

Movelist

Normal moves

1 i12 h +6/-2

1,1 h,m +4/-14, FC NC, KND on CH

1,1~d

1,2 h,h KND/-2 NCc

2 i11 h +9/+1

2,1 h,m +2/-3 NC

2,1,2 h,m,m JGL/-12

2,1,1+2 h,m,h,h,h,h KND/-4

2,3 h,m +5/-13

1+2 m,m i15 JGL/-13 homing

3+4 or ws 3+4 Gamma Howl

absorb an attack to activate Gamma Charge (always active in heat)

1+4,1 m i17 KND/+21 (guarded stagger)

1+4,1* unblockable if charged at least to two

hcf alternative input for 1+4 with 5 more damage, can somehow be charged but i dont get it

1+4,df1 m i21 JGL/-17

1+4:df1 just frame version for more damage, causes instant T! however

f1 i14 m +5/-6

f1,1 m,h KND/-7 NC

f1,2 m,h +5/-6 NC and jails

f1,2,1 m,h,m JGL/-12 instant T!

f1,2,2 m,h,m KND/+6 NOT NC

f1,2,2* charged up causes wall crush

f2 i10 high +5/-12 KND on CH with guaranteed followups (10frame punish potential?)

f3 i15 m +5/-9 (seems good at the wall)

f3~d Gamma Howl

f3,2 or ws3,2 m,h KND/-9 NC safe W!

f3,1+2 or w3,1+2 m,m KND/-11 FC, NCc

f4~1 i65 h unblockable with followups

f4~1,2 m KND/+8 (why???)

f1+2 i27 m,m powercrush KND/-12

f3+4 i22 m +9 FC/-11

f3+4~d Gamma Howl

df1 i14 m +3/-4

df1,1 m,m KND/-11 NCc launches if CH (df1),1 delayable

df1,2 m,h -1/-12 NCc

df1,2,1 m,h,h -2/-10 NC after df1,2 else NCc

df1,2,1,2 m,h,h,h KND/-18 NC after df1,2 else NCc

df2 i15 m JGL/-14

df2,1 m,h JGL/-32

df2,1* m,h JGL/-46

df2,1~d Gamma Howl

df3 i16 m +2/-9

df3,2 m,h KND/-9 W!

df4 i15 m +5/-9 on CH FC +14 safe poke but bit slow?

df3+4 i13 m KND/-23 W! quick whiff punish, good at wall? terrible if it gets blocked

df1+3 slow ass move that is s.mid from far range, throw on close range and leaves you on the floor

df1+3,1+2 unescapable tackle

df1+4 i34 low KND/-37 homing

or hcdf1 to powerup (i29)

df2+3 i22 m KND/-9 W!

or hcdf2 to powerup

d1 i10 s.low +6/-5

d2 i11 s.low +7/-4 (= FC d2)

d3 i20 low -6/-17 (= FC d3)

d4 i16 low -4/-15 (=FC d4)

d1+2 i27 m JGL/-18 high crush

d3+4 Sit Down stance

db1 i13 low +1/-12

db1,1 -1/-12 NC followups dont hit due to pushback but nice at the wall

db1,1,1 -1/-12 NC

db1,1,1,2 l,l,l,m KND/-11 W! db1s cannot be blocked but if they still try they will get caught by this and W!

db2 i22 low +3/-18 KND on CH and high crush - seems good against jab abusers
db2* KND/-33 chip damage on block, increases range, some pushback

db3 i21 -9/-20
db3,4 -9/-16
db3,4,3 all very minus on hit and block
db3,4,3,4
db3,4,3,4,3
db3,4,3,4,3,4
db3,4, ... ,1+2 HIGH KND/+14 W! (can this be interrupted?)
db3,4, ... ,d1+2 throws crouching opponents, unbreakable

db4 i16 low -2/-13 recovers crouching!

db1+2 i18 l.l KND/-70 CARE if used from too far (second hit whiffs) its -63

b1 i20 m +8/-11
b1,2 m,m KND/-14, NC launches if CH (b1),2 and absurd range (whiff punish?)

b2 i19 m KND/+5 on hit KND or heat engage if possible, knocks back on block
b2* -2 or +5 if wall crush/-2 or +5 at the wall chip dmg on block

b3 i16 m +2/-9
b3,2 m,h +1/-4 jailing
b3,2~d Gamma Howl
b3,2,2 m,h,h KND/-9 W! last hit can be ducked
b3,2,2* m,h,m KND/-9 can follow with W! at the wall

b4 i13 m -2/-13
b4,4 m,m KND/-4 FC NCc F! (if both hit)

b1+2 i14 m KND/-19 heat engager minor pushback on block

ub1+2 i20 h KND/-9 powercrush homing chip damage

u1+2 i19 m JGL/-13

u3+4 KND/unblockable you fly in the air and hope your opponent is intimidated can use
ub/u/uf+3+4 to fly further

u1 KND T! only hits airborne
u1* KND T! only hits airborne
or ub1 or uf1
u1~d Gamma Howl

