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Fiero, Dexterity, Empathising and Pr	ower Fantasy			1	· · · · ·		,				
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The boss will stop when the MC is dr	ead										
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Name	Parryable?	S	specific solution?	Breakable?	РІ 1	Phase 2	∋? 3	Visual Anticipation	Audio Anticipation	Trigger(s)	Animation(s)
Equip									[Start of the fight	"Frank_RPG_Warrior_Equip_Retargeted"
Walk									Footsteps		"Frank_RPG_Warrior_8Way_Walk"
Run				\checkmark					Footsteps		"Frank_RPG_Warrior_8Way_Run"
Sprint				\checkmark					Footsteps		"Frank_RPG_Warrior_Run02"
Step							\checkmark				"Frank_RPG_Warrior_Step"
Name	Parryable?	S	specific solution?	Breakable?	PI 1	Phase?		Visual Anticipation	Audio Anticipation	Trigger(s)	Animation(s)
4 Attacks Combo	\checkmark		/					Lifting weapon		Random rotation	"Frank_RPG_Warrior_Combo01_All"
Stepback Combo	\checkmark		/					Lifting weapon		Random rotation	"Frank_RPG_Warrior_Combo05_All"
Uppercut			/					Crouching and lifting weapon		Random rotation	"Frank_RPG_Warrior_Skill05"
Dash Attack			/					Lifting weapon, Special attack particle		MC far from Boss	"Frank_RPG_Warrior_Skill02"
Shield Up			Charged Attack							At HP: 75%, 25%	"Frank_RPG_Warrior_Guard"
Stomp		\checkmark	Jump, Dash	\checkmark			\checkmark	Special attack particle	Steam release	Random rotation	"Frank_RPG_Warrior_Skill03"
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Name	Parryable?	5	specific solution?	Breakable?				Visual Anticipation		Trigger(s)	Animation(s)
Hit						2	5				"Frank_RPG_Warrior_Hit01" + "Frank_RPG_Warrior_Hit02" +
ſ		<u> </u>					<u> </u>		l '		"Frank_RPG_Warrior_Hit03"
Shield Bash										Shield is hit for three times with no guard break	"Frank_RPG_Warrior_ShieldAttack01"
Defensive Swipe										MC is close to Boss during phase change	"Frank_RPG_Warrior_Combo01_3"
Phase change explosion			Covering behind a pillar					Walking in the middle of the arena, many steam particles, crouch	High steam pressure		"Frank_RPG_Warrior_Attack04"
	The boss will activate when the mode The boss will stop when the MC is de / Run Sprint Step Name 4 Attacks Combo Stepback Combo Uppercut Dash Attack Shield Up Stomp Hit Shield Bash Defensive Swipe	The boss will stop when the MC is deution / Image: Stop Stop Stop Stop Stop Stop Stop Stop	The boss will activate when the mc enters the arena The boss will stop when the MC is dead / Aname Parryable? Equip Walk Run Sprint Step Name Parryable? Step Name Parryable? Step Name Parryable? Step Attacks Combo Stepback Combo Uppercut Dash Attack Stomp Name Parryable? 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