

Welcome to BLACKSTAR's SC6 Xianghua Notes! (SC6 ver. 1.10, document ver. v0.72)	Legend		Reference Material Used
	i	Frame of Impact	SCVI - Frame Data + Punishing as Xianghua
10/29, v0.1: Initial Document creation/formatting, initial input of speed/on-block frame data for horizontals and verticals (copied from different charts; see "References" section)	NC	Natural Combo	SC6 Findings (Frame Data for every cast member)
10/30, v0.2: Inputting of data, Frame Data "IS STILL BEING VERIFIED" via manual testing	NCC	Natural Combo on Counter Hit	
11/01, v0.3: Still testing and adding frame data, now also using SCUFFLE frame data overlay			Pantocrator's SC6 Seigfried Frame Data Sheet
11/02, v0.5: Completed frame data input (except for Reversal Edge stuff)	GI	Guard Impact	Fight Element - Cervantes
11/03, v0.55: Added "Punishment Chart" tab	RE	Reversal Edge	SCUFFLE SC6 Frame Data Overlay
11/12, v0.6: Inputting Guard Damage stats	SC	Soul Charge	INCOMPLETE CONQUEST Xianghua Frame Data
12/18, v0.61: Updated for 01.10 patch (6BA changed from +2 on-hit to -2)			
01/04, v0.7: Added frame data for SXS and PXS transition moves, minor fixes	FC	Full Crouch (while crouching)	
01/11, v0.72: Minor additions (RE section) and fixes	WR	While Rising	
02/02, v0.8: Minor formatting, added frame data and placeholders for 01.11 patch (3B+K, 9K)	WD	While Downed	
	BT	Back Turned (facing away)	
	SXS	Silent Xia Sheng (stance)	
	PXS	Playful Xia Sheng (stance)	
	BHH	Bea Her Hua (stance)	
	KND	Knockdown	
		Disadvantage (Unsafe)	
		Disadvantage (Safe)	
		Neutral	
Special Thanks to Jacky Hsieh for contributing to and updating this document!		Advantage	

Command	Speed (l)	On-Block	On-Normal Hit	On-Counter Hit	NC?	Level	Attack Level	Damage	Guard Damage (%)	Meter Gain	Opponent State	Additional Notes
G (Guard)	i1	N/A	N/A	N/A	N/A	N/A	N/A					
6G (Guard Impact)	i2	N/A	N/A	N/A	N/A	N/A	N/A					
6B+G (Resist Impact)	i2	N/A	N/A	N/A	N/A	N/A	N/A					
B+G (Reversal Edge, Armor)	i6	N/A	N/A	N/A	N/A	N/A	N/A					
B+G (Reversal Edge, Attack)	i46	-2	activate RE	activate RE	N/A	M	Weak					
[B+G] (Reversal Edge, Attack)	i66	Unblockable	activate RE	activate RE	N/A	M	N/A, GI is ignored					
4A+B+K (Soul Charge, Invul)	i4	N/A	N/A	N/A	N/A	N/A	N/A					
4A+B+K (Soul Charge, Attack)	i24	0	+6	N/A (?)	N/A	M	GI Broken					

Command	To Stance?	Auto-GI?	Lethal Hit?	Break Attack?	Breaks Guard?	Speed (i)	On-Block	On-Normal Hit	On-Counter Hit	NC2	Level	Attack Lvl	Damage	Guard Damage (%)	Meter Gain	TJ?	TC?	TS?	Opponent State	Additional Notes
SXS 2		PXS				N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					
SXS A						118	-2	+8	Counter-STUN	N/A	H	Medium	N/A	4%						
SXS B	to FC					128	-10	KND	KND	N/A	M	Medium		9%						
SXS [B]	to FC			Break		146	+12	KND	KND	N/A	M	GI Broken		15%						
SXS K						113	-11	+7 (T)	+7 (T)	N/A	M	Medium		9%						
SXS A+B			vs. whiffed High Attack vs. RE		Breaks Guard	130	-16	KND	KND	N/A	M	Medium		9%						
SXS a+b6			vs. GI		Breaks Guard	136	-6	KND	KND	N/A	H	Medium		9%						
SXS B+K	BHH	vs. High/Mid Horiz				N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					
SXS V+G (Taunt)						142	0	+10	+10	N/A	H	Weak		0%						gives bonus 10%(7) meter, if animation is completed
SXS 6K+G (Taunt)						124	0	-10	-10	NC	MM	Weak	4 (2+2)	0%						gives bonus 10%(7) meter, if animation is completed
SXS 4K+G (Taunt)						124	-10	-10	-10	N/A	H	Weak		0%						
SXS A+G (Throw)						118	Unblockable (Breakable)	+14	+14	N/A	H	Weak		N/A						
SXS 4A+G (Throw)						118	Unblockable (Breakable)	+14	+14	N/A	H	Weak		N/A						
BHH A						112 (7)	-10	KND	KND	N/A	H	Weak		1%						
BHH B						122 (7)	-2	activate RE	activate RE	N/A	M	Weak		4%						
BHH K						136 (7)	-24 (7)	KND	KND	NC	LL	Medium		9%(7)						
BHH K2_B	to FC					136 (7)	-18 (7)	KND	KND	N/A	L	Medium		9%(7)						
BHH A+B						146 (7)	+10	KND	KND	N/A	H	GI Broken		15%						
BHH A+B2		PXS				N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A						
BHH a+b2		PXS				N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A						
BHH a+b6						134 (7)	-4	KND	KND	N/A	H	Medium		9%						
SC SXS 2						N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A						
SC SXS B	to FC					128	+12	KND	KND	N/A	M	GI Broken		15%						
SC SXS [B]	to FC					146	Unblockable	KND	KND	N/A	M	GI Broken		N/A						
SC SXS A+OB / AA+OB						118	Unblockable	KND	N/A	NC	HM	N/A		N/A						