u2 i24 m +7/+4 FC probably low crush, KND on CH
or ub2 or uf2

u3 i23 low +8FC/-17 automatically goes into gamma howl
or ub3 or uf3

uf3+4 i34 m KND/+13FC automatically goes into sit

ff1 i15 m +8FC/-6 KND on CH

ff1~d Gamma howl with +4 on block or +8 on hit

ff2 i18 m JGL/-16

ff2* still -16

ff3 i26 m +9/+4 FC CH launcher

ff3~d goes into FC

ff4 i16 m KND/-10 W! good range, and fast, seems like a good whiff punish but no pushback in
neutral too easy to punish

ff1+2 i15 m JGL/-15 homing

ff1+2,1+2 m,l KND/-19 (alternative input: FC d1+2)

ff1+2,2 m,m KND/-11 NC

ff1+4 i21 KND/-80 you end up laying on the floor - mid or low attack depending on how far you
are, stupid range

WR2 i22 m +6/+10 good range

WR1+2 i20 m KND/+3 W!

d2,1,1,1,2,1,2,1,1+2,1+2 10 hit combo s.low, low, low, m,m,m,m,m,m
or ws2,...

d2,1,1,1,2,1,2,1,d1+2,1+2 10 hit combo 2 s.low, low, low, m,m,m,m,LOW,m

1+2+4 TAUNT, EXTREMELY IMPORTANT!! ☐☐

ws1 i15 m JGL/-13 i15 ws punish launcher

ws2 i14 +4/-7

ws2,1 m,m KND/-14FC

ws2,4 m,h KND/+3 NC W! seems like a strong move at the wall, mixup potential with ws2,1, has
chip damage

ws4 i11 m +5/-6 generic i11 ws4

ws1+2 i20 m JGL/-15

ws1+2,1+2 m,m KND/-15 F! NC

ws1+2,1+2,1+2 m,m,l KND/-23 NC

FC 1 i19 low +3/-8

FC 1,1 l,l +5/-12

FC 1,2 l,m KND/-11 W!

FC 1+2 i24 low KND/-15

FC 1+2,1+2 l,m KND/-18 NC

FC df1 i23 m -11/-21

FC df1,2 m,m -11/-21

FC df1,2,1 m,m,m +16 crumble/-11 NC

FC df1,2,1,1 m,m,m,h +13/+15 if the first 3 are hits then the last attack just whiffs, if its blocked they end up in BT

FC df2 i17 m -2/-13

FC df2,1 m,m +7/-13

FC df2,1,2 m,m,m JGL/-12

FC df2,f1 m,h KND/-13 NC W!

FC df2,d1 m,l 0/-11 NC

FC df4 i12 m +4/-12

FC df4,2 m,m +4 FC/-14 KND on CH (df4),2

FC df3+4 i21 KND/-9 W! long range and safe

FC db1 i14 low +3/-11

FC db1,1 l,m +5/-6

FC db1,1,1 l,m,m KND/-14 W!

FC db1,1,1* KND/-6

ss1 i32 m JGL/+6 FC

ss2 i17 h KND/+9 W!

ss2~d Gamma Howl ss2~d, GH 2 W! seems sick at the wall

d3+4 Sit down stance

SIT,f roll

SIT,b roll

SIT 1 i19 low -37/-48

SIT 1,2 l,l -36/-47 NC

SIT 1,2,1 l,l,l -36/-47 NC

SIT 1,2,1,2 l,l,l,l -36/-47 NC

SIT 1+2 i24 m KND/-44

SIT 3+4 i54 m KND/+13FC

3+4 Gamma Howl (or ~d df after certain moves)

if he absorbs an attack during this time goes into Gamme Charge GMC (always during heat)

GMH ub to jump back

GMH uf to jump foward

GMH 1 i22 m KND/-10 homing chip

GMC 1 i22 m JGL/-6 homing chip

GMH 2 i20 h KND/+11 W!

GMC 2 i20 h KND/+11 W! GUARD BREAK +11 (cant block)

GMH 3 i24 m +9FC/+4 KND on CH

GMH 3~d goes into FC (+7 on hit)

GMH 4 i14 h KND/+3 heat engage W!

GMH 3+4 i20 s.mid KND/-13 heat engage

GMH f1 i20 m JGL/-17 instant T!

GMH f2 i29 m KND/-13 W!

GMH 1+2 Throw 1+2 break

GMH 1+3 throws crouching opponent, unbreakable
or d1+3

can also use 2 throw

df2+4 Throw 2 break (JGL?)

df,DF2+4 ???

db2+3 Throw 2 break F! (+14 FC otherwise) 25 dmg

uf1+2 Throw 1+2 break F! 35dmg side switch

uf1+2,d,df2 W! instead of F!

db,n,f1+2 Throw 1+2 break F! 50 dmg

qcf1 Throw 1 break 40 dmg

qcb2 Throw 2 break 45 dmg

W! 1+3

or 2+4 or uf1+2 wall throw, cannot escape

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