Monster Sheets

Facings: S, W, E, N, SW, NW, SE, NE

Name – Number of Frames for Animation Frame Ranges (orthogonal and diagonal)

For smaller sheets up to 255x255:

Walking – 64 0-31, 32-63

Running – 64 64-95, 96-127

Idle – 24 128-139, 140-151

Resting – 24 152-163, 164-175

Attack 1 – 24 176-187, 188-199

Attack 2 – 24 200-211, 212-223

Use Skill - 24 224-235, 236-247

Block – 24 248-259, 260-271

Evade – 24 272-283, 284-295

Get Hit – 24 296-307, 308-319

Critical HP – 24 320-331, 332-343

Woozy – 24 344-355, 356-367

Behavior – 24 368-379, 380-391

Dead – 8 392-399

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For 256x256 sheets (4096x4096) but smaller than 512x512:

Walking – 64 0-31, 32-63

Running – 64 64-95, 96-127

Idle – 24 128-139, 140-151

Resting – 24 152-163, 164-175

Attack 1 – 24 176-187, 188-199

Attack 2 – 24 200-211, 212-223

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Use Skill - 24 0-11, 12-23

Block – 24 24-35, 36-47

Evade – 24 48-59, 60-71

Get Hit – 24 72-83, 84-95

Critical HP – 24 96-107, 108-119

Woozy – 24 120-131, 132-143

Behavior – 24 144-155, 156-167

Dead – 8 168-175

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For 512x512 sheets (4096x4096) but smaller than 1024x1024:

**Sprite\_1**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Walking 64 0-31 32-63

**Sprite\_2**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Running 64 0-31 32-63

**Sprite\_3**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Idle 24 0-11 12-23

Resting 24 24-35 36-47

**Sprite\_4**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Attack 1 24 0-11 12-23

Attack 2 24 24-35 36-47

**Sprite\_5**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Use Skill 24 0-11 12-23

Block 24 24-35 36-47

**Sprite\_6**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Evade 24 0-11 12-23

Get Hit 24 24-35 36-47

**Sprite\_7**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Critical HP 24 0-11 12-23

Woozy 24 24-35 36-47

**Sprite\_8**

Name Total Frames Cardinal Frame Range Diagonal Frame Range

Behavior 24 0-11 12-23

Dead 8 24-31 (includes all directions)