vs. Seigfried	
On-BLOCK Punishment Frames	
-24:	SSH A+B
-23(?):	SCH K* (?)
-22:	66B, SBH A, SRSH B
-20:	3B*, Jump B*, 33_99B*, 3KK*, SRSH K
-18:	4KAAA, 33_66_99A+B, SSH B*, SSH BB*
-16:	1A*, 6AB, aB, iaB, b6, 4B, 1K*, 3KKK, Jump K*, Jump KK, 1_2_3A+B*, SBH K, SCH [A]*
-14:	2A, 3A, 4A, BB, bgB, 22_88BB*, 44B*, 2K, 4KK, A+BA, SCH KK, SSH AA, SSH K
-12:	AAA, 1AA, 22B*, 6A*, B*, 6B*, SSH A*
-10:	AA, AAB*, Jump A, 1B*, 3K*, 33_66_99K*, SRSH A+B
0:	agA, iagA, 33_66_99KK
+2:	11_44_77A, 22_88BBB, 11_44_77BB, 33_66_99A, SH BBB
+4:	SCH [B], SCH A+B
String Punishment Recommendations	
6A+B vs:	6AB
4A+B vs:	AAA
2A+B vs:	1AA (hard!), WS AA
11_44_77B+K:	
22_88B+K:	
SS vs:	
Crouch vs:	
Jump vs:	1AA
Option Selects:	AAA/AAB (OS #1) -> Hold crouch, press FC 2A (ducks High A, interrupts low B). AAA/AAB (OS #2) -> Tap (don't hold) crouch (ducks the High A), then immediately sidestep (evades the low B). Best used from Seig's tip range or if you want max damage launch punish. 6AA/6AB -> Tap (don't hold) crouch (ducks the High A), then immediately stand-block (blocks the Mid B). If Seig does 6[A] instead, you can block the mixup as well.
Auto-GIs	
6A+B:	vs. all Highs/Mids, i6 to ??; "Muh Hand!"
DL 6A+B:	vs. all Highs/Mids, i8 to ??; Dark Legacy Explosion
B+K:	vs. Mid/Low Horizontals; Base Hold stance
66A:	vs. all Horizontals
Break Attacks	
Break Attacks:	A+B, 33_66_99A, DL 6A+B
Lethal Hit Attack Conditions	
iagA:	On-Block punish (-14(?) or worse)
3B/3[B]:	Dark Legacy mode+Counter Hit
A+B:	vs. Reversal Edge/Guard Impact
33_66_99A+B:	Dark Legacy mode+Whiff punish
6A+G:	Low Guard Gauge for Seigfried
SBH B:	Post-Auto GI
SRSH B:	Dark Legacy mode+Counter Hit
SRSH K/SRSH [K]:	Dark Legacy mode+vs. High Block
SCH B:	Hit opponent from behind
RSH K(?):	Side Tech Roll (?)
RE A:	Player Initiates RE+Round 2 Only+Opponent chooses K (or A)
RE B:	Player Initiates RE+Round 2 Only+Opponent chooses A (or B)
RE K:	Player Initiates RE+Round 2 Only+Opponent chooses B (or K)
Character-Specific Notes	

Dark Legacy:

"Muh Hand!": Any attack with purple mist effect (6A+B, CE) adds one to "Muh Hand!" counter. Once the counter reaches 13, Seigfried gains Dark Legacy.

vs. Groh

-28:

-24:

-22:

-20: B+KA

-18:

-16: B+KA+B

-14:

-12: B+KB*

-10: B+KK*

0:

+8: B+KB+K

6A+B vs:

4A+B vs:

2A+B vs:

SS vs:

Crouch vs:

aGIs:

vs. ????

-28:

-24:

-22:

-20:

-18:

-16:

-14:

-12:

-10:

6A+B vs:

4A+B vs:

2A+B vs:

vs. ????

-28:

-24:

-22:

-20:

-18:

-16:

-14:

-12:

-10:

0:

+??:

6A+B vs:

4A+B vs:

2A+B vs:

