

Character Overview

Strategy

Poke with 1,2 df1,2 f4 (+ on block, df1,1 on hit)

Low pokes e.g. db3 which is + on hit and d4(,4 NCc)

From b2,1~f go into GEN 2 for armor (forces transition if b2,1 is blocked) or GEN 1 for low mixup into FC game mixing up FC df2 and ws2 which both launch on CH

To create stance pressure use f3,2 into IZU 3 for mid into heat or IZU 4,1 for a low sweep or IZU 2+3 for a throw

Can use SS4 in the neutral to get heat, in heat can use 2+3 for long range or GEN 2+3 to enhance the low mixup

Combos

Normal Combos

[NSD] = No self-damage (may be missing in some combos)

“IZU 1+2 MIA 1 is guaranteed vs a juggled face-down opponent turned 45° or more away from you — this disables quick back roll.

From Toko's Jun combo video

df2

b4,2 df1 df1 f3,4 T! 2,1,4 (56) [NSD]
df4 T! f4 b2,1 f3,2 f1+2 (59) [NSD]
b4,2 f3,2 IZU 1,1 T! b4,2 (59)
f3 ssl2 T! f3+4 GEN 4 f3 b2,1,4 (60) [NSD]
b4,2 f3 b2,1,2 T! b2,1~f GEN 2 (65)
b4,2 f3,2 IZU 1,1 T! b2,1~f GEN 2 (68)
b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (68)
b4,2 b4,2 ff2~b MIA 1 T! b2,1~f GEN 2 (72)
b4,2 f3,2 IZU 2 T! f3+4 GEN 4 ff2~f GEN 2 (72)

b4,2 4 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (74)
b4,2 df1 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
b4,2 4 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
ssr b4,2 f4 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
micro ssl 1 f4 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 b1+2 MIA 1 (57+24)

df2~1

f4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
f4 b4,2 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
f4 ff2~b MIA 1 T! f3+4 GEN 4 b2,1~f GEN 2 (UNCONFIRMED)
f4 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)

df2,1+2

4 b4,2 f3,2 IZU 2 T! b2,1~f GEN 2 (UNCONFIRMED)
f4 f3,4 T! f3+4 GEN 4 b2,1~f GEN 2 (75)
f4 b4,2 f3,2 IZU 2 T! b2,1~f GEN 2 (UNCONFIRMED)
f4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
d1+2 T! f3+4 GEN 4 b4,2 ff2~f GEN 2 (82)
f4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (86)
f4 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 MIA 1 (71+24)

ws3

4 b4,2 f3 ssl2 T! b2,1,4 (63) [NSD]
df4 T! b4,2 f3 b2,1~f GEN 2 (65)
b4,2 f3,2 IZU 1,1 T! b2,1~f GEN 2 (70)
b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (70)
4 b4,2 f3,2 IZU 1,1 T! ff2~f GEN 2 (74)
b4,2 f3,2 IZU 2 T! f3+4 GEN 4 ff2~f GEN 2 (74)
b4,2 df1 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (74)
4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (77)
micro ssl 1 f4 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 MIA 1 (59+24)

f2

f4 f3,4 T! uf3 f3,2 IZU 1+2 (67)
4 b4,2 f3,4 T! f3+4 GEN 4 ff2,3 (70) [NSD]
f4 f3,2 IZU 1,1 T! f3+4 GEN 4 ff2,3 (72)
4 f4 ff2~b MIA 1 T! ff2~f GEN 2 (73)
f4 f3,2 IZU 1,1 T! b2,1~f GEN 2 (73)
4 d1+2 T! f3+4 GEN 4 f3 b2,1~f GEN 2 (76)
f4 b2,2 f3,2 IZU 2 T! b2,1~f GEN 2 (76)
4 b4,2 f3,2 IZU 2 T! b2,1~f GEN 2 (77)
4 b4,2 f3,2 IZU 1,1 T! ff2~f GEN 2 (78)
4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (81)

micro ssl b4,2 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 MIA 1 (67+24)

