

a

Persistent Spatial State

■ HUD Health

■ Coarse Action Band

■ Identity + Box

■ Facing Bar

■ Stance Mark

■ P1

■ P2

Shared Identity Across Body and HUD

b

Action Windows & Skill Trigger

Light  
1/3

Medium  
2/3

Heavy  
Full

Punch

Kick

Skill Trigger

In Front of Caster

30-Frame Window

Strength = Vertical Coverage Below the Action Band

c

Transient Event, Persistent Consequence

P2 Health: 100 → 88

Command Issued

Damage Onset

4 Frames Later

Later Side Switch

Before Damage

Victim + HUD Invert

Updated Health Persists

P2 Keeps Its Identity