

Character Overview

Strategy

Gameplan

asd

Mixups

asd

Frame traps

asd

Combos

Normal Combos

asd

Counterhit Combos

asd

Wall Combos

asd

Heat Combos

asd

Guaranteed Followups

asd

Punishment

Block Punishment

asd

Whiff Punishment

asd

Moves

RA = ???

Top Moves

asd

High/Mid Pokes

asd

Low Pokes

asd

Homing moves

asd

Defensive Moves

asd

Situational Moves

asd

Frame advantage

asd

Throws

asd

Strings

asd

At the Wall

asd

Okizeme

asd

Stances

asd

Heat

asd

Resources

asd