MIA 1

f3+4 GEN 4 b4,2 1 ff2~f GEN 2 (77)

f3+4 GEN 4 b4,2 1 1 ff2~f GEN 2 (UNCONFIRMED)

d1+2 T!

b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (NO WAY)

f4 f3 b2,1 b2,1~f GEN 2 (72)

f3+4 GEN 4 b4,2 1 1 ff2~f GEN 2 (75)

f3+4 GEN 4 b4,2 f3 b2,1~f GEN 2 (78)

f3+4 GEN 4 b4,2 1 1 ff2~f GEN 2 (UNCONFIRMED)

dash SWL b4,2 1 f3,2 IZU 1+2 MIA 1 (62+24)

uf4,3 T!

f GEN 4 f3 b2,1~f GEN 2 (67)

f GEN 4 b4,2 f3,2 IZU 2 (69)

f GEN 4 b4,2 ff2~f GEN 2 (71)

f d SWL 1 f3,2 IZU 1+2 MIA 1 (51+24)

b3,2

b4,2 b4,2 (57)

b4,2 1 ff2,3 (59)

b4,2 f3,2 IZU 2 (63)

b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (NO WAY)

b4,2 f3 b2,1~f GEN 2 (69)

f3+4 GEN 4 f3 b2,1~f GEN 2 (70)

f3+4 GEN 4 b4,2 f3,2 IZU 2 (UNCONFIRMED)

f3+4 GEN 4 b4,2 ff2~f GEN 2 (74)

b3,4,1+2

f3,2 IZU 1,1 T! ssr b2,1~f GEN 2 (UNCONFIRMED)

b3,4~D

ws2 f3 ssl2 T! b2,1,4 (60) [NSD]

ws2 f3,2 IZU 1,1 T! ssr b2,1~f GEN 2 (72)

IZU 2

4 b4,2 f3,2 IZU 1,1 T! ff2~f GEN 2 (81)

4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (85)

ws3+4

f4 df4 T! f4 f3 b2,1,4 (71) [NSD]
f4 f3,2 IZU 2 T! b2,1~f GEN 2 (74)
f4 b4,2 f3,2 IZU 2 T! b2,1~f GEN 2 (UNCONFIRMED)
f4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)

FC db1+2

4 f4 f3,2 IZU 2 T! b2,1~f GEN 2 (71)
4 b4,2 f3,2 IZU 2 T! b2,1~f GEN 2 (72)
f4 f3,2 IZU 2 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
f4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)

f2+3

uf2 T! b4,2 b2,1~f GEN 2 (68)
uf2 T! b4,2 f3 b2,1~f GEN 2 (71)
uf2 T! f3,2 1+2 f2 (72)
ssl f3,2 IZU 2 T! f3,2 1+2 f2 (78)
uf2 T! f3+4 GEN 4 f3,2 IZU 1+2 d1+2 (66+22)
uf2 T! f3+4 GEN 4 f3,2 IZU 1+2 MIA 1 (66+24)
ssl d1+2 f3+4 GEN 4 f3,2 IZU1+2 MIA 1 (71+24)

d3+4

df1 b4,2 f3,4 T! b2,1~f GEN 2 (73)

ub4 (off-axis)

uf2 T! f3+4 GEN 4 f3,2 IZU 1+2 MIA 1 (66+24)

Low Parry

df1 b4,2 f3 b2,1~f GEN 2 (UNCONFIRMED)
4 b4,2 1 1 ff2~f GEN 2 (UNCONFIRMED)
4 b4,2 f3 b2,1~f GEN 2 (UNCONFIRMED)

Float

b4,2 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)

Rage Art

... f3,2 1 RA
... W! RA

Counterhit Combos

CH (b4),2

b4,2 f3,2 IZUZ 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 df1 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)

CH df4

df4 T! b4,2 b2,1~f GEN 2 (72)
b4,2 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 df1 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
swr d1+2 T! f3+4 GEN 4 f3,2 IZU 1+2 MIA 1 (76+24)

CH (ff2),2

ws1+2 f3 b2,1,2 T! b2,1~f GEN 2 (76)
b4,2 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 df1 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
swr d1+2 T! f3+4 GEN 4 f3,2 IZU 1+2 MIA 1 (76+24)

CH ws1+2

f3,2 IZU 1 f3,2 IZU 2 T! ff2~f GEN 2 (75)
4 f4 ff2~b MIA 1 T! ff2~f GEN 2 (UNCONFIRMED)
4 d1+2 T! f3+4 GEN 4 f3 b2,1~f GEN 2 (UNCONFIRMED)
f4 f3,2 IZU 1,1 T! f3+4 GEN 4 ff2,3 (UNCONFIRMED)
b4,2 f3,2 IZUZ 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 df1 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
f4 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (82)
swr d1+2 T! f3+4 GEN 4 f3,2 IZU 1+2 MIA 1 (74+24)

CH (IZU 1),2

b4,2 f3,2 IZUZ 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 df1 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)

CH d2

ws2 f3 b2,1~b MIA 1 T! b2,1~f GEN 2 (68)
ws2 1 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
ws2 1 ff2~b MIA 1 f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
ws2 f3,2 IZU 2 T! micro dash swl b4,2 f3,2 IZU1+2 MIA 1 (63+24)

CH IZU 4

uf2 T! f3+4 GEN 4 1+4 ff2~f GEN 2 (67)
ws2 1 f3,2 IZU 1,1 T! b2,1~f GEN 2 (UNCONFIRMED)
ws2 1 ff2~b MIA 1 f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
uf2 T! dash swl b4,2 f3,2 IZU 1+2 MIA 1 (62+24)

CH d3+4

b4,2 f3,4 T! b2,1~f GEN 2 (72)
b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (UNCONFIRMED)
b4,2 f4 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
b4,2 f3,2 IZU 2 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
b4,2 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
b4,2 b4,2 f3,2 IZU 2 T! ssr b2,1~f GEN 2 (UNCONFIRMED)
4 b4,2 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (UNCONFIRMED)
b4,2 f3 b2,1~b MIA 1 T! b2,1~f GEN 2 (80)
b4,2 f3 ff2~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (88)

CH uf3

uf2 T! b4,2 f3 b2,1~f GEN 2 (70)
d1+2 T! f3+4 GEN 4 b4,2 ff2~f GEN 2 (80)
f2~1 b2,1~b MIA 1 T! df1 ff2~f GEN 2 (UNCONFIRMED)
f2~1 b2,1~b MIA 1 T! b2,1~f GEN 2 (UNCONFIRMED)

CH ws2

uf2 T! b4,2 f3 b2,1~f GEN 2 (64)
b4,2 b2,1~b MIA 1 T! f3+4 GEN 4 ff2~f GEN 2 (70)
d1+2 T! f3+4 GEN 4 f3 b2,1~f GEN 2 (70)
d1+2 T! f3+4 GEN 4 b4,2 f3,2 IZU 2 (72)
d1+2 T! f3+4 GEN 4 b4,2 ff2~f GEN 2 (74)
d1+2 T! micro dash swl b4,2 f3,2 IZU 1+2 MIA 1 (63+24)

CH FC df2

ws3 4 uf2 T! f3+4 GEN 4 b2,1~f GEN 2 (80)
ws3 b4,2 f3,2 IZU 2 T! b2,1~f GEN 2 (82)
ws3 b4,2 f3,2 IZU 1,1 T! b2,1~f GEN 2 (84)
ws3 b4,2 df1 f3,2 IZU 2 T! b2,1~f GEN 2 (84)
ws3 4 b4,2 f3,2 IZU 2 T! b2,1~f GEN 2 (87)

CH (db4),4

f3 ssl2 T! f3+4 GEN 4 b2,1~f GEN 2 (70)

Wall Combos

W! 1+4,2,4

W! f3,2 IZU f1+2

uf4,3~f T! GEN 4 1+2

uf2 T! ff3,3+4 1+2

b2,1,2 T! ff2,2

df4 T! 1+4,2,4

W! db1,1,1+2

W! b2,1<1

W! f4,1+2

uf1 W! d1+2 T! 1+4,2,4 (72)

