

Command	Level	GI lvl	Damage	Guard Damage (%)	Speed (i)	Block	Hit	Counter	Recovery	Notes
A	H	3	16	1.6	16	-8	4	8	29	
AA	HH	32	14 (30)	1.6 (3)	16	-10	4	4	29	
AAA	HHH	321	30	6.2 (9)	16	-12	KND	KND	45	
[A] ~ Side	H	3	16	1.6	16	0	12	16	N/A	
Aa4 ~ Chief	H	3	16	1.6	16	-6	8	12	N/A	
AAB	HHL	332	30	5.0 (9)	16	-10	KND	KND	37	
AA[B] ~ Base	HHL	332	30	5.0 (9)	16	6	KND	KND	N/A	
aB	M	2	26	9.0	18	-16	KND	KND	37	TC 11-18
a:B	M	2	30	9.0	18	-16	KND	KND	37	TC 11-18
a[B] ~ Base	M	2	26 or 30(a:B)	9.0	18	2	KND	KND	N/A	
agA	H	2	28	4.0	16-?	2	KND	KND	28	
iagA	H	2	36	4.0	16	2	KND	KND	28	
ag[A] ~ Reverse	H	2	28 or 36(i)	4.0	16	-8	KND	KND	N/A	
6A	H	3	16	2.5	16	-12	0	0	35	
6AA	HH	32	30 (49)	2.5 (5)	16	-2	KND	KND	31	
6AB	HM	32	20 (39)	6.6 (9)	16	-16	STN	STN	39	
6[A] ~ Reverse	H	3	16	2.5	16	-4	8	8	N/A	
3A	M	2	26	4.1	20	-12	KND	KND	37	
3a4	M	1	32	9.0	26	-8	KND	KND	33	TC 16-24
2A	L	3	14	1.6	20	-14	-6	-6	35	TC 8-20
1A	L	3	16	1.6	28	-16	-4	-4	39	
1AA	LL	32	20 (39)	1.6 (3)	28	-12	KND	KND	37	
4A	H	2	26 or 16(tip)	4.0	14	-14	2	KND	35	
4[A] ~ Side	H	2	26	4.0	14	-12	4	KND	N/A	
33_66_99A	H	1	42	9.0 (BA)	34	2	KND	KND	40	GlvsAs 6-16
33_66_99[A] ~ Base	H	1	42	9.0 (BA)	34	12	KND	KND	N/A	GlvsAs 6-16
22_88A	M	2	32	4.0	24	-8	KND	KND	37	TC 6-20
77_44_11A	H	3	32	9.0	34	2	KND	KND	27	
77_44_11[A] ~ Reverse	H	3	32	9.0	34	-6	KND	KND	N/A	
FC A	L	1	14	1.6	20	-14	-6	-6	35	TC 19-20
WS A	M	1	20	1.6	18	-18	-8	-8	41	TC 0-5
WS [A] ~ Side	M	1	20	1.6	18	0	10	10	N/A	TC 0-5
WS AA	ML	12	30 (55)	1.6 (3)	18	-24	KND	KND	47	
WS Aa2	M	1	20	1.6	18	-22	-12	-12	N/A	
Jump A	H	2	22/25/28	4.0	28	-10/-10/-8	0/KND/KND	0/KND/KND	39	TJ 4-33
BT A	H	3	22	1.6	20	-8	4	4	32	
BT 2A	SL	3	22	1.6	22	-6	4	4	32	

Command	Level	Gl lvl	Damage	Guard Damage (%)	Speed (i)	Block	Hit	Counter	Recovery	Notes
B	M	3	16	2.9	16	-12	-2	-2	33	
BB	MM	32	24 (43)	6.6 (9)	16	-14	KND	KND	37	
b6	M	3	20	2.9	14~?	-16	4	STN	33	
b4	M	1	42	9.0	38	4	KND	KND	29	
B:4	M	1	52	9.0	38	4	KND	KND	29	
bgB	M	2	36	9.0	27	-14	KND	KND	37	TC 12-27
6B	M	2	20	9.0	22	-12~-11	2	STN	37	TC 11-24
6[B] ~ Chief	M	2	20	9.0	22	-6	8	STN	N/A	
6BB	M	21	40 (66)	12.5 (20)	22	-10	KND	KND	40	
3B	M	2	20 or 26 (Range)	9.0	20	-20	LNC	SLNC	44	TC 6-17
3[B] ~ Chief	M	2	20 or 26 (Range)	9.0	20	-4	LNC	SLNC	N/A	TC 6-17
2B	M	3	18	2.9	24	-8	2	8	31	TC 11-24
2[B] ~ Base	M	3	18	2.9	24	2	12	18	N/A	TC 11-24
1B	L	1	30	9.0	34	-10	KND	KND	35	
1[B] ~ Base	L	1	30	9.0	34	6	KND	KND	N/A	
4B	M	2	26 or 62(AT)	9.0	24	-16	KND/-2	KND/-2	35	
236B (G)	M	1	80	UB	66	UB	KND	KND	66	
66B	M	1	32 or 42 (Range)	15.0	32	-16	KND	STN	43	TS 14-
33_99B	M	2	24 or 30	9.0	18	-20	LNC	SLNC	44	
33_99[B] ~ Chief	M	2	24 or 30 (Range)	9.0	18	-4	LNC	SLNC	N/A	
22_88B	M	3	16	2.9	22	-12	0	0	33	
22_88[B] ~ Base	M	3	16	2.9	22	0	12	12	N/A	
22_88BB	M	32	15 (32)	1.6 (4.5)	22	-14	-2	-2	33	
22_88BBB	M	321	30	2.5 (7) (BA)	22	2	LNC	LNC	41	
22_88BB[B] ~ Chief	M	321	30	2.5 (7) (BA)	22	2	LNC	LNC	N/A	
22_88BBK	MMH	322	20	5.5 (9.5)	22	-2	KND	KND	29	
77_44_11B	M	1	32	15.0	36	-14	STN	STN	41	TJ 6-36 / STJ
77_44_11[B] ~ Base	M	1	32	15.0	36	6	STN	STN	N/A	TJ 6-36 / STJ
77_44_11BB	MM	11	30 (54)	12.5 (25) (BA)	36	2	LNC	LNC	35	
77_44_11b:G ~ Chief	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	TJ 6-36 / STJ
77_44_11[B] ~ Chief	MM	11	30 (54)	12.5 (25) (BA)	38	4	LNC	LNC	N/A	
FC B	M	3	18	2.9	24	-8	2	2	31	TC : 0-4
FC [B] ~ Base	M	3	18	2.9	24	2	12	12	N/A	TC : 0-4
WS B	M	2	26	9.0	16	-22	LNC	SLNC	46	TC : 1-15
WS [B] ~ Chief	M	2	26	9.0	16	-2	LNC	LNC	N/A	TC : 1-15
Jump B	M	2	25	9.0	42	-20	LNC	LNC	43	TJ 4-33
Jump [B] ~ Chief	M	2	25	9.0	42	-4	LNC/-1	LNC/-1	N/A	TJ 4-33
BT B	M	3	20	2.9	26	-6	4	4	34	
BT BB	ML	2	24	6.6 (9.5)	26	-20	-2	-2	39	-19 at tip
BT 2B	M	3	20	2.9	26	-8	2	2	33	TC : 14-26

Command	Level	Gl lvl	Damage	Guard Damage (%)	Speed (i)	Block	Hit	Counter	Recovery	Notes
K	H	3	14	2.9	12	-6	2	2	31	
6K	M	3	20	2.9	18	-6	4	KND	27	TC 10-18
3K	M	3	16	1.6	14	-10	-2	-2	31	
3KK	ML	33	10	1.6 (3)	14	-20	-8	-8	39	
3KKK	MLM	332	20	5.0 (8)	14	-16	0	0	39	
2K	L	3	12	1.6	16	-14	-4	-4	30	
1K	L	3	18	2.9	20	-16	-8	-2	37	
1[K] - Chief	L	3	18	2.9	20	-6	2	8	N/A	
4K	H	3	20	1.6	22	-4	4	4	29	TS
4KA	HH	33	15	1.6 (3)	22	-8	2	2	27	
4K[A] - Chief	HH	33	15	1.6 (3)	22	-2	8	8	N/A	
4KAA	HHL	332	20 (55)	1.6 (5)	22	-8	2	KND	29	
4KAAA	HLLL	3322	35	1.6 (6)	22	-18	KND	KND	49	
4KAB	HHM	332	36	5.0 (8)	22	-10	KND	KND	35	
4KK	HM	32	22 (42)	1.6 (3)	22	-8	4	KND	35	
236K	L	3	12	1.6	22	-18	-6	-6	37	
236KK	LL	N/A	10	N/A	22	N/A	-9	-9	42	Follow ups only possible if the first 236K hit
236KKK	LLL	3	4	1.6	22	-18	-9	-9	42	Follow ups only possible if the first 236K hit
236KKKK	LLL	3	4	1.6	22	-18	-9	-9	42	Follow ups only possible if the first 236K hit
236KKKKK	LLLLL	3	12	1.6	22	-18	-9	STN	42	Follow ups only possible if the first 236K hit
33_66_99K	M	3	18	2.9	16	-10	6	6	31	TC 6-16
33_66_99KK	MH	32	24 (45)	1.6 (4)	16	0	KND	KND	31	
22_88K	L	3	20	1.6	20	-18	-4	-4	37	TC 7-20
22_88[K] - Base	L	3	20	1.6	20	-12	4	4	N/A	TC 7-20
77_44_11K	H	1	50	15.0	30	-12	KND	KND	?	TJ 10-30
FC K	L	3	12	1.6	16	-14	-4	-4	30	
FC 3K	M	3	30	2.9	14	-10	6	6	29	Follow up automatic on hit
FC 3[K]*	M	3	70	2.9	14	-10	KND	KND	29	Cost Dark Legacy
WS K	MM	3	26	4.0	12	-12	2	2	33	
Jump K	L	3	14	1.6	36	-16	-2	-2	31	TJ 4-30
Jump KK	LM	32	20(34)	6.5 (8)	36	-16	0	0	39	
BT K	H	3	16	1.6	14	-8	2	2	34	
BT 2K	L	3	18	1.6	18	-12	-4	-4	37	
Running K	L	2	26	9.0	20	-22	KND	KND	39	TJ : 6-20

Command	Level	G M	Damage	Guard Damage (%)	Speed (f)	Block	HP	Counter	Recovery	Notes
64-D	N/A	N/A	65	25.0 (25) (5A)	40	3	KND	KND	N/A	TC 8:20
64-D	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	7	Guard Impact (R.M) 8:22 -16 if G succeed
64-D	M	3	60	25.0 (25) (5A)	30	4	KND	KND	7	Guard Impact (R.M) 8:23
24-D	M	1	18	15.0	32	-16	KND	KND	51	FJ.26:32
64-D-100	MM	2	16.0E.16	16.0	18	0	SP	70	N/A	
64-D-A	MM	22	20	1.6 (15)	18	-14	G	G	35	Circle 8:20
BT-D-K	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	
13.26_000A-B	MM	22	20.25 (45)	8.0.5.0 (13)	20	-16	KND	KND	45	
13.26_000A-B	MM	21	20.45	8.0.10.0 (13)	20	-6	KND	KND	45	
14.77_11A-B	M	3	32	8.0	26	-26	STW	LMC	45	
14.77_11A-B	M	3	32	8.0	26	-4	STW	LMC	45	
13.26_000A-B	MM	21	20.45	8.0.10.0 (13)	20	-6	KND	KND	45	

Command	Level	Gl lvl	Damage	Guard Damage (%)	Speed (i)	Block	Hit	Counter	Recovery	Notes	
B+K (Base Hold)											
A	L	2	26	4.0	28	-16	2	KND	44	TC 7--(16--?) / GlvsAs 8-?(13-?)	
a2	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		
B	M	3	28	15.0	34	0	SLNC	SLNC	42		
K	M	2	20	9.0	16	-16	KND	KND	39		
A+B	L	2	32	6.5	36	-12	KND	KND	35		
a+b:G ~ Reverse	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		
6B+K (Reverse Side Hold)											
A	H	2	36	4.0	28	-2	KND	KND	27	Front Step	
B	M	2	30	9.0	18	-22	STN	STN	41	TC 8-20	
K	L	2	20	4.0	18	-20	STN	STN	47		
[K] ~ Reverse	L	2	20	4.0	18	-8	STN	STN	N/A		
A+B	M	1	38 or 48 (Range)	6.5	30	-10	KND	KND	37		
2 or 8B+K (Chief Hold)											
A	H	32	20, 20 (40)	1.6, 1.6 (3)	16	-2	8	8	21	Parry against verticals 10-18 (8-16)	
[A] ~ Side	H	3	20	1.6	16	-2	8	8	N/A		
AA	HL	32	20, 30 (50)	1.6 (3)	16	-22	-2	KND	44		
A[A] ~ Reverse	HH	32	30	1.6 (3)	16	-6	15	15	N/A		
B	M	2	42	9.0	18	-2	STN	STN	33		
[B]	M	1	60	15.0 (BA)	40	4	LNC	LNC	31		
K-Chief	M	3	12	2.9	10	-6	6	6	N/A		
KB	MM	32	24 (37)	2.9 (6)	10	-14	STN	STN	38		
K[B] ~ Base	MM	32	24	2.9 (6)	10	-2	STN	STN	N/A		
KK	MH	33	20 (34)	1.6 (4)	10	-14	KND	STN	39		
K[K] ~ Chief	MH	33	20	1.6 (4)	10	-4	KND	STN	N/A		
A+B	H	1	46	6.0 (BA)	22	4	KND	KND	35		
4B+K (Side Hold)											
A	L	3	20	1.6	22	-12	0	0	38		Back Step
AA	LL	32	26 (50)	1.6 (3)	22	-14	KND	KND	39		
[A] ~ Reverse	L	3	20	1.6	22	-14	8	8	N/A		
B	M	2	26	9.0	24	-18	STN	STN	45		
BB	MM	22	21 (47)	6.5 (15)	24	-18	STN	STN	43		
BBB	MMM	1	25 (62)	10.0 (25) (BA)	24	2	LNC	LNC	39		
BB[B] ~ Chief	MMM	1	25 (62)	10.0 (25) (BA)	24	4	LNC	LNC	N/A		
K	H	3	18	2.9	10	-8	KND	KND	35		
A+B	L	2	20	5.5	22	-20	STN	STN	49		
4B+K											
Back Step / TJ 16-?											

Command	Level	Gl lvl	Damage	Guard Damage (%)	Speed (i)	Block	Hit	Counter	Recovery	Notes
A+G	H	3	45	N/A	18				36	
4A+G	H	3	50	N/A	18				36	
Left	H	3	62	N/A	18				36	
Right	H	3	57	N/A	18				36	
Behind	H	3	72	N/A	18				36	
6A+G	H	3	50	N/A	18				36	
FC 3A+G	L	3	30	N/A	18				35	
FC 1A+G	L	3	30	N/A	18				35	

