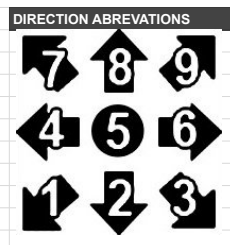


GENERAL ABBREVIATIONS	
EXE	Execution frames of move (frames till impact)
BLK	Frame (dis)advantage on block
NH	Frame (dis)advantage on hit
CH	Frame (dis)advantage on counter hit (or Counter Hit requirement, in combo section)
LVL	Level of hit
h	High (level of hit)
m	Mid (level of hit)
l	Low (level of hit)
h!	Unblockable high (level of hit)
m!	Unblockable mid (level of hit)
u!	unblockable (used in GI column)
sl	Special low (level of hit) - can be blocked standing
sm	Special mid (level of hit) - can be blocked crouching
GI	Guard Impact
1	if in GI column - lv1 GI (+8)
2	if in GI column - lv2 GI (+16)
3	if in GI column - lv3 GI (+28)
aGI	autoGuard Impact
RE	Reversal Edge
SC	Soul Charge
fc	Full Crouch
wr	While Rising
wj	While Jumping
BT	Back Turned
run	After running for a while
KND	Knocked down (on the ground)
CRM	Crumple state (slowly falling on knees/on ground)
JGL	Juggle
LH	Lethal hit
NC	Natural Combo (string guaranteed on normal hit)
NCC	Natural Counter Combo (string guaranteed on counter hit)
BA	Break attack
JF	Justframe
TC	Tech Crouch - goes under high attacks
TJ	Tech Jump - goes over low attacks
STUNS	
BN	Bounce Stun
DOS	Double Over Stun. This can be broken with a 5-directional input
FS	Fall back Stun
LS	Lift Stun
HS	Hunch Over Stun
CS	Crumple Stun
CFS	Crumple Fall Stun
STS	Sitting Stun
TS	Thrust Stun
QS	Quake Stun
SPS	Spin Stun
THS	Toe Hop Stun
BS	Block Stagger
GC/GB	Guard Crush/Guard Break

NOTATION ABBREVIATIONS	
A	Horizontal attack
B	Vertical attack
K	Kick attack
G	Guard
+	Press at the same time
:	Exact (justframe) input
[]	Hold buttons



Feel free to add any notes to this document if you find anything wrong or missing. I will review them ASAP