Heat Combos

f4

1+2 HD! d1+2 (54)

MIA 2 HD!

f4 f3,2 IZU 2 T! f4 ff2~f GEN 2 (65)

f4 4 b4,2 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 MIA 1 (67+24)

u2

IZU 3 HD! f4 b4,2 b2,1,2 T! b2,1~f GEN 2 (60)

u4

f2,1+2 HD! b4,2 b4,2 f3,2 IZU 2 T! ff2~f GEN 2 (72)

df2

uf2 T! f3+4 GEN 4 b4,2 2+3 b4,2 2+3 (70)

b4,2 f3,2 IZU 1 2+3 d1+2 T! b2,1~b MIA 2 HD! d1+2 (75)

d1+2 T!

f3+4 GEN 4 b4,2 f3,2 IZU 1 2+3 ff2~b MIA 2~F d1+2 (92)

d3+4

b4,2 b4,2 2+3 d1+2 T! f3+4 GEN 4 ff2~b MIA 2~F ff1+2 (89)

ss4 HD!

f4 4 b4,2 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 MIA 1 (57+24)

f2,1+2 HD!

4 b4,2 f4 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 MIA 1 (72+24)

IZU 3 HD!

f4 4 b4,2 ff2~b MIA 1 T! micro dash swl f3,2 IZU 1+2 MIA 1 (63+24)

f4 4 b4,2 f3,2 IZU 2 T! micro dash swl f3,2 IZU 1+2 MIA 1 (64+24)

Wall Carry Combos

df2 b4,2 f3 df4 T! ff2,3 W! ff3,3+4 1+2

In this combo ff2,3 is used after the tailspin to achieve a high wallsplat

df2 b4,2 ff2~b MIA 1 T! b4,2 W! db1,1,1+2 (74)

In this combo b4,2 is used after the tailspin to achieve a high wallsplat

Wall Break Combos

Below are several sample combos that illustrate which moves can be incorporated into combos to cause a wall break.

db1,1,1+2 W!

d1+2 T! ff1+2 WB! f4 b2,1,4 W! db1,1,1+2 (104)

Floor Break Combos

Below are several sample combos that illustrate which moves can be incorporated into combos to cause a floor break.

df2

uf2 T! f3+4 GEN 4 b4,2 ff2~f GEN 3 FB! b2,1~f GEN 2 (72)

df2,1+2

f4 f3,2 IZU 1,2 FB! f3,2 IZU 2 T! ff2~f GEN 2 (77)

f2+3

uf2 T! f3+4 GEN 4 f3,2 IZU 1+2 FB! b2,1~b MIA 2 (75)

FC CH df2

ws2,1 W! uf4,3 T! ff3,3+4 FB! b2,1~f GEN 2 (88)

Guaranteed Followups

CH 4

f2 (UNCONFIRMED)

uf3+4 (30) [NSD]

3+4 (48) [may not work on smaller characters]

CH ss2

ff1+2 (56)

CH (df1),2

uf1 (39)

f4 → b4,2 __ 1+2 (heat)

u4__FC df3__CH GEN 1 → d1+2

FC df3 → f2 also works

CH f1+2__HEAT f1+2 → MIA 2

CH u2 → IZU 3 (heat)

CH IZU f1+2 → uf1 __ 1+2 (heat)

Punishment

Block Punishment

Startup	Standing	Crouching
i10	1,2 uf1	FC df1 uf1
i11	-----	ws4

i12	2,1,4 f1+2	ws1,1 ws1,4
i13	b4,2 1+2 (HEAT)	ws2,1
i14	3 b2,2 b2,1~f	ws3
i15	db1,1,1+2 df4	-----
i16	df2 uf4,3	uf4,3
i17	f2	-----
i18	-----	ws3+4

Whiff Punishment

- 1,2
- f3,4
- f2
- df4
- df2
- u2
- ss1+2
- db1,1,1+2 at the wall!

