

Move Name	Command	Damage	CH Damage	Guard Damage	Start-up	Recovery	Total Frames	Hit Adv	CH Adv	Guard Adv	Other
-	5A	10	12	1.50%	12	27	39	+4	-	-6	
-	5A.A	10,12	12,14	1.50%	12,28	31	59	+4	-	-8	
Knight's Oath	5A.A.A	10,12,16	12,14,19	1.50%	12,28,58	31	89	+6	-	-6	Final hit doesn't combo. Causes the opponent to turn around
-	6A	16	19	1.50%	16	32	48	0	+4	-8	
Questing Fang	6A.A	16,22	19,26	1.50%	16,52	33	85	Knockdown	-	-8	Only combos on counter-hit
Questing Fang -> Avenger	6A.6	16,22	19,26	1.50%	16	28	44	+4	+8	-4	
Cutting Truth	3A	15		1.50%	16	31	47	0	+6	-10	
Gallant Slash	2A	10		1.50%	12	30	42	+6	-	-6	
Saint Mia	1A	20		4%	26	37	63	+4	-	-16	Forces the opponent into a crouching state on hit
Sir Tristan's Charity	4A	35		4%	30	37	67	+4	-	-4	
Sir Tristan's Charity -> Avenger	4A.6	35		4%	30	30	60	+11	-	+3	
Kneeling Slash	Crouch A	10		1.50%	12	30	42	+6	-	-6	
Ascending Slash	Rise A	22		1.50%	18	31	49	+4	-	-12	
Ascending Slash -> Avenger	Rise A.6	22		1.50%	18	27	45	+8	-	-8	
Vaulting Slash	Jump A	26		4%	24	31	55	Knockdown	-	-6	
Penitent Slash	Away A	12		1.50%	14	27	41	+2	-	-8	
Atoning Slash	Away 2A	12		1.50%	14	27	41	+6	-	-6	
-	5B	14		2.90%	14	29	43	+2	-	-8	
-	5B.B	14,14		1.50%	14,35	31	66	+4	-	-6	
Knight's Accolade	5B.B.B	14,14,20		10.33%	14,35,72	33	105	Knockdown	-	-4	
-	6B	12			16	31	47	+3	-	-10	
Darting Raven	6B.B	12,12			16,37	37	74	+2	-	-10	
Darting Raven -> Avenger	6B.B.6	12,12			16,37	30	67	+7	-	-5	
Steel Judgment	3B	24			18	37	55	Launch	-	-16	
Gallant Strike	2B	14			14	29	43	+2	-	-10	
-	1B	22			22	35	57	+2	-	-14	
Curse of Morgan	1B.B	22,28			22,57	43	100	-3	-	-14	Only combos on counter-hit
Benovence Step	4B	18			22	33	55	+4	Crumple (Lethal)	-7	Lethal hit triggers on hit from behind
Kneeling Strike	Crouch B	14			14	29	43	+2	-	-10	
Ascending Thrust	Rise B				14	33	47	0	-	-12	
Ascending Thrust -> Avenger	Rise B.6				14	25	39	+8	-	-4	
Vaulting Strike	Jump B	28			30	29	59	Knockdown	-	-8	Forces the opponent into a crouching state on guard
Penitent Strike	Away B	16			16	27	43	+2	-	-8	
Atoning Strike	Away 2B	18			16	29	45	+2	-	-10	
Noble Courage	5K				12	29	41	0	-	-8	
Lofty Faith	6K				16	33	49	+4	-	-10	
Rising Courage	3K				14	27	41	+6	+10	-4	
Vigilant Courage	2K				16	33	49	-4	-	-14	
Chivalrous Courage	1K				24	35	59	0	Knockdown	-14	
Valliant Strike	4K				22	33	55	Knockdown	-	-10	
Kneeling Swipe	Crouch K				16	33	49	-4	-	-14	
Ascending Knee	Rise K				12	31	43	+6	-	-8	
Vaulting Drive	Jump K				22	29	51	+4	-	-10	
Penitent Blow	Away K				14	29	43	+2	-	-8	
Atoning Swipe	Away 2K				18	33	51	-4	-	-14	
Scarlet Sleeve	5A+B				38	37	75	Knockdown	-	+4	Lethal hit triggers on countering GI or RE
Scarlet Sleeve -> Avenger	5A+B.6				38	32	70	Knockdown	-	+9	
Broceliande's Splendor	6A+B				24,40	33	73	Knockdown	Crumple (Lethal)	-14	Lethal hit triggers on countering an attack
Broceliande's Splendor -> Avenger	6A+B.6				24,40	25	65	Knockdown	Crumple (Lethal)	-6	Lethal hit triggers on countering an attack
Dolorous Stroke	2A+B				46	39	85	Knockdown	-	+4	
War of Benwick	4A+B				34	39	73	Launch	-	-8	
Sir Gareth's Zest	8A+B				24,42	48	90	Launch	-	-24	
Sir Gareth's Zest -> Avenger	8A+B.6				24,42	46	88	Launch	-	-22	
Battle of Bedegraine	6B+K				26,34	28	62	Launch	-	-8	
Gallatin Eclipse	2B+K				60	46	106	Knockdown	-	Unblockable	
Morgan's Eclipse	4B+K				26	39	65	0	-	-6	
Daredevil	8B+K				36	37	73	Knockdown	-	-6	
Merlin's Counsel	Away B+K				18	31	49	Crumple	-	-12	
-	3~6~9~A				18	33	51	0	-	-8	
Sir Lancelot's Fervor	3~6~9~A.A				18,41	39	80	Knockdown	-	-14	
Berliak the Headless	2~8~A				22	32	54	Knockdown	-	-2	
Morgause's Mischief	1~4~7~A				34	29	63	+4	Crumple (Lethal)	-4	GI's vs High and Middle Vertical Attacks (not kicks). Lethal hit triggers on successful GI. GI starts on about frame 9. Normal hit causes the opponent to turn around.