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Character	Link	Author
1 Sophitia	https://twitter.com/NortherlyCross	Suirad
2 Groh	https://twitter.com/NortherlyCross	Akhos
3 Nightmare	https://twitter.com/NortherlyCross	???
4 Tira	https://twitter.com/NortherlyCross	???
5 Yoshimitsu	https://twitter.com/NortherlyCross	https://twitter.com/NortherlyCross
6 Astaroth	https://twitter.com/NortherlyCross	appelboom
7 Geralt	https://twitter.com/NortherlyCross	appelboom
8 Ivy	https://twitter.com/NortherlyCross	appelboom
9 Groh	https://twitter.com/NortherlyCross	appelboom
10 Sophitia	https://twitter.com/NortherlyCross	appelboom
11 Taki	https://twitter.com/NortherlyCross	appelboom
12 Xianghua	https://twitter.com/NortherlyCross	appelboom
13 Mitsurugi	https://twitter.com/NortherlyCross	Jaeger
14 Cervantes	https://twitter.com/NortherlyCross	https://twitter.com/NortherlyCross
15 Azwel	https://twitter.com/NortherlyCross	matosh
16 Maxi	https://twitter.com/NortherlyCross	unicorn
17 Zasalamel	https://twitter.com/NortherlyCross	Zas discord?

MOVE	LVL	DMG	G-DMG	EXE	BLK	NH	CH	GI	PROPERTIES	note
NORMAL MOVES										
A	h	10	4	12	-4	0	0	3		
AA	hh	10,10	4,4	12	-6	-2	-2	3	NC	
AAA	hhh	10,10,20	4,4,4	12	-8	KND	KND	2	NCC	
AB	hh	10,20	4,22	12	-2	KND	KND	2	NCC	
6A	hh	6,10	4,4	16	-6	+4	+4	3		
6AA	hhh	6,10,24	4,4,4	16	0	KND	KND	2	NCC, TC 11-27	
6AB	hhm	6,10,22	4,4,16	16	-16	JGL	JGL	2	NCC	
3A	m	18	4	24	-8	+2	+2	3		
2A	sl	12	4	12	-6	+6	+6	3	TC 8+	
2aB	slmm	12,20,21	4,22,12	12	-16	-6	-6	2		1st and 2nd hit are NCC. 3rd is still blockable. GI lvl2 on both mid hits
1A	ll	12,5,20	4	24	-16	KND	KND	3		
1[A]	ll	12,10,24	4	24	-16	KND	KND	3		
4A	l	14	4	22	-12	-4	-4	3	TC 5+	not exactly TC but dodges some highs
4A LH	l	16	4	22	-	JGL	-	-	TC 5+	4th time you hit 4A in round
fc A	sl	12	4	12	-6	+6	+6	3	TC 1+	not TC 10-12
fc aB	slmm	12,20,21	4,22,12	12	-16	-6	-6	2		1st and 2nd hit ar NCC. 3rd is still blockable. GI lvl2 on both mid hits
wr A	m	24	4	18	-10	+4	+4	3	TC 3-20	
wj A	m	25	4	28	-8	+2	+2	3	TJ 9-32	
66A	m	20	4	28	-8	+10	+10	3		
22A	m	16	4	22	-8	0	+6	3		
22AA	ml	16,16	4,10	22	-20	KND	KND	2	NCC, TC 20+	
22AB	mm	16,29	4,22	22	-12	KND	KND	2	NCC	
44A	h	16	4	26	-18	+2	+2	3		
44AA	hl	16,20	4,10	26	-8	KND	KND	2	NCC, TC 25-39	
BT A	h	16	4	20	-2	+8	+8	3		
BT 2A	l	19	4	20	-6	+4	+4	3	TC 13+	
B	m	17	7	14	-8	+2	+2	3		
BB	mm	16,16	7,7	14	-6	+4	+4	3	NC, TC 18-26	
BBB	mmm	16,16,30	7,7,30	14	+2	KND	KND	-	BA, TC 1-4	
B6	m	16	22	20	-14	0	0	2		
B6 LH	m	-	-	20	-	JGL	-	-		block a move and punish it
B4	m	23	7	26	-14	+6	+14	3		
6B	m	18	7	16	-14	-4	+4	3	TC 6-11	
6BA	mh	18,28	7,10	16	-4	KND	KND	2	NCC, TC 27+	
6BB	mm	18,22	7,22	16	-12	KND	LH	2	NC	
6BB LH	mm	26	-	16	-	-	LH	-		LH on CH (2nd hit)
3B	m	26	22	19	-11	JGL	JGL	3	TC 11-17	
3B LH	m	-	-	19	-	JGL	-	-	TC 11-17	first 3B in a round after round you activated SC in
2B	m	23	7	22	-8	+2	+2	3	TC 20+	
2BB	mm	23,24	7,7	22	-2	+6	+6	3	NC, TC 1-12, TC 30-47	
1B	l	18	7	18	-16	0	0	3		
4B	h	10	7	14	-14	+2	CRM	3		
4B LH	h	8	-	14	-	JGL	-	-		after GI lvl 1 or 2
4BB	hRE	10,35	7,-	14	-4	RE	RE	3		
4B[B]	hREl	10,47	7,-	14	-	RE	RE	ul	unblockable	
fc B	m	23	7	22	-4	+4	+4	3	TC 1-4, TC 20+	
fc BB	mm	23,24	7,7	22	-2	+6	+6	3	NC, TC 1-12, TC 30-47	
fc 3B	m	21	7	16	-10	+2	+2	3	TC 1-4	
fc 1B	l	16	7	28	-8	-2	-2	3	TC 1+	
wr B	m	20	16	18	-12	JGL	JGL	2	TC 2-20	
wj B	m	33	22	38	-6	KND	KND	2	TJ 9-38, TC 39-57	
66B	m	18	22	16	-8	+2	CRM	2		
66B6	m-MO	18	-	16	-	-	-	-		leads to MO
22B	m	28	22	20	-14	JGL	JGL	2	TJ 29-50	
22[B]	m	30	38	40?	-14	JGL	JGL	1	TJ 49?-73?	