Command	Level	GM	Damage	Guard Damage (%)	Speed (f)	Block	IME	Counter	Recovery	Notes
REN-Charf	M	1	20 (40)	45.0 (70) (SA)	15	4	KND	KND	NA	Soul Charge
REN-BS	M	2	45	5.0 (20) (SA)	15	2	LNC	LNC	48	Soul Charge
REN	M	1	20 (40)	45.0 (70) (SA)	30	-10	LNC	LNC	47	Soul Charge
REN-BS-1	M	1	20 (40)	45.0 (70) (SA)	30	2	LNC	LNC	47	Soul Charge
REN-BS-Charf	M	1	20 (40)	45.0 (70) (SA)	15	4	LNC	LNC	NA	Soul Charge
REN-K	M	1	20	30.0 (SA)	15	4	KND	KND	44	Soul Charge
REN-BS	M	1	20	5.0 (10) (SA)	20	2	KND	KND	29	Soul Charge
REN-BS-1	M	1	20 (40)	45.0 (70) (SA)	30	-10	LNC	LNC	47	Soul Charge
REN-BS-Charf	M	1	20 (40)	45.0 (70) (SA)	30	2	LNC	LNC	47	Soul Charge
REN-BS-1	M	1	20 (40)	45.0 (70) (SA)	10	2	LNC	LNC	31	Soul Charge
REN-BS-1	M	2	45	12.0	10	4	KND	KND	50	Phantom 1 Main Hand Block with the activation and 5 at the end of the hit animation.
REN-BS-1	M	1	40	10.0	20	8	KND	KND	54	
REN-BS-1	M	3	45	14.0	42	2	N/A	N/A	28	
REN-BS-1	M	N/A	45	20.0	7	N/A	N/A	N/A	29	
REN-BS-1	M	N/A	20	20.0	N/A	8	STW	STW	22	
REN-BS-1	M	N/A	25	30.0	N/A	N/A	LNC	LNC	22	
REN-BS-1	M	N/A	12	10.0	N/A	4	N/A	N/A	NA	
REN-BS-1	M	3	14 (28)	14.0 (28)	N/A	-14	KND	KND	25	
REN-BS-1	M	3	18 (36)	18.0 (36)	N/A	-4	KND	KND	N/A	
REN-BS-1	M	2	20 (40)	20.0 (40)	N/A	-14	STW	STW	28	
REN-BS-1	M	2	20 (40)	20.0 (40)	N/A	-2	STW	STW	N/A	
REN-BS-1	M	N/A	N/A	N/A	4	0	0	0	44	

Hit	Starter	Combo	Damage	Notes
Normal	3[B] / 33[B] / WS[B] / 8_9[B]	SCH kB	49/53/49/48	Damage + Oki
Normal	3[B] / 33[B] / WS[B] / 8_9[B]	SCH KK	47/51/47/46	Wall / RO
Normal	3[B] / 33[B] / WS[B] / 8_9[B]	SC SCH KA+B 4A+B B	92/96/92/91	SC
Normal	3[B] / 33[B] / WS[B] / 8_9[B]	SC SCH KA+B 4A+B A	87/91/87/86	SC
Normal	1[B]	SBH K	39	
Normal	1[B]	SC SBH K	62	
Normal	3A	65a:B	47	
Normal	3A	33B	48	
Normal	3A	dash SA	50	
Normal	3a4	Dash a:B	57	Thx 1.50
Normal	3a4	663B	57	
Normal	b4/B:4	a:B	60/70	all range
Normal	b4/B:4	44A+B	62/72	can whiff if out of axis, tech trap all side
Normal	b4/B:4	66A+B	66/76	mid and close range
Normal	b4/B:4	SA	57/67	
Normal	11_44_77A	6[B] SCH K[K] SCH A[A] SRSH A+B	90	Damage + RO
Normal	11_44_77A	6BB	80	Easy
Normal	11_44_77A	6[B] SCH K[K] SCH A+B	85	Wall / RO
Normal	11_44_77A	66A+B	64	Tip range
Normal	11_44_77A	6[B] SCH KA+B 4A+B B	103	SC
Normal	11_44_77A	6[B] SCH KA+B 4A+B A	100	SC
Normal	11_44_77A	6[B] SCH K[K] SCH A[A] SRSH A+BB	103	SC
Normal	11_44_77A	CE	98	
Normal	a[B] / a:[B]	SBH K	37/41	
Normal	66A	a:B	54	Close and mid Range
Normal	66A	SA	55	
Normal	44[A+B]	RSH B 2A+B	65	damage
Normal	44[A+B]	RSH B 66B	65	oki
Normal	44[A+B]	RSH B 66A+B	65	push away
Normal	44[A+B]	RSH B 44B	61	mix/press
Normal	44[A+B]	RSH B B:4	66	damage
Normal	44[A+B]	RSH B 66BB	79	SC
Normal	44[A+B]	RSH B SA	62	
Normal	FC 1A+G	BT 2K	44	
Normal	DL 6A+B	a:B	61	Close and mid Range
Normal	SCH B	a:B	54	Thx 1.50 no more 66A+B
Normal	SCH B	SA	54	
Normal	SCH [B]	4A+BA	78	
Normal	SCH [B]	agA	70	RO
Normal	SCH [B]	SA	74	
Normal	SRSH K	a:B	37	
Normal	SRSH K	SA	36	
Normal	SRHS [K]	SRSH A+B	45	
Normal	SRHS [K]	SRSH A+BB	63	SC
Normal	SRSH B	2A+B	58	damage
Normal	SRSH B	66B	56	oki
Normal	SRSH B	66A+B	54	push away
Normal	SRSH B	44B	49	mix/press
Normal	SRSH B	66BB	75	SC
Normal	SRSH B	dash 4A+B B	71	SC
Normal	SRSH A+B	RCC a:B	69	Close and mid Range
Normal	SRSH A+B	SA	71	
Normal	SRSH A	66B	62	
Normal	SRSH A	SA	56	
Normal	SRSH AA	66BB	112	SC
Normal	SSH B	aB/a:B	46/49	
Normal	SSH B	2K	35	easy

Hit	Starter	Combo	Damage	Notes
Normal	SSH A+B	a:B	37/39	Close range only
Normal	SBH B	4A+BA	79	
Normal	SBH B	SA	56	
Normal	SBH B	4A+BB	95	SC
Normal	SBH B	66BB	96	SC
Normal	SBH K	aB/a:B	38/41	
Normal	SBH K	SA	43	
Normal	SBH A+B	aB/a:B	43/45	
Normal	RE B	66A+B	57	RO
Normal	RE B	SA	53	
Normal	RE B	654A+BA	69	
Normal	RE B	4A+BB	80	SC
Normal	RE B	66BB	84	SC
Normal	RE B	CE	81	need delay
Normal	RE k[B]	SBH K	47	
Normal	RE A	SSH AA	47	
Normal	b6B	SCH B	67	SC
Normal	b6B	SCH KA+B	68	SC
Normal	Run K	a:B	49	oki
Normal	Run K	SA	51	
Normal	Run K	4A+B	50	
Normal	Run K	4A+BB	91	SC
Counter	3[B] / 33[B] / WS[B] / 8_9[B]	SCH A+B	65/70/65/64	Damage + Wall / RO
Counter	3[B] / 33[B] / WS[B] / 8_9[B]	SCH B	62/67/62/61	Easy
Counter	3[B] / 33[B] / WS[B] / 8_9[B]	SCH CE	84/88/84/83	
Counter	3[B] / 33[B] / WS[B] / 8_9[B]	SC SCH KA+B 4A+B B	98/103/98/94	SC
Counter	b6	66B	53	
Counter	b6	33B	45	easy
Counter	b6	SA	45	
Counter	b6	4A+BB	71	SC
Counter	b6	66BB	79	SC
Counter	b6B	SCH K[K] SCH A[A] SRSH A+B	81	SC
Counter	b6B	SCH K[K] SCH A+B	77	SC Wall/RO
Counter	b6B	SCH KA+B 4A+BB	85	SC
Counter	6[B]	SCH K[K] SCH A[A] SRSH A+B	82	Damage
Counter	6[B]	SCH K[K] SCH A+B	73	Wall/RO
Counter	6[B]	SCH KA+B 4A+BB	91	SC
Counter	6B	2A+B	60	damage
Counter	6B	66B	57	oki
Counter	6B	66A+B	54	push away
Counter	6B	SA	45	
Counter	6B	4A+BB	74	SC
Counter	Aa4	SCH K	31	lol
Counter	[A]	K	37	
Counter	1AA	a:B	61	
Counter	6AB	2A+B	64	damage
Counter	6AB	66B	62	oki
Counter	6AB	66A+B	60	push away
Counter	6AB	44B	56	mix/press
Counter	6AB	SA	54	
Counter	6AB	dash 4A+B B	76	SC
Counter	6AB	66BB	81	SC
Counter	44[A+B]	SRSH A 66A+B	79	damage + carry
Counter	44[A+B]	SRSH A 44B	75	mix/press
Counter	44[A+B]	SRSH A SA	73	
Counter	44[A+B]	SRSH A+B	67	Oki + No camera issue
Counter	44[A+B]	SRSH A 66BB	103/96	

Hit	Starter	Combo	Damage	Notes
Counter	SSH AA	a:B	67	
Counter	SSH AA	SA	66	
Counter	SSH BB	66B	81	
Counter	SSH BB	SA	67	
Counter	SBH A	a:B	54	
Counter	SBH A	236KKKKK	63	character specific
Counter	SBH A	SA	56	
Lethal	3B	delay 66[A+B] a:B	91/86	damage vary with range
Lethal	3B	delay 66[A+B] 66B	96	close/mid range, character specific
Lethal	3[B]	SCH G 66[A+B] a:B	91/86	damage vary with range
Lethal	3[B]	SCH G 66[A+B] 66B	96	close/mid range, character specific
Lethal	3[B]	SCH [B] 66[A+B] a:B	83	close/mid range, easy
Lethal	3[B]	SCH [B] 4A+BA	80	easy
Lethal	3[B]	SCH [B] 66A+B	78	RO
Lethal	3[B]	SCH G CE	84	
Lethal	3[B]	SCH [B] a:g:A	76	Wall / RO
Lethal	3[B]	SCH G 66[A+B] 66BB	118	close/mid range, character specific
Lethal	iagA	666[A+B] a:B	83	
Lethal	iagA	666[A+B] a:B/66B	88/92	Need strict timing 66[A+B], 66B character specific
Lethal	iagA	44K	69	RO
Lethal	6A+G	66KK	75	Wall / RO
Lethal	6A+G	66B	83	
Lethal	6A+G	SC 66KB SCH A+B	99	SC
Lethal	6A+G	66BB	102	SC
Lethal	SCH B	3[B] SCH A+B	89	
Lethal	SCH B	6[B] SCH K[K] SCH A[A] SRSH A+B	90	
Lethal	SCH B	6[B] SCH K[K] SCH A+B	88	wall/RO
Lethal	SCH B	4B	92	Wall / RO
Lethal	SCH B	6[B] SCH [B]	88	less scaling
Lethal	SCH B	6[B] SCH KA+B 4A+B B	103	SC
Lethal	SCH B	6[B] SCH KA+B 4A+B A	102	SC
Lethal	SCH B	6[B] SCH K[K] SCH A[A] SRSH A+BB	100	SC
Lethal	SCH [B]	66[A+B] 66B	106	
Lethal	SCH [B]	44K	96	RO
Lethal	SCH [B]	236B	99	This ends here!
Lethal	SCH [B]	44[B] SBH B	102	
Lethal	SCH [B]	44[B] SBH K	121	SC
Lethal	SCH [B]	6B+K RSH A CE	107	
Lethal	SRSH K	66KK	56	Wall / RO
Lethal	SRSH K	66KB SCH A+B	75	SC Wall/RO
Lethal	SRSH [K]	SRSH B 66A+B	66	
Lethal	SRSH [K]	SRSH B DL6A+B CE	78	Cost DL
Lethal	SRSH [K]	SRSH B DL6A+B 66A+B	71	RO, Cost DL
Lethal	SRSH [K]	SRSH A+B RCC a:B	73	
Lethal	SRSH [K]	SRSH A+B SA	74	
Lethal	SRSH [K]	SRSH A 66A+B	68	easy
Lethal	SRSH [K]	SRSH AA 66BB	90	SC
Lethal	SRSH B	3[B] SCH A+B	86	
Lethal	SRSH B	CE	104	
Lethal	SRSH B	66KB SCH A+B	98	SC Wall/RO
Lethal	SRSH B	3[B] SCHK A+B 4A+BA	99	
Lethal	SRSH B	3[B] SCHK A+B 4A+BB	101	
Lethal	SBH B	66[A+B] 66B	84	need to time 66A+B
Lethal	SBH B	66[A+B] 66BB	100	need to time 66A+B SC
Lethal	SBH B	6B+K SRSH B 66A+B	81	
Lethal	SBH B	Dash 4A+B A	81	
Lethal	SBH B	6B+K SRSH B 4A+BB	101	SC

Hit	Starter	Combo	Damage	Notes
Lethal	SBH B	44BB	80	need to time 44B
Lethal	SBH B	44[B] SBH K	106	SC, need to time 44B
Lethal	SBH B	44K	61	Time 44K for best RO
Lethal	SBH B	agA/iagA	52/56	Wall/RO
Lethal	SSH K	6[B] SCH K[K] SCH A[A] SRSH A+B	83	Wall/RO
Lethal	SSH K	88_22BBB	66	Wall/RO
Lethal	SSH K	4B	72	Wall/RO
Lethal	SSH K	CE	93	
Lethal	SSH K	88_22BB[B] SCH KA+B 4A+BB	106	SC
Lethal	SSH K	SA	56	
Lethal	66[A+B]	a:B	80	
Lethal	66[A+B]	SA	80	
Lethal	RE B	66[A+B] 66B	78	need to time 66A+B
Lethal	RE B	66[A+B] 66BB	91	need to time 66A+B SC
Lethal	RE B	6B+K SRSH A 66A+B	85	
Lethal	RE B	6B+K SRSH A CE	95	
Lethal	RE B	6B+K SRSH A 66BB	104	SC
Lethal	RE A	SSH BB 66B	81	
Lethal	RE A	SSH BB 66BB	98	SC
Lethal	RE K	SCH A[A] SRSH A+B	73	
Lethal	RE K	SCH A[A] SRSH A+B	92	
Lethal	RE K	SCH CE	79	
Lethal	RE KA+B	4A+BB	75	SC
Lethal	RE K	SCH A[A] SRSH A+BB	77	SC
Lethal	A+B	SSH BB 66B	83	
Lethal	A+B	SSH BB 4A+BA	87	character specific
Lethal	A+B	SSH BB 4A+BB	99	SC
Lethal	A+B	SSH BB 66BB	100	SC

NOTATION	
BA	Break Attack
BT	Back Turned
CE	Critical Edge
FC	Full Crouch
KND	Knockdown
LNC	Launcher
RE	Reversal Edge
SC	Soul Charge
SLNC	Super Launcher
STN	Stun
WS	While Standing
SBH	Base Hold
SCH	Chief Hold
SSH	Side Hold
SRSB	Reverse Side Hold
[]	Hold
~	Transition
_	Or
aA	Fast



LEGEND
Break Attack
Lethal Hit
Dark Legacy Lethal Hit
Guard Impact
Natural Combo
Counter Hit Combo

Frame Data & Combos by Pantocrator

<https://twitter.com/PantocratorFR>

Siegfried Character Discord:

<https://discord.gg/bV8pxZE>

For any correction/suggestion PM Pantocrator#6951 on Discord