

Character Overview

Strategy

Gameplan

asd

Mixups

asd

Frame traps

asd

Combos

Normal Combos

asd

Counterhit Combos

asd

Wall Combos

asd

Heat Combos

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Guaranteed Followups

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Punishment

Block Punishment

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Whiff Punishment

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Moves

RA = ???

stomp = d4:1

Top Moves

ff2 i12 -9/+1 safe mid, very long range, very fast, best way to get in, goes into SEN with ~f at +2 on block and +12 on hit guaranteeing SEN 3 which is a heat engage that goes into another WR mixup

1,1,2 i10 -17/+11 SEN or +2 ~b hit confirmable 10 frame standing punish that goes into SEN automatically, can stance cancel by holding ~b

db2 i20 -16/-3 unseeable standing low poke with good damage, once they start ducking you can use f4

f4 i20 m +2/+5 pressure mid that forces crouch, plus on block, guaranteed df1,2 followup if it hits a crouching opponent which is crazy at the wall

df1 i13 -3/+4 generic mid poke with extensions

df1,1 -4/+7 m,h

df1,2 -14/KND m,m heat engage, W!, can do df1,2~F d4:1 for good damage

EWGF obvious

High/Mid Pokes

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Low Pokes

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Homing moves

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Defensive Moves

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Situational Moves

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Frame advantage

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Throws

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Strings

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At the Wall

asd

Okizeme

asd

Stances

SEN (f3)

SEN 3 most common option, fast high, +1 on block

SEN 2 safe mid if they crouch SEN 3

SEN 3+4 low from stance

SEN ??? unbreakable throw

SEN ??? overhead mid thats is +4 on block

ws1 goes automatically into SEN and also guarantees SEN 3 on hit

WRA

main way to get into it is hellsweep~d or after heatsmash or ws4,4~d or WR 4 (e.g. after heat dash)

~df to cancel out of WRA into CD

WRA 2 safe mid, great after eg hellsweep usually wins

WRA uf3+4 very + on block and can go back into WRA stance with ~d and if they attack WRA 2 wins

WRA ??? throw can be nice to use with frame advantage eg after WR 4 and does good damage

at the wall

when in heat HD WR 2 into WRA stance is really good because she automatically parries highs and mids

Heat

asd

Resources

<https://www.youtube.com/watch?v=yjx75KYtfEU>

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