22[B] LH	m	36	-	40?	-	JGL	-	-		LH on whiff punish
44B	m	40	38	26	-18	KND	KND	1	TC 12-55	
44B2	l	20	7	28	-18	-6	-6	3	TC 11-48	
BT B	m	20	7	24	-6	+4	+4	3		
BT 2B	m	22	7	24	-8	+2	+2	3	TC 22+	
K	h	12	4	12	-8	0	0	3		
kB	hl	15,15	7,7	22	-12	+2	+2	3		
k(B)	l	15	7	29	-24	+2	+2	3		if they high guard, only low hits
6K	mm	10,14	22,7	24	-8	CRM	CRM	2	TJ 12+	
3K	m	14	7	14	-10	-2	-2	3	TJ 6-34	
2K	l	12	4	16	-14	-4	-4	3	TC 11+	
1K	l	18	4	22	-16	-6	KND	3	TC 6+	
1KB	lm	18,28	4,22	22	-16	0	KND	2	NCC, TC 1-10	
4K	m	14	4	18	-12	0	CRM	3		
4kB	mh	14,23	7,22	18	-10	KND	KND	2	NC	
4KK	mm	14,26	7,38	18	0	+12	+12	1	NCC, TJ 12-28	
fc K	l	12	4	16	-14	-4	-4	3	TC 3-4, TC 10+	
wr K	mh	10,11	7,22	12	-12	KND	KND	3/2	TC 1-10, TJ 10-34	GI lvl3 on 1st hit, lvl2 on 2nd
wj K	h	18	7	20	-4	+4	+4	3	TJ 9-34	
66K	mm	14,10	7,7	22	-10	0	0	3	TC 5-14, TJ 14+	
66KK	mmm	14,10,16	7,7,4	22	-12	0	0	3	NC, TC 1-2, TJ 4-25	
66KKB	mmmm	14,10,16,31	7,7,4,12	22	-10	JGL	JGL	2	TJ 1-19	
22K	h	26	7	22	-4	+6	+6	3		
22KB	hl	26,20	7,7	22	-8	+4	+4	3	NC, TC 13-33	
22kB	l	18	7	20	-8	+4	+4	3	TC 1-21	

MOVE	LVL	DMG	G-DMG	EXE	BLK	NH	CH	GI	PROPERTIES	note
44K	m	20	10	30	-4	KND	KND	2		
44K:B	mm	20,30	-	30	-	-	CRM	-		on hit only
BT K	m	28	7	13	-15	JGL	JGL	3	aGI 5-16	
BT 2K	l	17	4	18	-14	-4	-4	3	TC 19+	
run K	l	28	22	20	-22	KND	KND	2	TJ 6-25, TC 25-46	
A+B	m	50	38	34	+2	KND	KND	BA	BA, TC 7-50	
A+B LH	m	30,30	-	34	-	JGL	-	-	TC 7-50	hit into RE or GI
[A+B]	m!	50	-	70?	-	KND	KND	u!	BA, TC 7-?	
[A+B] LH		30,30	-	70?	-	JGL	-	-	BA, TC 7-?	hit into RE or GI
A+B aGI		-	-	-	-	-	-	-		
6A+B	hhhhh	48	6x4	20	-12	JGL	JGL	3/2		GI lv3 on all hits except last (which is lv2)
2A+B	l	33	10	32	-16	KND	KND	2	TC 8-57	
4A+B	ll	30,10	4,10	44	-2	KND	KND	3	TC 33+	if you hit 1st attack only, it is -14 both on guard and on hit!
8A+B	mm	20,20	4,10	20	-6	+4	+4	3/2	NCC, TC10-18, TJ 19-??	2nd hit is NCC only with the 1st one. 2nd hit puts opponent into BT. GI lv3 on 1st hit, lv2 on 2nd.
44A+B	m!	55	-	65	-	KND	KND	u!	TC 32-??	
