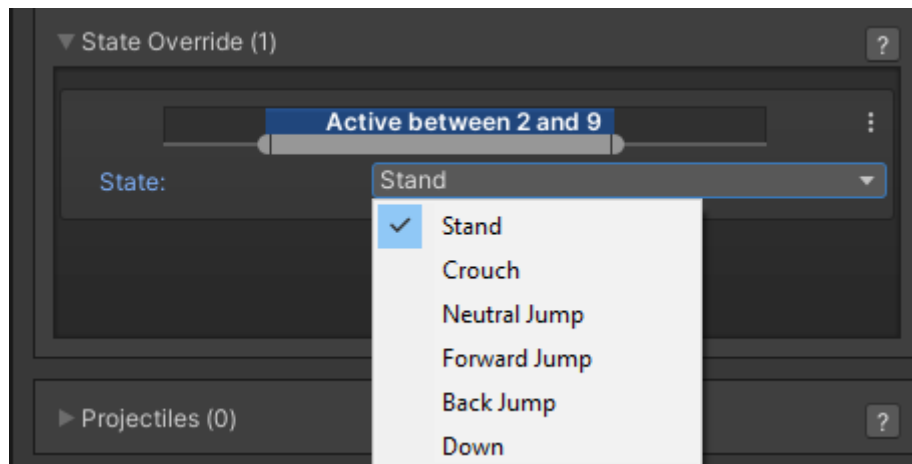


State Override

You can set the move's state for certain frames of your move here.



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