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## General Notes

When testing vs the AI (for Ultimate Blasts) > minimum health for Player 1 > close range and switch characters rapidly, it will always trigger (or normal HP/Max HP for a regular Blast).

Most Blast Beams are quite active so to safely punish from behind either spend Z Dash or wait, otherwise you will likely get hit.

Explosive Wave style Blast attacks beat most forms of vanish since they are active for longer. This means on characters who have this and Wild Sense you can bait the vanish then hit them with an Explosive Blast.

You can OTG grab after a low sweep connects, leading to a Blast attack (provided they don't High Speed Evasion on reaction).

Grounded throws seem to have different startup speeds, noticeable better for normal size characters (The Saiyans/Captain Ginyu) and slower for large characters (Dodoria)

Ability Items DO NOT WORK FOR EPISODE/CUSTOM BATTLES. They only function in practice mode (with items turned on), World Tournaments and online with them turned on.

Instant Skills (High Tension for example) are instant but there is a 1 second delay, making it harder to do back to back Blast attacks.

Neutral block works against mids but you have to block respectively for the low or high and when blocked properly you get a punish.

Ascend+Ki blast is a good option, good to stop people pressing buttons under you and some characters have a unique charged version while ascending.

Charged Blast attacks (e.g. Held Kamehameha) deal about 30% extra damage, not practical but it is great damage.

Revenge counters seem to be beaten by Blast attacks (your supers) on reaction.

You can normally get only 2 heavy followups, sparking increases this to 4 (3 for the weak characters like Base Master Roshi) (Speedsters have 4 by default so they get boosted to 6 followups with Sparking).

Boost during a clash for 1 bar, the same applies to your Blast attacks (so you need an extra bar to access their boosted version)

Rush Blast attacks take about 1 bar of meter on block, meaning if they are low on bar it can cause a guard crush.

Dash attacks (from mid range not point blank)/Charged KI blast go through the auto parry from UI Goku/Whis.

Sidestep provides a small amount of Invuln frames which work well against vanishing behind you, generally give you a backturn combo.

Bufs are removed if you transform up or down or switch out.

Tien has the highest damage potential for a single Blast, Neo Tri Beam can be spammed for 47250 damage but deals around two entire health bars of self damage, also cannot spam more Tri Beams if he has no health however at 1 HP he will collapse.

Cheese for Tournays (World Tourney Weak difficulty charged heavy attack+B ender finishes it very fast as it's an almost instant ring out)

World Tournament default is best for grinding Dragonballs, fight Hercule with a strong character and max capsules that lower health and defense

Charged Heavy/Smash attacks can be timed to be perfect, after about 2 seconds as soon as you see the white glitter around your character, let go of the input and when used up close this will cross up your opponent.

## ***Giants***

Giant characters don't have access to perception/Blast deflection or the normal autocombo, instead they gain access to a low attack (so that small characters can't just avoid them forever) and also most unblockable attacks will not knock them over+they only take small chip damage from rush attack Blasts (even ultimates, the sole exception being SSJ3's Ultimate Dragon Fist and Tapion). Lastly, lastly they cannot be hit by the lightning ender to drop them to the ground (neither can they do it to you) since they are too large and despite being larger, they cannot throw other giants.

Also of note is that they naturally take less melee damage but increased damage from Beam blasts, with Great Ape Baby taking 15% extra damage and Anilaza taking 20% more.

## **Buffering Moves**

A very handy tip to get fast transform/fusions for combos (say Blast>transform>Blast), is to simply hold both buttons (e.g. If It's up+X to transform just hold those two) however this only works with the 1<sup>st</sup> (X), 2<sup>nd</sup> (Y) not the 3<sup>rd</sup> (B) because then perception comes out instead (hold up and tap B instead).

You can buffer Supers by holding the Guard Buttton (RT) then tap the respective button (so hold RT then tap X, Y or B) making it easier to time your Blast attacks.