B+K	m	26	22	22	-4	+6	CRM	2		
[B+K]	m	23	38	44?	+6	CRM	CRM	BA	BA	
B+K6	m-MO	26	22	22	-	-	CRM	2		leads to MO
[B+K]6	m-MO	23	38	44?	-	CRM	CRM	BA		leads to MO
6B+K	mmmm	10,10,10,12	7,7,4,4,12	24	-12	KND	KND	3/2		can be blocked after 2nd hit on NH. NCC. GI lv3 on all hits except last (which is lv2)
6B+K2	llll	10,10,10,10	7,7,4,4	26	-16	-6	-6	3		can be blocked after 2nd hit on NH. NCC.
2B+K	l	24	7	24	-14	0	0	3		
2[B+K]	-	-	-	-	-	-	-	-		lead to KND
4B+K	mmmm	10,12,12,12	7,4,4,4	26	-14	-2	-2	3		
4B+KB	mmm	10,12,20	7,4,12	26	-17	KND	KND	2	NC	
4B+KBB	mmmm	10,12,20,23	7,4,12,25	26	-14	KND	KND	1	NC	
44B+K	l	35	22	34	-12	KND	KND	2		
BT B+K	m	15	7	24	-21	-11	-11	3		ends in BT
BT B+KB	mm	15,11	7,7	24	-23	-7	-7	3	NC, TJ 21-45	
BT B+KBK	mmm	15,11,38	7,7,16	24	-26	KND	KND	2	NC, TC 4-47	
K+G	-	-	-	-	-	-	-	-		taunt
A+G	throw	50	-	18	-	KND	-	3		
4A+G	throw	45	-	18	-	KND	-	3		
A+B+K	m	79	24	16	-8	-	-	-	CE	Critical Edge
4A+B+K	-	-	-	6	0	+8	+8	-	SC	Soul Charge. 6 frames till it interrupts stuff
MONUMENT MOVES										
236	-	-	-	-	-	-	-	-	aGI 37+	aGI horizontals
MO A	m	18	4	18	-14	CRM	CRM	3		
MO A LH	m	21	-	18	-	JGL	JGL	-		LH after aGI
MO A4	m-BP	18	4	18	-	JGL	JGL	-		leads to BP
MO AB	ml	18,14	4,7	18	-12	-4	-4	3	NC	
MO ABK	mlm	18,14,19	4,7,16	18	-16	KND	KND	2	NC, TJ 31-60	
MO B	m	37	22	26	-8	CRM	CRM	2		
MO K	hh	15,20	22	16	+2	KND	KND	3	TJ 10-?	
MO A+B	m!	75	-	64	-	KND	KND	u!	TJ 11-63, TC 65-80	
MO A+B6	-	-	-	-	-	-	-	-		
MO A+B6 w!	-	-	-	-	-	-	-	-		
MO A+B4	-	-	-	-	-	-	-	-		
MO A+B4 w!	-	-	-	-	-	-	-	-		
MO A+BK	l	30	22	90?	-2	KND	KND	2	TJ 11-88?, TC 88?+	
MO B+K	m	15	7	26	-24	-4	-4	3	TJ 13-21, TC 26-50	
MO B+KB	mm	15,10	7,7	26	-20	-4	-4	3	NC, TC 2-8	
MO B+K:B	mm	15,13	7,7	26	-20	-4	-4	3	NC, JF, TC 2-8	
MO B+KBK	mmm	15,10,36	7,7,16	26	-20	KND	KND	2	NC, TC 9-19	
MO B+KBK	mmm	15,13,42	7,7,16	26	-20	KND	KND	2	NC, 2xJF, TC 9-19	
MO 8_2	-	-	-	-	-	-	-	-		leads to BT
BACK PARRY MOVES										
214	-	-	-	-	-	-	-	-	aGI 47+	aGI verticals
BP A	l	22	7	26	-13	+1	+1	3	TC 21-36	
BP A LH	l	26	-	26	-	JGL	-	-	TC 21-36	LH after aGI
BP B	m	37	38	34	+12	CRM	CRM	BA	BA, TC 33-62	free 13f followups on guard
BP K	h	24	0	22	+2	CRM	CRM	2		
REVERSAL EDGE MOVES										
RE		35	40?	16+	-4	RE	RE	3		
[RE]	m!	45	-	-	-	RE	RE	RE	u!	
RE1 A	-	-	-	-	-	-	-	-		
RE1 B	-	-	-	-	-	-	-	-		
RE1 K	-	-	-	-	-	-	-	-		
RE2 A	-	-	-	-	-	-	-	-		
RE2 B	-	-	-	-	-	-	-	-		
RE2 K	-	-	-	-	-	-	-	-		
ON GROUND MOVES										
knd A+B	m!	75	-	66	-	KND	KND	u!		
knd A+B6	-	-	-	-	-	-	-	-		
knd A+B6 w!	-	-	-	-	-	-	-	-		
knd A+B4	-	-	-	-	-	-	-	-		
knd A+B4 w!	-	-	-	-	-	-	-	-		
knd A+BK	l	30	22	92?	-2	KND	KND	2		
knd 2A+B	l	30	10	38	-30	KND	KND	2	TC 22-41, TJ 41-62, TC 62-76	
SOUL CHARGE UNIQUE MOVES										
A+B+K	h!	107	-	11?	-	-	-	u!		ends SC

STARTER	COMBO	DMG	NOTES
MINI COMBOS			
MO A+B	B+K	98	
MO A4	BP 2	51	
MO K	6K / B+K	53	
44K	9B	74	
	CE > 9B	97	87 vs no ukemi
MO K	6K	51	
	B+K	53	
CH AB	B+K	45	
	2B	45	
	6K	44	
CH 66B	2B	44	38 vs no ukemi
CH B+K	2K	30	should work on anyone?
CH [B+K]	1K	40	35 vs no ukemi; 1KB for 59 against any kind of ukemi
[B+K]	1B	35	
MO A			
2A+B	1B	44	only at close to medium distance
4A+B	1B	53	only if both hits connects (on KND)
	2B	59	
	B+K	59	
	6K	58	
	1K	53	1KB is 82 against any kind of ukemi
NORMAL HIT COMBOS			
3B	AB > 4KB > 6K / B+K	55	
22B	4KB > 6K / B+K	55	inconsistent after 22B
	4KB > CE > B+K	63	6K finisher is 61. Inconsistent after 22B
	CE	68	
6A+B	6AB > AB > 66B	74	
	6BB > 6K / B+K	77	
	6BB > 8B	78	
	6BB > 4B+KB	80	
	4KK > 2aB	77	cause why not .D
	6BB > microstep left > 6B+K2	84	minimal step to Kilika left seems required. Back ukemi reduce damage by 3
w B	6BB > 6K / B+K	54	
BP K	6BB > 8B	57	
	6BB > 4B+KB	58	
	6BB > microstep left > 6B+K2	62	minimal step to Kilika left seems required. Back ukemi reduce damage by 3
MO B	236 > MO B+KBK	72	76 with 2x JF
BT K	AAA	51	
	AB > 66B	57	
(66KK)B	4KB > 6K / B+K	64	
COUNTER HIT COMBOS			
B4 CH	2aB	63	
6AB CH	AAA	56	
	AB > 66B	58	
4KK CH	2aB	68	work also on (4K)K CH for 59
4B CH	3B	??	
	CE > 236 > MO B+KBK	??	
LETHAL HIT COMBOS			
4A LH	4KB > 6K / B+K	51	
	236 > MO B+KBK	52	56 with 2xJF
	4KB > CE > B+K	60	6K finisher is 58
	CE	65	
B6 LH	3B > 4KB > 6K / B+K	65	
	4KK > 2aB	76	check: 66KKB combos
(6B)B LH	[B+K] > MO B+KBK	76	
22[B] LH	44K > B > 9B	89	
	44K > CE > 9B	103	
	44K > CE > microstep left > 6B+K2	112	minimal step to Kilika left seems required. Back ukemi reduce damage by 3
3B LH	[B+K] > MO B+KBK		is not working on: Sieg, Night, Voldo, Xiang, Talim, Sophia
	44K > B > 9B		
	44K > CE > 9B		
	44K > CE > microstep left > 6B+K2		minimal step to Kilika left seems required. Back ukemi reduce damage by 3
4B LH	6BB > 6K / B+K	41	similar combos as for 6A+B
	6BB > 8B	49	
	6BB > microstep left > 6B+K2	50	minimal step to Kilika left seems required. Back ukemi reduce damage by 3
	66KKB > 4KB > 6K / B+K	54	
A+B LH	236 > MO B+KBK	94	99 with 2x JF
[A+B] LH	44K > B > 9B	80	??? can't get this more than once in practice
MO A4 LH	BP K > 6BB > 6K/B+K	82	
	BP K > 6BB > 8B	88	
	BP K > 6BB > microstep left > 6B+K2	91	minimal step to Kilika left seems required. Back ukemi reduce damage by 3
	BP B	64	
MO A LH	6A+B > 6BB > 6K / B+K	66	
	4KK > 2aB	71	
	6A+B > 6BB > microstep left > 6B+K2	72	minimal step to Kilika left seems required. Back ukemi reduce damage by 3
	66KKB > 4KB > 6K/B+K	84	
BP A LH	4KB > 6K / B+K	69	works on any distance
	AB > 4KB > 6K / B+K	72	works only upclose
	4KB > CE > B+K	81	6K finisher is 77
	CE	87	
REVERSAL EDGE COMBOS			
RE1 A	6BB > B+K	60	6K finisher is 58
	CE	70	
	6BB > microstep left > 6B+K2	65	minimal step to Kilika left seems required. Back ukemi reduce damage by 3
RE1 B	B+K	49	6K finisher is 46
	6B	51	58 against any ukemi
	CE > 8B	58	64 against any ukemi
	CE > microstep left > 6B+K2	60	minimal step to Kilika left seems required. Back ukemi reduce damage by 3

The logic of this list:
Starters are grouped together if same combo(s) can be used for more of them (column A)
All combos (column B) are applicable to all starters (column A) in given section
Sections are separated by empty line (not by red lines - this are for easier readability)
Damage is always listed for 1st combo starter mentioned in given section

Colours explanation:
combos that are to be 100% confirmed to work
combos that spend meter
SC combos that are unique to SC

STARTER	COMBO	DMG	NOTES						
RE1 K	AA 236 > MO B+PKP	33	+12 but out of range against: Sig, Night, Groh, Taki, Voldo, Mina 53 <i>Mina only combo</i>	check: Tira					
RE2 A	66KKB > 4KB > 6K / B+K	72							
RE2 B	4KK > 2aB 66B > 4B+KB 66B > microstep left > 6B+K2	80 81 85	minimal step to Kiliks left seems required. Back ukemi reduce damage by 3						
RE2 K	6AB > 4KB > 6K / B+K 66KKB > AAA 66KKB > AB > 66B 236 > MO B+PKP	65 72 72 61	Whiff on Mina. Whiff on Mina very light combo for same damage as AAA. Whiff on Mina. <i>Mina only combo</i>						
SOUL CHARGE COMBOS									
NORMAL HIT COMBOS									
SC 3B	4kb > 66B+K	67	inconsistent after 22B	you can do SC 3B > AB > 66B6 > MO K for 58 dmg and style points :)					
SC 22B	AB > 4KB > 66B+K CE	65 85							
SC 6A+B	6B+K 6BB > 66B+K 6BB > 4B+KB 6BB > microstep left > 6B+K2 CE	87 87 88 92 106	minimal step to Kiliks left seems required. Back ukemi reduce damage by 3						
SC w B	6BB > 66B+K	64							
SC BP K	6BB > 4B+KB 6BB > microstep left > 6B+K2	64 69	minimal step to Kiliks left seems required. Back ukemi reduce damage by 3						
SC MO B	66B+K 236 > MO B+KKBK	68 79	83 with 2x JF						
SC BT K	AAA AB > 66B 66B	56 62 72	auto-followup						
SC (66KK)B	4kb > 66B+K	79							
SC 4A+B	66B+K CE	77 125							
SC A+G	BT B+KKBK G > 4kb > 66B+K CE	85 101 114	90 with 2x JF use G to turn around						
SC 66B+K	2aB	84							
CONTER HIT COMBOS									
SC B4 CH	2aB	69							
SC 6AB CH	66B CE	70 100	auto-followup						
SC 4KK CH	2aB	74							
LETHAL HIT COMBOS									
SC 4A LH	66B+K > 66B+K 4kb > 66B+K CE	62 63 83							
SC B6 LH	3B > 4KB > 66B+K 3B > CE	75 91							
SC (6B)B LH	[B+K]S > MO B+KKBK	83	91 with 2x JF						
SC 22[B] LH	66A+B > BT B+KKBK	103	109 with 2x JF						
SC 3B LH									
SC A+B LH	236 > MO B+KKBK	114	118 with 2x JF						
SC [A+B] LH	66A+B > BT B+KKBK	89	95 with 2x JF. Can do back ringout.						