Moves

Top Moves

asd

Neutral game

1,2 into sidestep poor frames but ss2 pretty air-tight and ss4 can only be jabbed - good followup if 1,2 was a punish. 1,2,2 guaranteed on CH otherwise can be ducked, if not it is + on block and on hit opens up stance game

df1 good poke, 2 extension is a safe high which can be mixed up with 1 extension which is a mildly unsafe mid with good damage and wallsplat

f4 good range, homing high, + on block, on hit guaranteed df1,1 or something like 1,2~ss__1,2,2

b2,1 fast nicely ranged move but frames aren't the best

b2,2 can cover the high extension and remains safe

b2,1 +2 on hit -9 on block BUT b2,1~f catches grabs and fast lows for a reversal (GEN)

GEN 2 will armor almost anything and GEN 1 will crush highs except jabs

b2,1~b allows for an immediate sidestep from MIA to beat jabs, df1, df2

ff2 unsafe on block, ff2~f into GEN - GEN 1 beats jabs, GEN 2 beats almost everything

ff2~b into MIA on block can sidestep to evade most stuff even jabs

ff2,3 safe high or ff2,2 -13 on block mid to catch people mashing the stance transitions

on hit ff2 is +3, extensions are NC and on hit all her stance moves can't be interrupted

ss4 THE random ss move to use - surprising range, clips a ton of stuff, best move to enter heat, super plus on block and hit, +17 when entering heat, in heat it's a launcher if holding forward (spends gauge)

uf3 safe mid, jumps low, CH launcher, decent range (approach), complement to f4 and safer alternative to hopkick for beating lows

u2 and f3,2 leads to izumo for powerful mixups, f3,2 is NC but ends on a high, has more damage and faster startup. If they duck, use u2.

from these transitions GEN 1, 3, 1+2, f1+2, 2+3 are enforceable even on block, on hit basically uninterruptible

you can use f,3 without fishing the string to test if they duck, f3~u and f3~d are useless

High/Mid Pokes

1__1,2__2,1 → safe quick jabs

df1 → classic mid check

df1,1__df1,2 → mid/high followup, mid is unsafe though

u2 → i23 homing high, +6 on block into IZU

4 → i12 safe high, KND on CH

f4

Low Pokes

d3+4 low poke and CH fisher, hurts on CH and jails

db3 generic low poke that is +2 on hit, at -12 not too risky

b1 long range evasive CH fisher, reactable but -10, can cancel with ~d into FC

db2 decent range high crushing low that is +2 on hit, barely seeable, good mixup for her ss moves

d4 decent long ranged low poke, d44 is NCc but not delayable, can try to read or react to opponents moves with d44 for CH

fc df2 best low and FC mixup game

Homing moves

f4 → safe homing high, plus on block

df3 → safe homing mid KND on hit

ff3 → safe homing mid

1,2,2

f3,2

u2

Wall game

df3 safe homing mid W!

b3+4 armored W! but -12 on block

ss4 good range, catches a lot of people moving or mashing, oppressive

d4,4 just dumb at the wall

db1,1,1+2 insane damage but launch punishable, huge whiff punish at wall

Crouch game

f2~d Access to FC: long range approach feint, as nothing is blocked opponents tend to freeze up

d2 Access to FC: enough +on hit to enforce everything except FC d3+4 and ws1+2, also forces crouch. if blocked frames are bad so dont press buttons

ws1 leads to a lot of options

ws1,1 high,high which leads to MIA and GEN with ~b__~f

ws1,4 high,mid if they duck ws1,1, -11 but can add the low

ws1,4,2 high,mid,low launch punishable

ws2 safe mid ch launcher with insane range and + on hit and -12 on block but there is an extension

ws2,1 more of a W! or punishment move but mid/mid can cover ws2 punishments

ws1+2 INSANE CH, safe, slow, long ranged, unscaled f2 or df2~1 followup on CH, does NOT evade or crush highs, recovers standing unless cancelled with ~d, +6 on hit -2 on block

FC df2 low damage, 0 on hit but very low risk (-11) and full combo on CH with ws3, crushes highs the entire time and during recovery!

FC df3 up close guarantees KND into f2 or uf2 but slower, recovers standing and -19

FC d3+4 long range mid, can recover standing or crouching with ~d, +5/-6 but has a 3 extension which is neutral on block and KND, little risk and good followup to FC df2 or mixup

Defensive game

f2 insane range whiff punish, f2~1 extension goes into heat instead of launch and makes it safe on block, if the opponent whiffs close can use df2~1 for more dmg, f2~d can be used aggressively

b3 crushes lows, a bit evasive against highs, a bit harder to whiff punish, has extensions

b3,2 mid extension, safe on block but self-damaging, combo on hit but early T!

b3,4~d low kick extension, complements the mid extension, goes into FC with ~d

b1+3 i5 parry that cannot be held, 7f window, catches m/h punches and kicks

f4 AMAZING; insane range, homing, + on block, followups on hit in df1,1 for damage or 1,2~ss__1,2,2 ONLY weakness is it is high

d4 insane range low that pushes opponent away slightly

d4,4 NCc low/high but handy keepout move, you can use the extension if you see the opponent press buttons, safe on block only vulnerable to crouching

ws2 incredible safe CH launcher with great range, a bit linear but you can crouch in neutral baiting them in

b2,2 simple safe m/m NC, ideal to intercept people at range, +3 on hit but gives up turn on block

d1+2 high crushing back swing blow into big damage combos, safe on block, huge forward range but with self-damage

4 safe i12 “magic” 4 - not full CH combo but f2 followup for 36 damage or 3+4 for 48 damage but also self-damaging

b1 very slow low at i29 but only -10, has CH properties so can catch people during aggression as it is evasive and crushes highs with decent range → usable

f1+2 “get-off-me” move with i12 and +2 on block, puts out good space on hit and leads to MIA stance where you can recover health, threaten moves or cancel into crouch/ss. bad range however

Situational Moves

FC3+4,3+4 → low crushing jump attack

uf3 → low crush, safe CH launcher

3+4 → low crush, ~d to crouch on block

u4 → dragunov uf4, can combo on certain wall axis

ss1+2 → safe homing mid, forces crouch

wr3 → low crushing mid, plus on block

uf3+4 → jump

b3 → evasive attack with combo followups

d3+4 → l,h CH launcher, safe if low hits

Throws

df2+3 (2)

uf1+2 (1+2)

FC db1+2 (1+2)

IZU 1+4__2+3 (1+2)

Strings

b2,2 → safe m/m, hit confirmable, delayable

2,1,4,1 → h,m,m,m

2,1,4,3 → h,m,m,h

2,1,1+2 → h,m,h

1,2,2 → duckable, transitions into IZU at + frames

1,2,4 → unsafe but catches opponents who duck (1,2,)2

1+4,2,4 → unsafe s.Low,h,h,m

1+4,2,d4 → unsafe s.Low,h,h,l (LAUNCH)

1+4,3,1 → unsafe s.Low,h,m,m

1+4,3,4 → unsafe s.Low,h,m,l

Heat

→ Self damaging moves dont self damage

1+2 Heat engager

f2,1+2 Safe long range heat engager, drains energy

ss4 Great pressure button into heat

IZU 3 heat engager from stance

MIA 2 heat engager from stance

Stances

All the stance transitions below are usually pretty + on block but also highs and f3,2 telegraphs the second hit:

Enter Miare with b1+2__f1+2~b__ws1,1~b__b2,1~b__ff2~b MIA 1 has self damage and MIA 2 is unsafe Can enter GEN by holding forward Can enter sidestep with u__d (b2,1~b MIA u__d is very evasive! but can only use SS moves until the step is over...) Can enter IZU via MIA 1+2 (just like u2__f3,2)