## Rock paper scissors of defense

Throw/Z Burst Dash/Full-Power Smash (in sparking)/Up Power Smash (guard crush)Vanishing Assault (charged heavy attack) beats neutral block

Up block beats overheads (Up Rush and Up Heavy)

Down block beats lows (Down Rush and Down Heavy)

Step/Step in Sway (timed Block) beats Vanishing Assault and standard attacks

Tech or rush combos beat most throws (unless they have armour)

Ki blast deflection (Rb or held when moving) and timed reflects charged Ki Blasts (auto reflect is on by default in neutral with sparking mode activated) this also works for Blast Beams however it costs 2 skill points but it gives you a KI charge bonus for X amount of time, also you cannot block during this animation so it loses to every physical hit attack (Rush/Smash attacks etc)

Super Counter beats Rush/Smash attacks, can be countered by a High Speed Evasion (timed guard) or Super Counter back

## Archetypes

Giants beat low DP characters and most Androids (due to needing charging+ Blast Beams to deal their best damage)

High DP characters beat Giants

Androids 19+20 are strong against most other Androids (since they can absorb their Ki blasts, fortunately their Grabs will not give health or Ki since they are part robot)

### ***Blast Beams dodging that don't have to be timed***

Also Instant Transmission moves/Explosive Wave will not work. Afterimage or AI Strike will always work here provided you aren't recovering from another move. Also if you are the attacker in this instance, Ki blast into the unblockable can be a good move since it makes it even more difficult to time the dodge (they have to block then release block to tap dodge).

(hold input during Cinematic)

Works on Z Broly Ult Blast

## ***Manually timed***

Beerus Ult Blast (it has to be dodged really late in the animation, it feels a little easier if you move back slightly before tapping dodge)

Throw/Vanishing Assault/Z Burst Dash/Ki Blast+Smash Ki blast or Projectile/beam Blasts beats Perception

Perception beats mashing non Ki blast attacks and Revenge Counters loses to throw/KI blasts (ascending are more consistent since they seem to always lead to a combo, can still be hit by perception with a regular one and Heavy Ki blasts always work here)

Super counters/High Speed Evasion (timed block) beat attacks on hit/Dragon Smashes (super counter can also be used on block also note you can Super Counter a Super counter)

High speed evasion (timed block)/Step/Perception beats Power Smash attacks (mashing loses here as it has some armour frames, throw can work if you're already blocking unless they are in sparking mode )

Afterimage Strike dodges everything (even Super Counters) loses to Ki blasts (X followup into blaster wave doesn't work since the followup input doesn't come out, looks like on hit you'll simply have to do an early Super Counter after being backturned after the first vanish)

## **Dragonball Tracking**

0 Shenron (unlocked all of them) I don't need any more of these for Unlocks  
0 Puronga (unlocked all of them)  
0 Super Shenron

World Tournament 10 FINISHED (Online too)  
Cell Games Tournament FINISHED (Online too)  
Other World Tournament FINISHED (Online too)  
Destroyer Tournament FINISHED Buutenks/ Android 20/Hit/S Broly LSSJ/Tohan SSJ2 (Online too)  
TOP Tournament FINISHED (Online too)

All Tournaments FINISHED

Online

Master Roshi wins World Tournament  
Teen Gohan SSJ2 wins Cell Games Tournament  
Goku Z Mid SSJ wins Other World Tournament  
Android 17 (Super) wins TOP Tournament

All Items Bought (Ability Items/Characters/Outfits/Voices/BGM/CPU Strategy Items/Player Cards)

## **Story/Episode Mode Completion Rate**

Goku FINISHED  
Vegeta FINISHED  
Gohan FINISHED  
Piccolo Cell Arc FINISHED  
Future Trunks FINISHED  
Frieza FINISHED  
Goku Black FINISHED  
Jiren FINISHED

Custom Battles FINISHED

Spirit Bomb DONE  
Masenko DONE  
Krillin Ult Blast DONE  
Yamcha Ult Blast 50 times DONE  
Tien Tribbeam DONE

