 24
	2. Animation Type: Singular or Ping-Pong Singular
	3. Frames: 1905-1928
55. Unarmed Fidget
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 1929-1952
56. Polearm/Staff Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 1953-2016
57. Polearm/Staff Run
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 2017-2080
58. Polearm/Staff Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 2081-2120
59. Polearm/Staff Attack 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 2121-2144
60. Polearm/Staff Attack 2
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 2145-2168
61. Pistol Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 2169-2232
62. Pistol Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 2233-2272
63. Pistol Attack 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 2273-2296
64. Pistol Attack 2
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 2297-2320
65. Pistol Fidget
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 2321-2344
66. MG/Rifle/Xbow Walk
	1. Total Frames: 64
	2. Animation Type: Loop
	3. Frames: 2345-2408
67. MG/Rifle/Xbow Idle
	1. Total Frames: 40
	2. Animation Type: Loop
	3. Frames: 2409-2448
68. MG/Rifle/Xbow Attack 1
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 2449-2472
69. MG/Rifle/Xbow Fidget
	1. Total Frames: 24
	2. Animation Type: Singular
	3. Frames: 2472-2496

Portraits:

1. Neutral
2. Neutral
3. Happy
4. Happy
5. Sad
6. Sad
7. Angry
8. Angry
9. Nervous
10. Nervous
11. Scared
12. Injured
13. Thoughtful
14. Thoughtful
15. Annoyed
16. Annoyed