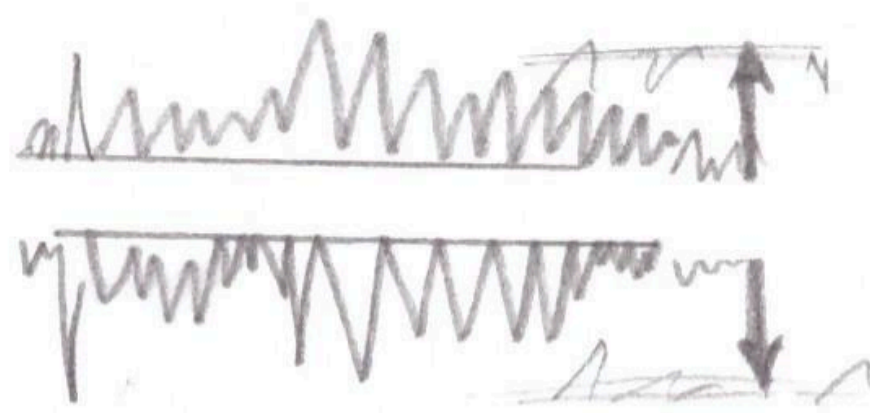# ORPHEUS- BEWEGUNGEN

- Einhand Angriff *[2] (7 Pha)
- Zweihand Angriff *[2] (7 Pha)
- Armbrust [hoch & runter] (11 Pha)
- Schleuder *1 (?) ~~[2]~~ [17] Pha)
- Bogen [hoch & runter, spannen] (11 Pha + (4+1+3) Pha)
- Springen (1234 4 4 4 567) rennend
- gehen (12 Pha)
- rennen (10) (12 Pha)
- klettern (8 Pha)
- mag. Offensiv (5-7 P)
- mag. defensiv (5-7 P)
- stehen (1 Pha)
- getroffen werden (3-5 Pha)
- umfallen (5 Pha) *[2]
- Springen (gehend wie stehend) (* 4 Pha)
- Schwimmen
- geduckt gehen

Name:

ISA00 ✓ ✗ 2M, Draw 1h, At/Pa②Kür, T0
ISA04 ✓ 1M, Draw 1h, At② , T0, At L/R
ISA10 ✓ 2M, Draw 1h, At/Pa ④ Kür, T1
ISA14 ✓ 1M, Draw 1h, At ④, T1, At L/R
ISA20 ✓ 2M, Draw 1h, At/Pa ④ Kür, T2
ISA24 ✓ 1M, Draw 1h, At ④, T2, At L/R ④
ISA30 ✓ 1M, Stumble, Stumble B
ISA32 ✓ ✗ 1M, Threaten & Kill ~~Run~~, Xena-Move
ISA35 ✓ 1M, Ruhehaltungen

2

2SA00 ✓ 1M, 2h DrawH, AimH, Attack T0   (too heavy)
2SA10 ✓ 2M, 2h Draw, At/Pa ② Kür, T1
2SA14 ✓ 1M, 2hDraw, At②, At L/R, T1
2SA20 ✓ 2M, ~~2h Draw~~, At/Pa Unterschläge, T2
2SA24 ✓ 1M, At (Unterschläge), At L/R, T2
2SA32 ✓ 1M, Threaten & Kill, Xena-Move 2H
(2SA35) ✓ 1M, Standpose, 2H

2AA10 ✗ ✓ 2M, 2A-Draw, At/Pa② Kür, T1
2AA16 4 ✗ ✓ 1M, ~~At L/R   T1~~ A 2A-Draw, At②, At L/R, T1
2AA32 1M, Threaten & Kill, Xena-Move

(1SM00) †_1hAimT0_2_~~Pa~~1hRunL
(01) †_1hAimT1_2_1hRunL   } 1hRunLoop ?!
02 ∮ ✓ †_1hAimT2_2_1hRunL
1SM03 ∮ ✓ †_1hRunL_2_1hAimT2 0
04 ∮ ✓ †_1hRunL_2_1h AimT1
05 ∮ ✓ " _2_1h AimT2

1SM06 ✓ 1hTurn, - JumpB, - Strafe
_____

1SM07 ✓ 1hWalk ~~~~

~~scribble~~

1SM08 ✓ WalkB,-Turn ,Strafe .

1SM 1~~8~~5 ✓1hSchleichen Walk
1SM 19 ✓ SneakB , - Turn, - Strafe

1SA50

2hS
2SM00 ✓ 1M, 2h t-2hRun _ 2_RunL
2SM02 ✓ 1M, 2h JumpB , - Turn, - Strafe (RUN)
2SM07 ✓ 1M, 2h Walk
2SM09 ✓ 1M, 2hWalkB , - Turn, -Strafe
2SM 15 ✓ 2hSchleichen
2SM 17 ✓ 2h Schleichen rückwärts ,Turn, Strafe

2AM00 ✓ ✗ 1M, 2hA -Run _ 2- RunL
2AM02 ✓ ✗ 2hRun JumpB, - Turn, - Strafe
2AM07 ✓ ✗ 2hA Walk,
2AM 09 ✓ ✗ 2hA WalkB , - Turn, - Strafe
2AM 15 ✓ ✗ 2hA Schleichen
2AM 17 ✓ ✗ 2hA SneakB, - Turn ,- Strafe

CA00	✓	1H, Bogen ziehen, BowRun T0
		Aim → Shoot → BowRun
CA02	✓	1H, CBow-Aim
CA04	✓	1H, Bogzi: wie CA00 ,T1

BM00	✓	BowRun
BM02	✓	BowRun JumpB, -Turn, -Strafe
BM07	✓	BowWalk
BM09	✓	BowWalkB, -Turn, -Strafe
BM15	✓	BowSneak
BM17	✓	Bow SneakB, -Turn, -Straf

BA00	✓	Armbrust anlegen, schießen T0
BA04	✓	" " " T1
BA02	✓	" zielen, T0
BA05	✓	" z " , T1

CM00	✓	~~Arm~~ CBowRun
CM02	✓	CBowJumpB, -Turn, -Strafe
CM07	✓	CBowWalk
CM09	✓	CBowWalkB, -Turn, -Strafe
CM15	✓	CBowSneak
CM17	✓	CBow~~Wa~~SneakB, -Turn, -Strafe

RAN01	✓	Dialoggesten