Do 50 Sparking combos (dash XYX> Ultimate Blast) DONE

Perform Power Impact (Set Opponent to Hit, Strong Difficulty w Barrage attacks and block on the ground. Wait until they vanish and most of the time they will go for a grab) DONE

Perform Blast Impact DONE

Perform Clash Impact DONE (Easiest way to get this is play against the Default Hit AI, they dash a lot, spike them to the ground, tap jab then dash in and it should trigger every time)

100 Timeout Wins FINISHED

## **Titles Completion**

Most consistent seems to be World Tournament no Crowd>ring out on>Weak opponent with Ability Items on, walk forward and do Blast Super (Ki blaster waves is also a great option since it generally rings out fast). Save a few seconds by mashing 2-3 buttons at the end dialogue

Hercule with max HP down, Janemba for the fast ringout or a high DP character so they stand there and try to Ki charge or UI Goku/Android 13 with Gauge Recovery AI Setting

SSJ4 Goku/Super Vegeta has been the fastest so far, 21 seconds to clear

It takes around 175 battles to max out a character (50 battles for 5 Star, 100 for 6, 175 for 7)

Grinding Finished, all characters have Proficiency 7 (until DLC 1 in early 2025)

Super Broly Gigantic Throw near a wall v Red Goku (so hard to get)

Note it takes about 75 wins to get a character from 6 Proficiency to 7, taking circa 40 minutes

Gohan Super Hero+SSJ+Ultimate+Beast/Gamma 1+2/Cell Max/Piccolo Super Hero+Awakened+Orange+Giant

## Special Finishers

Goku (Z-Early) & Vegeta (Z-Scouter)  
Goku (Z-Mid) SS & Frieza 4th Form  
Goku (Super) & Broly (Super)  
Goku (Super) & Goku Black  
Goku SSGSS & Vegeta SSGSS  
Goku Ultra Instinct & Jiren Full Power  
Vegeta (Z-End) & Majin Buu  
Vegeta (Z-End) & Trunks (Kid)  
Majin Vegeta & Goku SS2  
Gohan (Teen) SS & Cell Perfect Form  
Trunks (Sword) & Mecha Frieza  
Future Trunks & Goku Black  
Vegito & Super Buu Gohan  
Piccolo & Frieza 2nd Form  
Fused Piccolo & Cell 1st Form  
Krillin & Yamcha  
Yamcha & Saibaman  
Android 17 (Z) & Future Gohan  
Android 17 (Z) & Fused Piccolo  
Android 18 & Vegeta (Z-Early)  
Mr. Satan & Cell Perfect Form  
Perfect Cell & Gohan (Teen) SS2  
Cell 2nd Form & Tien  
Cell Perfect Form & Goku (Z-End) SS  
Majin Buu & Kid Buu  
Super Buu & Ultimate Gohan  
Super Buu Gotenks & Ultimate Gohan  
Golden Frieza & Goku SSGSS  
Bardock & Frieza (Z)  
Beerus & Goku SSG  
Hit & Goku (Super)  
Jiren & Vegeta SSGS

## Unique character properties

UI Goku's Blast 2 is instant (has no travel time at any range punishing even charging KI), great option against Ki blasts and Hit's Blast 2 is also quite fast.

Golden Frieza can combo after his Blast 2 Rush attack with Z Burst Rush.

Teen Gohan SSSJ2 and Android 16 have the fastest Blast Beam, startup is near instant for Tohan and 16's is just Blast fast.

Future Gohan cannot do a Power Impact (since he only has one arm) when throws clash, instead he just techs every time it seems.

Super Gogeta's Blast 2 Rush leaves the opponent right in front of you and backturned, giving you another combo opportunity.

Cell's Ultimate Blast drains 1.5 health bars (about 15,000 and 12,000 for Android 19/20 Ultimate Blast) with his grab draining around 2,500 and 1 bar of Ki (almost half a health bar and 1.5 bars of ki for each) and around 4,000 for 2<sup>nd</sup> form Cell's Blast 2 Rush. Android 16+19+20+Metal Cooler and Gamma 1+2 do not have their health or Ki drained (obviously doesn't work on Dr Wheelo since he's a giant). This also means that 19/20 and Cell 1<sup>st</sup> and 2<sup>nd</sup> form can move a character out of sparking if their meter is at 2 bars or below.

Android 19 and 20 can absorb Ki blasts by holding the guard button (has to be timed a little and they cannot absorb Blast attacks anymore sadly) gaining roughly a quarter of a bar per blast (so a full bar from a volley, and roughly 30% from a Smash Ki blast).

Also keep in Mind Android 19/20 do not passively regenerate Ki unlike other Androids (likely to balance their grab giving 2 bars of meter provided they aren't fighting other Androids).

Health drain abilities cannot go beyond the characters maximum (e.g. A 4 bar character won't be able to go up to 5 for example).

Kale has an anti Goku Skill, Berserk Rage that boosts her stats (greatly for Defense) and lasts 15 seconds

Ginyu's grab plants them on the ground, allowed an OTG grab for a combo.

## Unique flaws

Videl/Hercule (and Chiaotsu lol) can't heavy followup making their sparking much weaker =(

Tien's the only character with multiple blasts that deal self damage (Tribeam/Neo Tribeam)

## Health Values

The range of defense values are Hercule (lowest) to Golden Great Ape Baby (highest), meaning they take more or less damage respectively.

Characters generate 1 bar of health every 50 seconds when tagged out to a maximum of 2 bars (so 20k Health or so, tested at 1 HP) and you cannot die from chipping health, although an unblockable attacks/grabs etc will work.

The highest defense to HP ratio are

330

Lord Slug Giant Form/Anilaza

315

Janemba

279

Golden Great Ape Baby

5 HP Great Ape Vegeta/Baby, Goku Ultra Instinct(MUI?), Fusions (all Gogetas/Vegito/Kefla/Gotenks?), Jiren Ascended, LSSJ Broly/Blast Broly/Kale, Toppo God of Destruction, Beerus/Whis, Recoome, Nappa, Dr Wheelo, Giant Slug, Janemba Base, Hirudegarn, Anilaza, Cooler Final Form, Fusion Android 13, Full-Power Bojack, Omega Shenron (GT), (Fused Zamasu/Corrupted?)

**Standard Health Value 4 HP**

3 HP (1 starting bar+2 extra bars)

Kid Gohan, Videl, Master Roshi, Hercule, Chiaotsu, Guldo, Babidi, Frieza Force Soldier

## Offensive Mechanics

Chase Change: After doing a Heavy combo, press the appropriate Tag button (hold left>press the character you want to switch in) and they'll do a heavy attack followup.

Vanishing Assault: A fast vanish attack, has different functions based on the range used

Close: Move behind and knock them away with a smash attack

Mid: Move in front of the opponent and attack

Long: Move in front of the opponent without attacking

Dragon Dash: A focused, fast forward moving attack (basically used to quickly get in front of your opponent)

## Defensive Mechanics

(A)Step: Has invuln frames with it's main use to get behind your opponent or stop free pressure from behind (commonly used against Z Dash). You can also step into a button to bait out attacks.

(LB timed) Deflection: Can be used to stop basic Ki blasts, by tapping the Guard button while immobile or hold the guard button if you are stepping or moving just note that you cannot block during this animation so use with caution at close range.

(LB tap) High Speed Evasion: An evasive move that places you behind the opponent, also making most unblockable attacks fake (note you can hold down this input during the animation for Broly LSSJ's Ultimate blast to always vanish) **NEED TO TEST WITH OTHER UNBLOCKABLE BLAST ATTACKS**

(LB Hold) Guard: Block against mid attacks, need to block low for held attacks or high for Flying Kicks/overhead attacks. You can mash this button to follow your opponent even when they attempt to get behind you.

This can also be used to dodge the ender attack after a smash

(A+B)Step-in Sway: Only usable at close range and is used when you expect them to press a button and gives a followup with a smash attack, drains their meter by 1 bar and also gives you a free Blast attack provided they don't Revenge Counter (some Blast attacks will also beat this or you can step on reaction).

Collapse: When you run out of KI, you can mash any button to recover faster (only going to happen after getting hit by a Blast Rush attack below a bar of Ki or losing a Clash after boosting with no Ki left).

(Up+X) Super Counter: The best (and most consistent) defense when you are being hit, especially in a backturn combo, pretty easy to mash but timing it feels more consistent overall (Try to hit the startup frames of their moves or where you think the gap will be).

(B) Perception: A parry, beaten by Ki blasts+Rush Blast attacks and costs a little Ki to use refunding itself if you tap this. The followup is different depending on character, some just get a Flurry kick allowing a followup combo and others get the Heavy Finish (Gut Punch) which allows a backturn combo thanks to the high hitstun and lastly the weakest is a Blaster since it cannot combo afterwards.

## ***Super Counter Timing and Tips***

TEST TRANSFORMATIONS ACROSS THE CAST, BASE FORMS SHOULD GENERALLY BE IGNORED

It is difficult to test since factoring in a rush string or heavy attacks, if you don't get them off you within the first few hits.

The timing is different for a variety of characters, with the variations being:

Kid Gohan/Videl: Slow strikes, need to press it very early to get a fast Super Counter, press it right after the first punch connects.

Fusions (Vegito): Press after the first two hitting punch (or two hits after the second followup combos), the timing is actually more generous than it looks.

Base+SSJ Gokus: Same idea as Gogeta+UI, press the button as soon as the first hit connects.

Scouter Vegeta+ Z end Vegeta SSJ2 : Press after the second hit connects

Gogeta/UI Goku: A small window after the first hit, feels pretty tight.

Giants: Press the button just after the third attack is about to connect.

## ***Perception Followups***

(Note that giant characters have no access to any form of perception speeding up this test)

Flying Kicks: Saibaman/Kid Gohan+Teen+SSJ/Krillin/Kid Trunks+ Goten both forms/Gotenks all forms

Burter/Base Frieza+ 4<sup>th</sup> Form/Mecha+ Super and Golden/Videl/Cell Jr/Kid Buu/Baby Vegeta SSJ

Kale/Dyspo/Kakkunsa

Gut Punch (sidestep into backturn combo): Goku Daima+Z-Mid/GT Goku+SSJ4/Scouter Vegeta+Z Early SSJ+Super Vegeta+Z End SSJ2+Majin+Super Base/Teen Gohan SSJ2+Ultimate/Trunks all forms except Future SSJ/All Goku Vegeta Fusions minus base Vegito

Master Roshi Buff/Frieza 2<sup>nd</sup> and 100% Form/King Cold/Majin Buu+Super all forms/Yajirobe/Dodoria/Zarbon Full Power/Android 16/Z Broly+ SSJ

Lord Slug/Garlic Jr/Super Broly+SSJ/Bojack/Android 13 Fused/Hit/Fused Zamasu/Super Baby 2/Jiren Full Power/Kale Berserk SSJ+Caulifla/Toppo GOD/Ribrianne/

Gut Kick (might have higher hitstun compared to the punch or at least it looks like it): Super Trunks+Nappa/Recoome/Turtles/Cooler Final Form/Omega Shenron/Spopovich/Kefla SSJ+SSJ2

Ki Blast Cannon (can combo with autocombo but is inconsistent, always get a Y followup can then combo afterwards with grounded throw since this gives a hard knockdown): Goku Teen+Z-Early+Z Mid SSJ+Z End all forms/Super all forms/UI both forms/Vegeta Z Early+Z End Base and SSJ+SSJ 4+Super SSJ+Red and Blue/Piccolo/Adult Gohan all forms including Great Saiyaman/Future Gohan all forms/Master Roshi+Yamcha+Chiaotsu/Tien/Piccolo both forms+Nail/Vegito/Frieza 3<sup>rd</sup> Form/Cooler/Cell 1<sup>st</sup> Form+Form Perfect and Perfect/Majin Buu Evil/Hercule+Pan/Raditz+Bardock/Babidi+Dabura/Uub+MajuuB/Frieza Soldier/Zarbon/Guldo+Jeice+Captain Ginyu/Android 17 Both and 13+18+19+20/Super Janemba/Metal Cooler/Tapion/Beerus+Whis/Zamasu+ Fused and Goku Black both forms/Baby Vegeta/Frost/Jiren/Caulifla both forms+Kale SSJ/Toppo/Bergamo

Blaster Wave (can combo afterwards with a ki blast): GT Goku SSJ+SSJ3/Cell 2<sup>nd</sup> Form/Cui/Z+ S Broly LSSJ/Bojack Full Power/Syn Shenron/Caba all forms

Super Perception: Costing 1 Skill point and often timed after baiting a Revenge Counter, giving you 1 Bar of meter and draining theirs by 1 also allowing a Blast followup (if they choose to do two of these back to back your Blast should win every time if it has armour). Special note for Hercule and Videl, this doesn't work so I think they just have to commit to holding it or Super Counter. against a Blast Beam (doesn't have to be timed just held down) and it will be deflected (for 2 Skill points and a little Ki) granting a boost to KI charging for about 16 seconds (this doesn't reduce the time it takes to enter Sparking) roughly doubling your charge rate while stacking with any relevant buffs (possible up to 6 buffs to KI charging with 2 Beams deflected) and in Sparking mode this also destroys beams.

If you hold this input, it also works to beat Rush blast attacks otherwise they will get hit.

Note that some Piercing Beams cannot be deflected, such as Android 20's Beam 2 and all unblockable beams cannot be deflected. TEST THIS

(Click Right Stick)Revenge Counter: A Burst mechanic, costing 2 Skill Points and doesn't work if

you are backturned and after most Blast Rush attacks/heavy attacks it's a guaranteed get off you since you are still in recovery. Note that if you do back to back Revenge counters, the invuln seems to run out fast allowing the opponent to step or do a Blast attack on reaction and it gives you 1 bar of KI back if it lands. This also has no throw invulnerability so it could be a situational punish if your opponent is running low on Ki.

One of the exceptions to this rule is Base Caba's Ultimate Rush attack, your character will just fly right past him making the Revenge Counter do nothing.

Close: A melee counterattack (I believe it's minus on hit as I've blocked and punished before). Note that this seems to be guaranteed to connect after being hit by High Speed Evasion (Super Counter might work here).

Mid: Does a smash attack then counters

Long range: Dragon Dashes to opponent and hits them

Super Movement (Sparking): Tap a direction and the Guard button to vanish in that direction

## Resistance

(the ability for stronger characters to take hits before being staggered with the caveat being generally slower charge/movement speed and if memory serves a certain strength level will blow through res).

SSJ3 and above powered characters can stagger Giant characters.

What can be armoured:

Rush attacks (3-5 total, depending on character strength then the armor breaks) and all ki blasts (doesn't seem to break armour regardless of the number of hits, even special Smash Ki blasts won't stagger them and the charged version only delays them by a second)

What cannot be armoured:

Throws and unblockable Rush Blast attacks, Dash Rush attacks, Vanishing Assault/Heavy Attacks and Smash Ki Blasts+ any attacks from Giant characters or with a strength of SSJ3 Goku and above, Blast attacks and most rush attacks+Ki blasts of any form in sparring (Master Roshi's base form doesn't break Broly's armour for example he needs to use KI cannon or a Dash Heavy attack).

What it applies to:

All of your attacks (so Rush/Heavy attacks/Throws/Blast attacks and all Ki blasts) also dashing and charging Ki

So with this in mind, your best option is to engage them in close combat otherwise they will charge their Ki with minimal risk (or in Android 19/20's case, can sit back and wait for you to throw Ki blasts at them for free).