-	3~6~9~B				22	35	57	-2	-	-10	Forces the opponent into a crouching state on hit
Sir Gawain's Charge	3~6~9~B.B				22,50	37	87	Knockdown	-	-10	
Sable Grief	2~8~B				22	39	61	Launch	Launch (Lethal)	-16	Lethal hit triggers after an opponent's strong Vertical Attack misses
Troubadour's Elegy	2~8~B.A				17	31	48	+6	-	-6	Causes the opponent to turn around
King Pellinore's Delight	1~4~7~B				28	29	57	Knockdown	-	+2	Forces the opponent into a crouching state on guard
Intrepid Adventure	3~6~9~K				24	42	66	Launch	-	-12	
Chivalrous Courage	2~8~K				24	35	59	0	-	-14	
Faith's Reprisal	1~4~7~K				28	39	67	Crumple	Crumple (Lethal)	-14	Lethal hit triggers after an opponent's Light Attack missed
Sir Tristan's Triumph	2~8~3~6~9~A+B				22,41	44	85	Knockdown	-	-16	
Sir Garlon's Wile	3~6~9~B+K				18,28	36	64	0	-	-14	
Sir Garlon's Wile -> Avenger	3~6~9~B+K.6				18,28	27	55	+9	-	-5	
Sir Percival's Gratitude	2~8~1~4~7~B+K				18,34	35	69	Knockdown	-	-14	
Dauntless Slide	Run Forward K				20	39	59	Knockdown	-	-22	
Throw	A+G				18	36	54				All throws have the same start-up and recovery
Avenger	B+K					19					Total frames is how long until you can perform an action
Endless Quest	Avenger A				24,30,38,45	37	82	Knockdown	Knockdown (Lethal)	-20	Lethal hit triggers after a guard crush
-	Avenger B				12,22	34	56	+3	-	-12	
Nameless Blade	Avenger B.B				12,22,46,58	25	83	+6	-	-6	Forces the opponent into a crouching state on guard
Corbenic's Veil	Avenger K				16	28	44	+3	-	-11	
Arondight's Roar	Avenger A+B				20	35	55	Knockdown	-	-16	Goes into another animation on hit
Sir Galahad's Bravery	Avenger B+K				28,36	29	65	Knockdown	Knockdown (Lethal)	+8	Lethal hit triggers on countering GI or RE. Forces the opponent into a crouching state on guard
Avenger Side Step	Avenger 2 or 8					30					
Chevalier Mal Fet	5A+B+K				16	45	61	Knockdown	-	-16	14 frames before the screen freezes, 1 frame of additional start-up afterwards and then hits on the following frame
Soul Charge	4A+B+K	0	0		6	50	56	+8	-	+3	2 frames before the screen freezes, 3 frames more start-up afterwards and then hits on the following frame
Soul Charge Only Moves											
Guilt Seeker	1A.K				26,47	43	90	Knockdown	-	-22	Goes into another animation if the 2nd hit connects
Calamitous Judgment	3B.B				18,53,63,75	39	114	Knockdown	-	-8	Forces the opponent into a crouching state on guard
Wasteland	2A+B				38	39	77	Knockdown	-	+4	
Demon King Slayer	Avenger 6A				33,43	36	79	Knockdown	-	+4	
Calamity's Collapse	Avenger 6B				38,47,59	39	98	Knockdown	-	-8	Forces the opponent into a crouching state on guard
Destructive Order	Avenger 6K				31	33	64	Knockdown	-	-2	

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-	5A				18	29	47	+2	-	-6	
-	5A.A				18,39	30	69	0	-	-12	
Tumultuous Assault	5A.A.A				18,39,74	41	115	0	-	-12	Doesn't Combo
Twin Fang Thrust	5A.A.B				18,39,65	47	112	+2	Knockdown	-14	
Violet Squall	6A				20	44	64	Knockdown	-	-18 (-8)	Lethal hit triggers on countering a run at long range. () is for a long range hit
-	3A				26	37	63	-6 (+4)	-	-14 (-4)	() is a far range hit
Wing Cross	3A.A				26,57	39	96	Knockdown	-	-12	
Knee Slicer	2A				12	30	42	+4	-	-6	
Opening Treasure	1A				24	39	63	Knockdown	-	-16	Goes into a special animation on hit
Holding Treasure	1A*				24	39	63	Knockdown	-	-16	If whiffed/guarded, is the same as the normal version. Hit animation changes to toss the opponent behind her