SC MO A4 LH	BP K > 6BB > 66B+K BP K > 6BB > 8B BP K > 6BB > microstep left > 6B+K2 BP K > 6BB > CE	93 96 100 116	minimal step to Kiliks left seems required. Back ukemi reduce damage by 3						
SC MO A LH	6A+B > 6BB > 66B+K 66KKB > 4KB > 66B+K 66KKB > CE	87 96 104							
SC BP A	66B+K > 66B+K 4kb > 66B+K CE	84 86 110	works on any distance						
REVERSAL EDGE COMBOS									

STARTER	COMBO	DMG	NOTES
WALL HIGH SPLAT (testing with 3B)			
	6B+K > 6BB > SSL > 6B+K2	76	
	6B+K > 6BB > B+K	70	Probably your BnB of choice.
	6B+K > 6BB > 6K	69	Probably your BnB of choice.
	6B+K > 4KK > 2aB	69	May not be worth it as you end -6 in opponent face.
	66KKB > 4kB > B+K	69	Somehow strict to connect 66KKB properly. Other options should be better choices probably.
	6B+K > 6B+K	68	Braindead. Undropable. No oki afterwards.
	66KK > 6BB > SSL > 6B+K2	80	Somehow strict to connect 66KK properly. Probably not worth the damage boost at all.
	66KK > 6BB > B+K	72	Somehow strict to connect 66KK properly. Probably not worth the damage boost at all.
	66KK > 6BB > 6K	71	Somehow strict to connect 66KK properly. Probably not worth the damage boost at all.
	66KK > 4KK > 2aB	75	Somehow strict to connect 66KK properly. Probably not worth the damage boost at all.
	66KK > 6BB > CE > 6B+K2	85	Somehow strict to connect 66KK properly, but seems to be only option how to went the CE road
WALL STAND SPLAT (testing with 6A+B)			
	6B+K > 6B+K > 66KKB > 4kB > B+K	93	Probably your BnB of choice.
	6B+K > 6B+K > 6BB > SSL > 6B+K2	92	Heavily position dependant. Not worth it.
	6B+K > 6B+K > 4KK > 2aB	91	May not be worth it as you end -6 in opponent face.
	6B+K > 6B+K > 6BB > B+K	90	Probably your BnB of choice.
	6B+K > 6B+K > 6BB > 6K	90	Probably your BnB of choice.
	6B+K > 6B+K > 6B+K	89	Braindead. Undropable. No oki afterwards.
SC WALL HIGH SPLAT (testing with 3B)			
	6B+K > 66B+K > 2aB	93	May not be worth it as you end -6 in opponent face.
	6B+K > 6BB > 66B+K	91	Probably your BnB of choice.
	6B+K > 6B+K	91	Braindead. Undropable. No oki afterwards.
SC WALL STAND SPLAT (testing with 6A+B)			
	6B+K > 6B+K > 66KKB > CE	121	Only if you wanna end your SC. Otherwise not worth those 2 damage
	6B+K > 6B+K > 66KKB > 4kB > 66B+K	119	Probably your BnB of choice.
	6B+K > 6B+K > 66KKB > AB > 66B	119	
	6B+K > 6B+K > 66KKB > 66B!	119	
	6B+K > 6B+K > 66KKB > 66B+K	119	Probably your BnB of choice.
	6B+K > 6B+K > 66B+K > 2aB	118	May not be worth it as you end -6 in opponent face.
	6B+K > 6B+K > 6BB > 66B+K	117	Probably your BnB of choice.
	6B+K > 6B+K > 6B+K	117	Braindead. Undropable. No oki afterwards.

DATE CHANGES MADE		
3/11	4A+B combos updated	
	SC 4A+B combos added	
	RE1 K and RE2 K combos updated	
5/11	Maxi frame data linked	
20/11	SC frames adjusted	
23/11	corrected MO K frames to i16 (was wrongly marked as i25 previously)	