GEN 2 is armored which is beaten by lows and throws but GEN beats those if you press nothing GEN 4 is a +on block high and GEN 3(,2) is a mid option GEN 1 is a low that is + on hit and leaves her crouching In heat GEN 2+3 is a powerful low(?) Can also go crouching by holding d__df__db

From crouching she has a mixup: ws2 (CH launcher) or FC df2 (CH launcher) or db1+2 (throw into full combo) Can go back into GEN via ws1,1 (h,h!) alternatively ws1,4 which is a mid but leaves her standing or ws1,4,2 which is unsafe but leaves her crouching again or MIA by pressing back which can go back into GEN Can also crouch cancel into sidestep stance

From sidestep there is SS1+2 back into crouch (NC, good frames on hit, bad frames on block), or any non-sidestep move like b2,1(~b into MIA!)

IZU has the most powerful mixups but not a lot of transitions into other stances IZU 1 is a safe high check IZU 1,1 gamble IZU 3 mid and IZU 4,1 low mixup IZU 2 questionable but possible transition IZU 1+2 only ever used if the transition into IZU was ducked as safest option IZU f1+2 safe tracking mid, on CH free df1,1 IZU 4 leaves you crouching on hit, sacrificing damage but occasionally be used

Izumo = IZU u2

IZU 1,1 → h,h can be ducked, only used in combos IZU 1,2 → h,m IZU 2 → unsafe T! launcher, not used in neutral IZU 3 → safe heat engager IZU 4,1 → hellsweep IZU 1+2 → powercrush IZU f1+2 → safe homing mid, followups on CH

Transitions: MIA 1+2__1,2,2__u2__f3,2__f1__1,1

Genjitsu = GEN f3+4 (reversal against lows, throws)

GEN 1 → low poke, KND on CH GEN 2 → power crush, throws on hit, combo ender GEN 3 → overhead that forces crouch GEN 3,2 → safe self damaging mid GEN 4 → homing pressure high

Transitions: MIA~f__ff2~f__ws1,1~f

Miare = MIA b1+2

MIA 1 → safe T! launcher MIA 2 → launch punishable heat engager MIA 1+2 → same as u2

Transitions: ff2~b__ws1+2~b__f1+2

Sidestep: 1,2~u__1,2~d

Crouch: f2~d__b1~d__3+4~d__FC3+4~d__FC3+4,3~d__ws1+2~d

From crouch to crouch: FC d3+4__FC df2__ws1+2~d__uf3+4__ws1,4,2__uf3+4

Resources

Tutorial

<https://docs.google.com/document/u/0/d/1ONxqTKtZmlQBM4qvBw0seKzohkwDZt3IJa19BFSkSnU/mobilebasic?pli=1>

Frame data

<https://docs.google.com/spreadsheets/d/1QnD4tJolXKhCGYynQ9vay8fMX1q-5LGolYAMbOfwWFw/edit#gid=0>

Quick Guide

https://docs.google.com/spreadsheets/d/1g6HPdKV8gAhdSDMsBPf7VTFGmD7t_abupP3pgsdUm1A/edit#gid=776194734

Quick guide

https://docs.google.com/spreadsheets/d/e/2PACX-1vTsgbCJNSTKajMNIJvQleJOI0eTiEcV-PbeU0obDg1lsSqmz0ITtcD2k6NzfTPt7Db9Ua2dz1o_34Sv/pubhtml#

Combo video

<https://youtu.be/THgITCVsiNY>

Combo video

https://www.youtube.com/watch?v=k85q-SOZI_A

TODO:

<https://www.youtube.com/watch?v=4QIn6eHTbRI>

<https://www.youtube.com/watch?v=tXu0O-SS3VQ>

<https://www.youtube.com/watch?v=5zdN2w4UMoc>

<https://www.youtube.com/watch?v=RUI9I8GInWE>

https://www.youtube.com/watch?v=Q4F_JuDV3cM

<https://www.youtube.com/watch?v=W5nA6Dy8KxU>

Revision #25

Created 1 February 2024 18:20:01 by Enhance7836

Updated 8 February 2024 21:26:43 by Enhance7836