Shadow Step Slice	4A				26	36	62	-6	-	-18	
Knee Slicer	Crouch A				12	30	42	+4	-	-6	
-	Crouch 3A				14	31	45	0	+1	-12	
Hilt Kick	Crouch 3A.K				14,29	29	58	+2	Crumple	-6	
-	Rise A				18	31	49	+6	-	-4	
Twin Fang Strike	Rise A.A				18,51	29	80	+2	-	-7	
Divine Biting Strike	Jump A				37	35	72	Knockdown	-	-9	
Reverse Dance Blade	Away A				20	23	43	+8	-	-2	
Reverse Biting Strike	Away 2A				16	25	41	+4	-	-6	
-	5B				20	27	47	+2	-	-6	
-	5B.B				20,44	36	80	-6	Crumple	-14	
Assailing Arc	5B.B.A				20,44,80	36	116	-4	-	-14	
Meteor Shower	5B.B.B				20,44,75	40	115	Knockdown	-	-16	
Retreating Divide	5B.4B				20,45	23	68	-	-	-	
Retreating Divide - Lingering Step	5B.4B (hit or guard)				20,45	41	86	-2	-	-14	Recovery is for the first moment you can guard. Can cancel into other followups on about frame 77
Double Hilt	b6				16,38	38	76	Knockdown	Crumple (2nd hit only)	-8	
Braided Spear	6B				24	53	77	Knockdown	-	-12	Lethal hit triggers on countering a backstep
Strangling Slash	6B.A				28	32	60	0	-	-12	
Lifting Heavens	3B				20	33	53	Launch	-	-14	
Thrust Kick	3bK				14	38	52	Knockdown	-	-14	
Thrust Kick (Fast)	3bK (fast)				14	38	52	Knockdown	-	-14	
-	2B				18	31	49	+2	-	-12	
Dancing Fang Sweep	2B.A				18,54	42	96	Knockdown	-	-8	Doesn't Combo
Back Step Fang	2B.B				18,44	23	67	-	-	-	
Back Step Fang - Lingering Step	2B.B (hit or guard)				18,44	41	85	-2	-	-14	Recovery is for the first moment you can guard. Can cancel into other followups on about frame 76
Spring Barrage	2B.K				18,50	40	90	Knockdown	-	-8	Doesn't Combo
Lightning Fang	1B				22	48	70	-8 (Knockdown)	-	-20 (-10)	() is for a far hit
Retreating Fang	4B				16	34	50	-	-	-	
Retreating Fang - Lingering Step	4B (hit or guard)				16	41	57	-2	-	-14	Recovery is for the first moment you can guard. Can cancel into other followups on about frame 48
-	Crouch B				18	31	49	+2	-	-6	
Torrential Rush	Crouch B.B				18,58	25	83	+4	-	-6	Doesn't Combo
Lifting Wing	Rise B				18	32	50	Launch	-	-10	
Divine Lifting Heavens	Jump B				36	32	68	Launch	-	-12	
Reverse Air Parting	Away B				22	26	48	+6	-	-6	
Crouching Air Parting	Away 2B				22	29	51	+2	-	-8	
Snap Kick	5K				12	29	41	0	-	-8	
Banishment Kick	6K				24	41	65	Knockdown	-	-14	GI from about frame 4
-	3K				14	34	48	-4	-	-12	
Belly Crush Spin Kick	3K.K				14,35	33	68	0	Crumple	-8	
Earth Kick	2K				16	30	46	-4	-	-14	
Rock Breaker	1K				22	38	60	-6	-	-18	
-	4K				22	33	55	0	-	-14	GI from about frame 8
Check Mate	4K.B				22,39	34	73	0	-	-14	
Earth Kick	Crouch K				16	30	46	-4	-	-14	
-	Crouch 1K				22	42	64	Knockdown	-	-24	
Liquid Rising	Crouch 1K.K				22,50	39	89	-8	-7	-22	Hit advantage is if the first hit doesn't connect
Shattering Kick	Rise K				12	37	49	Knockdown	-	-16	
Giant Rising Kick	Jump K				18	31	49	0	-	-7	
Reverse Snap Kick	Away K				14	25	39	+4	-	-6	
Reverse Earth Kick	Away 2K				18	32	50	-4	-	-14	
Roaring Heavy	5A+B				38	38	76	Ground Bounce	-	+6	Lethal hit triggers on breaking a GI or RE
Iron Chin Strike	6A+B				18	37	55	-4	-	-14	
Sweeping Blade	2A+B				36	36	72	Knockdown	-	+4	Lethal hit triggers on an enemy with low guard stamina
-	4A+B				24,31,56	27	83	0	-	-	
-	4A+B.A				24,31,58	37	95	+2	-	-	
Dancing Crane	4A+B.A.B				24,31,58,93	40	133	Knockdown	-	-	
Heavy Crane	4A+B.A+B				24,31,53,78,82,109	26	135	+2	-	-8	
Seong's Crushing Long Blade	9A+B				84	40	124	Knockdown	-	Unblockable	
Seong's Quick Long Blade	9A+B.B				67	35	102	Knockdown	-	+16	Lethal hit triggers on breaking a GI or RE
Seong's Quick Long Blade - Lingering Step	9a+bG						89				Recovery refers to the first frame you can guard. Can cancel into followups on about frame 61
Radiant Wing	8A+B				18	44	62	Knockdown	-	-19	
Heaven's Wheel	5B+K				24,43	40	83	Knockdown	-	-19	
Fang Barrage	6B+K				18,34,51,66,83	33	116	Knockdown	-	-14	
Shadow Fang	2B+K				24	39	63	-2	Knockdown	-16	
Rereating Sands	4B+K				36,45,61	26	87	Crumple	-	-6	GI from about frame 4
Celestial Kick - Lingering Step	Rise B+K				22,26	41	67	Launch	-	-21	Recovery refers to the first frame you can guard. Can cancel into followups on about frame 55. Lethal hit triggers when countering a throw.
-	8B+K				22	33	55	+2	-	-14	
-	8B+K.B				22,50	35	85	+2	-	-14	
Leaping Horse Vault	8B+K.B.B				22,50,75	31	106	+4	-	-	
-	8B+K.B (exact timing)				22,50	35	85	+2	-	-14	
Leaping Horse Vault (Just Frame)	8B+K.B.B (exact timing)				22,50,75	31	106	+4	-	-	
Transformed Heavens	Away B+K				18	35	53	Launch	-	-8	
Circular Heaven Slash	3~16~19~A				18	32	50	+2	-	-8	
-	2~18~A				22	46	68	-4	-	-16	
Heavy Willow Divide	2~18~A.A				22,55	44	99	Knockdown	-	-12	
Sparrow Sweep	1~17~A				28	42	70	0	-	-14	
Root Fang	4~A				28	37	65	-6 (Crumple)	-	-16 (-5)	() is for a far hit, which is also the trigger for a lethal hit
Lightning Thrust	3~16~19~B				18	37	55	+4	-	-12	
Sky Blossom	2~18~B				20	44	64	Launch	-	-16	
Lightning Fang	1~17~B				22	48	70	-8 (Knockdown)	-	-20 (-10)	() is for a far hit
Top Hammer Fang	4~B				34	17	51	Crumple	-	+2	
-	3~16~19~K				23	32	55	+3	-	-9	
-	3~16~19~K.K				23,45	31	76	-4	-	-14	
Circular Heaven Spin Kick	3~16~19~K.K.K				23,45,68	27	95	+8	+18	-8	
Thunder Kick	2~18~K				30	22	52	Crumple	-	-4	

Move Name	Command	Damage	CH Damage	Guard Damage	Start-up	Recovery	Total Frames	Hit Adv	CH Adv	Guard Adv	Other
Circular Blade Kick	1~4~/7~K				26	36	62	+8	-	-12	Lethal hit triggers if an opponent misses a low attack
Spinning Divide	3~6~/9~A+B				28	43	71	Knockdown	-	-8	
Seong's Diamond Crusher	1~4~/7~A+B				40	45	85	Ground Bounce	-	-2	Lethal hit triggers after a guard crush
Jagged Comet Blade	3~6~/9~B+K				18,47	53	100	Knockdown	Launch (1st hit)	-22	If the 1st hit counter-hits, it knocks the opponent airborne and then the 2nd hit ground bounces
Jagged Comet Blade (Charged)	3~6~/9~B+K*				24,53 (79)	50 (24)	103	Knockdown	Launch, kicks the opponent while rising for a spinning launch (only if 1st hit counters)	-18	If the 1st hit counter-hits, it knocks the opponent airborne, causing the 2nd hit to ground bounce, and then she'll kick the opponent while rising to keep them airborne. () is with this counter-hit only hitbox
Glory Wing	1~4~/7~B+K				38	42	80	Knockdown	-	-6	
Talon Rush	1~4~/7~B+K*				52	42	94	Knockdown	-	+8	
Sliding	Run K				20	41	61	Knockdown	-	-22	
Throw	A+G				18	36	54	Knockdown	-	-	All normal throws have the same frame data
Furious Swing	4.6A+G				18	36	54	+10	-	-	
Furious Swing - Stone Shock	4.6A+G.B				18,72	28	100	+8	-	-	
Furious Swing - Stone Shock (Charged)	4.6A+G.B*				18,83	28	111	+8	-	+8	
New Seong Style: Scarlet Meteor	5A+B+K				18	49	68	Knockdown	-	-18	15 frames before the screen freeze, 2 additional start-up frames after that and then hits on the next frame
Soul Charge	4A+B+K				6	44	50	+8	-	0	3 frames before the screen freeze, 2 additional frames after that and then hits on the next frame
Soul Charge Only Moves											
Shattering Violet Squall	6A				20	44	64	Knockdown	-	+2	Lethal hit triggers on countering a run at long range
Shattering Meteor Shower	5B.B.B				20,44,75	40	115	Knockdown	-	+4	
Shattering Lightning Fang	1B				22	48	70	Knockdown	-	+2	
Seong Cloud Burst	Crouch 1K.K.B				22,53,98	45	143	Knockdown	-	-12	
Seong Snapping Jaw	3~6~/9~A.A				18,40,60	35	95	Knockdown	-	-6	
-	2~8~A.A.A				22,55,89	44	133	+6	-	-12	
Whirling Willow Frenzy	2~8~A.A.A.A				22,55,89,123	44	167	Knockdown	-	-12	
Shattering Lightning Fang	1~7~B				22	48	70	Knockdown	-	+2	
Shattering Spinning Divide	3~6~/9~A+B				28	43	71	Knockdown	-	+2	
Shattering Seong's Diamond Crusher	1~4~/7~A+B				40	49	89	Ground Bounce	-	+6	Lethal hit triggers after a guard crush
Shattering Talon Rush	1~4~/7~B+K				38	42	80	Knockdown	-	+8	
Shattering Talon Rush (Charged)	1~4~/7~B+K*				52	42	94	Knockdown	-	Unblockable	
Lingering Step Attacks											
Violet Squall	5A				20	40	60	Knockdown	-	-14 (-4)	() is for a far hit
Lightning Fang	5B				22	48	60	-8	-	-20	
Spinning Storm Kick	5K				36	32	68	Knockdown	-	+6	

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-	5A				16	29	45	+4	+8	-8	
-	5A.A				16,40	29	69	-4	-	-10	
Progressive Step	5A.A.A				16,40,66	45	111	Knockdown	-	-12	Doesn't Combo
Progressive Step - Side Hold	5A*				16	25	41	+8	+12	-4	
Progressive Step - Chief Hold	5A.A4				16	27	43	+6	+10	-6	
Slash Impact	5.A.A.B				16,40,82	37	119	Knockdown	-	-10	Doesn't Combo
Slash Impact - Base Hold	5A.A.B*				16,40,82	21	103	Knockdown	-	+6	Doesn't Combo
Aggressive Onrush	5aB				18+	37	55+	Knockdown	-	-16	Start-up can be longer if you wait longer before pressing B
Aggressive Onrush (JF)	5aB (fast)				18	37	55	Knockdown	-	-16	
Aggressive Onrush - Base Hold	5aB*				18+	19	37+	Knockdown	-	+2	Start-up can be longer if you wait longer before holding B
Aggressive Onrush - Base Hold (JF)	5aB* (fast)				18	19	37	Knockdown	-	+2	
Quick Backspin Slash	5agA				18+	30	48+	Knockdown	-	0	Start-up can be longer if you wait longer before finishing the input
Quick Backspin Slash (JF)	5agA (fast)				17	30	47	Knockdown	-	0	Lethal hit triggers when punishing a move on guard
Quick Backspin Slash - Reverse Side Hold	5agA*				18+	38	56+	Knockdown	-	-8	Start-up can be longer if you wait longer before finishing the input
Quick Backspin Slash - Reverse Side Hold (JF)	5agA* (fast)				17	38	55	Knockdown	-	-8	
-	6A				16	35	51	0	-	-12	
Nightbane Slasher	6A.A				16,42	31	73	Knockdown	-	-2	Doesn't combo
Shadow Strike	6A.B				16,49	39	88	Crumple	-	-16	Doesn't combo
Nightbane Slasher - Reverse Side Hold	6A*				16	27	43	+8	-	-4	
Armet Crusher	3A				20	37	57	Knockdown	-	-14	
Alternate Cross	3A4				29	33	62	Knockdown	-	-8	
Leg Slash	2A				20	35	55	-6	-	-14	
-	1A				28	39	67	-4	-	-16	
Double Grounder Beta	1A.A				28,63	37	100	Knockdown	-	-12	Doesn't Combo
Quick Spin Slash	4A				14	35	49	+2	Knockdown	-14	
Quick Spin Slash - Side Hold	4A*				14	33	47	+4	Knockdown	-12	
Leg Slash	Crouch A				20	35	55	-6	-	-14	
-	Rise A				18	41	59	-8	-	-18	
Maelstrom	Rise A.A				18,45	47	92	Knockdown	-	-24	
Maelstrom - Side Hold	Rise A*				18	24	42	+9	-	-1	
Maelstrom (Alternate)	Rise A.A2				18	47	65	-14	-	-24	
Fatal Spin Slash	Jump A				27	38	65	Knockdown	-	-10	
Turning Head Slash	Away A				20	29	49	+4	-	-8	
Turning Leg Slash	Away 2A				22	25	47	-6	-	-6	
-	5B				16	33	49	-2	-	-12	
Castle Topper	5B.B				16,47	37	84	Knockdown	-	-14	
Hilt Knocker	5B6				14	33	47	+4	Crumple	-16	
Piercing Strike	5bB				31+	37	68+	Knockdown	-	-14	Start-up can be slower depending on how slow you do the input
-	6B				22	37	59	+2	Crumple	-12	
Illusion Rampart	6B.B				22,58	40	98	Knockdown	-	-12	Doesn't combo
Illusion Rampart - Chief Hold	6B*				22	31	53	+8	Crumple	-6	
Sky Splitter	3B				20	44	64	Launch	-	-20	Lethal hit triggers on counter-hit during dark legacy (still launches)
Sky Splitter - Chief Hold	3B*				20	28	48	Launch	-	-4	Lethal hit triggers on counter-hit during dark legacy (still launches)
Shadow Buster	2B				24	31	55	+2	-	-8	
Shadow Buster - Base Hold	2B*				24	22	46	+11	-	+1	
Grief Impact	1B				30	37	67	Knockdown	-	-10	
Grief Impact - Base Hold	1B*				30	21	51	Knockdown	-	+6	
Thrust Throw	4B				24	35	59	Knockdown (-1)	-	-16	() is if you hit with it further away. Goes into a separate hit animation if it connects close enough
Earth Divide	236B				66	66	132	Knockdown	-	Unblockable	
Split Buster	Crouch B				24	31	55	+2	-	-8	
Split Buster - Base Hold	Crouch B*				24	22	46	+11	-	+1	
Rising Splitter	Rise B				16	46	62	Launch	-	-22	
Rising Splitter - Chief Hold	Rise B*				16	26	42	Launch	-	-2	
Divine Splitter	Jump B				42	43	85	Launch	-	-20	
Divine Splitter - Chief Hold	Jump B*				42	27	69	Launch	-	-4	
-	Away B				26	27	53	+4	-	-6	
Turning Sword Thrust	Away B.B				26,51	39	90	-2	-	-20	
Turning Shadow Buster	Away 2B				26	29	55	+2	-	-8	
Grief High Kick	5K				12	31	43	0	-	-8	
Grief Side Kick	6K				18	27	45	+4	Knockdown	-6	
-	3K				14	31	45	-2	-	-10	
-	3K.K				14,47	39	86	-8	-	-20	Doesn't combo
Axle Head Upper	3K.K.K				14,47,75	39	114	0	-	-16	First two hits don't combo
Grief Low Kick	2K				16	30	46	-4	-	-14	
Grievance	1K				20	37	57	-8	-2	-16	
Grievance - Chief Hold	1K*				20	27	47	+2	+8	-6	
-	4K				22	29	51	+4	-	-3	
-	4K.A				22,49	27	76	+2	-	-8	
-	4K.A.A				22,49,76	29	105	+2	Knockdown	-8	
Spin Slash Double Grounder	4K.A.A.A				22,49,76,109	49	158	Knockdown	-	-18	
Spin Slash Double Grounder - Chief Hold	4K.A*				22,49	21	70	+8	-	-2	
Spinning Cross Combo	4K.A.B				22,49,82	35	117	Knockdown	-	-10	Forces the opponent into a crouching state on guard
Spin Kick Combo	4K.K				22,49	35	84	+4	Knockdown	-13	
-	236K				22	37	59	-6	-	-18	Cannot perform further hits if guarded
-	236K.K				22,43	39	82	-9	-	-	
-	236K.K.K				22,43,60	39	99	-9	-	-19	
-	236K.K.K.K				22,43,60,77	39	116	-9	-	-19	
Stomping	236K.K.K.K.K				22,43,60,77,94	39	133	-9	-	-19	
Grief Low Kick	Crouch K				16	30	46	-4	-	-14	
Rising Night Kicks	Rise K				12,22	33	55	+2	-	-12	
-	Jump K				37	30	67	-1	-	-16	
Diving Axle Headbutt	Jump K.K				37,66	39	105	0	-	-16	
Turning Grief High Kick	Away K				14	29	43	+2	-	-8	
Turning Grief Low Kick	Away 2K				18	32	50	-4	-	-14	
Anthem Slasher - Side Hold	5A+B				40,51	35	86	Knockdown	Crumple (Lethal)	+3	Lethal hit triggers when breaking a GI or RE
Grim Omen	6A+B						67				Forces the opponent into a crouching state on guard
Flying Edge	2A+B				32	51	83	Knockdown	-	-16	
Blaze Wind - Side Hold	4A+B				18,37,55	25	80	+10	-	0	Forces the opponent into a crouching state on the 3rd hit.
Blaze Storm	4A+B.A				18,37,78	35	113	+6	-	-14	
Chief Hold	Away B+K						21				Guard impacts starting on the first frame
Rebuff Turn Slash	3~ 6~ 9~A				34	40	74	Knockdown	-	+2	Guard impacts starting around frame 6
Rebuff Turn Slash - Base Hold	3~ 6~ 9~A*				34	30	64	Knockdown	-	+12	Guard impacts starting around frame 6
Memento Slap	2~ 8~A				24	37	61	Knockdown	-	-8	
Backspin Slash	1~ 4~ 7~A				35	27	62	Crumple	-	+2	
Backspin Slash - Reverse Side Hold	1~ 4~ 7~A*				35	34	69	Crumple	-	-5	
Rook Splitter	6~B				30	43	73	Knockdown	-	-22	Forces the opponent into a crouching state on guard
Cloud Splitter	3~ 9~B				18	44	62	Launch	-	-20	
Cloud Splitter - Chief Hold	3~ 9~B*				18	28	46	Launch	-	-4	
-	2~ 8~B				22	33	55	0	-	-12	
-	2~ 8~B.B				22,47	33	80	-2	-	-14	
Armor Breaker	2~ 8~B.B.B				22,47,75	41	116	Launch	-	+2	
Armor Breaker - Base Hold	2~ 8~B*				22	21	43	+12	-	0	
Armor Breaker - Chief Hold	2~ 8~B.B.B*				22,47,75	41	116	Launch	-	+2	
Break Kick	2~ 8~B.B.K				22,47,70	29	99	Knockdown	-	-2	
-	1~ 4~ 7~B				36	41	77	Knockdown	-	-14	

Move Name	Command	Damage	CH Damage	Guard Damage	Start-up	Recovery	Total Frames	Hit Adv	CH Adv	Guard Adv	Other
Fatal Drive	1-4-7-B.B				36,75	35	110	Knockdown	-	+2	
Fatal Drive - Base Hold	1-4-7-B*				36	27	53	Knockdown	-	+10	
Fatal Drive - Chief Hold	1-4-7-bG						53				
Fatal Dive - Chief Hold (Alternate)	1-4-7-B.B*				36,75	33	108	Knockdown	-	+4	
-	3-6-9-K				16	31	47	+6	-	-10	
Ascending Kick	3-6-9-K.K				16,44	31	75	Knockdown	-	0	
Grievous Low Kick	2-8-K				20	37	57	-4	-	-20	
Grievous Low Kick - Base Hold	2-8-K*				20	29	49	+4	-	-16	
Drop Kick	1-4-7-K				29	-	-	Knockdown	-	-	Goes into a knockdown position after performing the move
Schwarz Drive	3-6-9-A+B				20,48	45	93	Knockdown	-	-16	Lethal hit triggers when the opponent misses an attack while dark legacy is active (still a knockdown)
Schwarz Drive (Held)	3-6-9-A+B*				20,74	44	118	Ground Bounce	-	-6	Lethal hit triggers when the opponent misses an attack while dark legacy is active (still a knockdown)
Sliding	Run K				20	39	59	Knockdown	-	-22	
Throw	A+G				18	36	54				All normal throws have the same frame data
Flap Jack	3A+G				18	35	53	Knockdown	-	-16	
Over Toss	1A+G				18	35	53	Knockdown	-	-16	
Deep Scar	5A+B+K				21	53	74	Knockdown	-	-8	18 frames before the screen frames, 2 frames of start-up afterwards and then hits on the following frame
Soul Charge	4A+B+K				6	44	50	+8	-	0	4 frames before the screen freeze, one additional start-up frame afterwards and then hits on the following frame.
Soul Wave: Epitaph	During Dark Legacy, 6A+B				36,40,43,46	34	80	Knockdown	-	+2	
Soul Charge Only Attacks											
Rising Hit - Chief Hold	5B.BB				18,43	28	71	Knockdown	Crumple	+4	
Brazen Splitter	4A+B.B				18,37,76	48	124	Launch	-	+2	
Kaizer Charge - Chief Hold	3-6-9-K.B				16,51	37	88	Launch	-	+4	
Reborn Grinder	Base Hold 5K				16,25,34	44	78	Knockdown	-	+4	
Haunted Assault	Reverse Side Hold 5A.A				28,57	39	96	Knockdown	-	+4	
Kick Rush Vortex	Chief Hold 5K.A+B				10,40	31	71	Launch	-	+2	
Base Hold Attacks											
Base Hold	5B+K						20				
Reborn Storm	5A				28	44	72	Knockdown	-	-22	
Reborn Storm (Feint)	5A2						45				
Reborn Kaiser	5B				34	42	76	Launch	-	-6	Lethal hit triggers after a guard crush
Reborn Basher	5K				16	39	55	Knockdown	-	-16	
Landing Slasher	5A+B				36	35	71	Knockdown	-	-8	
Landing Slasher - Reverse Side Hold	5a+bG						56				
Base Hold Cancel	G						19				
Base Hold - Reverse Side Hold	6B+K						25				
Base Hold - Chief Hold	2 or 8B+K						28				
Base Hold - Side Hold	4B+K						20				
Reverse Side Hold Attacks											
Reverse Side Hold	6B+K						20				
Geist Slasher	5A				28	27	55	Knockdown	-	-2	
Geist Strike	5B				18	41	59	Crumple	-	-22	Lethal hit triggers against crouching guard during dark legacy
Geist Spinning Low Kick	5K				20	47	67	Crumple	-	-20	Lethal hit triggers against standing guard during dark legacy
Geist Spinning Low Kick - Reverse Side Hold	5K*				20	31	51	Crumple	-	-4	
Fiend Shatter	5A+B				30	37	67	Knockdown	-	-10	
Reverse Side Hold - Reverse Side Hold	6B+K						20				
Reverse Side Hold - Chief Hold	2 or 8B+K						25				
Reverse Side Hold - Side Hold	4B+K						20				
Reverse Side Hold - Base Hold	5B+K						20				
Chief Hold Attacks											
Chief Hold	2 or 8B+K						25				
Chief Hold (Alternate)	Away B+K						21				
-	5A				16,45	20	65	+8	-	-1	
Terror Circular	5A.A				16,46	44	90	Knockdown	-	-22	
Terror Circular - Side Hold	5A*				16	26	42	+6	-	-4	
Terror Circular - Reverse Side Hold	5A.A*				16,46	28	74	Knockdown	-	-6	
Terror Stomper	5B				(11) 18	33	51	Knockdown	-	-2	
Terror Stomper (Held)	5B*				40	31	71	Knockdown	-	-2	
-	5K				10	27	37	+4	+6	-6	
Terror Knee Stomp	5K.B				10,37	38	75	Knockdown	-	-14	
Terror Knee Stomp - Base Hold	5K.B*				10,37	26	63	Knockdown	-	-2	
Terror Knee Kick Rush	5K.K				10,34	39	73	Knockdown	-	-14	
Terror Knee Kick Rush - Chief Hold	5K.K*				10,34	31	65	Knockdown	-	-6	
Terror Slap	5A+B				22	35	57	Knockdown	-	+4	
Chief Hold - Reverse Side Hold	6B+K						20				
Chief Hold - Chief Hold	2 or 8B+K						27				
Chief Hold - Side Hold	4B+K						20				
Chief Hold - Base Hold	5B+K						20				
Side Hold Attacks											
Side Hold	4B+K						20				
-	5A				22	38	60	0		-12	
Double Grounder Alpha	5A.A				22,57	39	96	Knockdown	-	-14	
Double Grounder Alpha - Reverse Side Hold	5A*				22	30	52	+8		-4	
-	5B				26	45	71	Crumple	-	-18	
-	5B.B				26,66	43	109	Knockdown	-	-18	
Phantom Casting	5B.B.B				26,66,97	39	136	Knockdown	-	+2	
Phantom Casting - Chief Hold	5B.B.B*				26,66,97	37	134	Knockdown	-	+4	
High Kick Beta	5K				10	35	45	Knockdown	-	-14	
Shadow Slasher	5A+B				22	45	67	Crumple	-	-20	
Side Hold - Reverse Side Hold	6B+K						20				
Side Hold - Chief Hold	2 or 8B+K						25				
Side Hold - Side Hold	4B+K						30				
Side Hold - Base Hold	5B+K						20				