### False Courage

Piccolo et al (refer to the Skill section) can take about 6 rush attacks before breaking the armour (Regular Ki blasts do nothing), making it very easy for him to mash through most strings and take his turn back, basically meaning they have to respect the armour while it's active.

Otherwise you can just walk up, get hit then perception/ Blast attack with even grabs being a possibility if you do it early in an opponents string with dash behind into full combo being probably the best option).

These characters have super armour when in Sparring

(DP level/character strength doesn't matter for being staggered on rush attacks being the main difference between this and the Broly's armour/False Courage as UI Goku or Fusions cannot stagger you without Smash attacks) absorbing up to 3 Rush attacks against 8-10 DP characters, anything below that is the full False Courage level increasing to 5 Rush attacks.

Yajirobe/Bardock/ Nappa/Dodoria/Zarbon Powered up/Recoome/Frieza 2<sup>nd</sup> Form/Super Vegeta+Trunks/Teen Gohan SSJ2/ Majin Vegeta/Majin Buu/Android 16/Fused Android 13/Garlic Jr./Full-Power Bojack/Super Gogeta/Z Broly SSJ+ Kale Berserk SSJ and LSSJ+Super Broly all forms/Gogeta+Vegito Blue/Omega Shenron/Fused Zamasu Half-Corrupted/Bergamo/Toppo GOD/Full Power Jiren/Gamma 1+2/Orange Piccolo+Giant/Gohan Super Hero+SSJ+Ultimate+Beast/Cell Max Give armour in sparring (**also all Giant forms**), at the same level as False Courage for circa 45 Characters (so about 20% of the total cast).

Note this is especially good on characters who have Blast rush attacks (especially unblockable attacks) and Blast Explosions as you can just use them on reacting to a button, often straight into another Blast attack or Ultimate Blast.

## ***Defense Value***

There appears to be a hidden defense stat, the stronger the character the higher it is (Yajirobe vs Gogeta Blue for example, Max stat LSSJ Blast Broly deals 8207 or 7674 a difference of around 600 damage 5517 vs Anilaza which is close to a 3000 health difference in damage or 30% less)

Test with: (Cooler Final Form jab, reduce every value by 40 because I forgot to take off the Capsules)

Lower damage is better

### 934 (Featuring the CHAMP)

Hercule

647

Babidi

619

Chiaotsu

615

Frieza Soldier

620

Burter

611

Pan, Dyspo and Kakunsa (613)

### 560 Tier (The Teen/Human and Kid Tier)

Kid gohan/Tohan SSJ SSJ2/Gt Goku SSJ and SSJ3/Teen Goku and Mini/Krillin/Goten+SSJ Saibaman/Zarbon/Guldo/Videl/Majin Buu (Evil)/Tapion/Roasie (585)

### 533 Tier (Beam Spam Archetype)

Vegeta with Scouter/Early Vegeta/End Z Vegeta/Super Vegeta/Frieza (Z) First Form/Mecha Frieza/Android 17+ (Super)+18/Turtles/Android 13/Frost (532)/Gamma 1+2

515

Z+Super Broly LSSJ/Kale SSJ Berserk

### 506 Tier(Saiyans and friends)

Adult Gohan SSJ and SSJ2/FGohan/Ultimate/Great Saiyaman+Super Hero all forms 546 (a 10% increase from his younger Base version)

Cell Perfect Form/Perfect Cell

Goku Early-Mid Super SSJ/SSJ2/SSJ3

Bardock/Raditz

Z+Super Broly Base Form

Majin and SSJ4 Vegeta

Piccolo/fused with Kami and Nail+Super Hero+Awakened  
Yamcha/Tien  
Future Trunks Base and Melee/SSJ  
Kid Trunks/SSJ  
Master Roshi  
Frieza (Super)  
Cell 1<sup>st</sup> Form/Perfect Form and Perfect Cell  
Cell Jr  
Kid Buu/Super Buu Buutenks and Buuhan  
Uub/Majuuub  
Yajirobe  
Cui  
Jeice  
Captain Ginyu  
Android 20  
Dabura  
Cooler Base Form/Metal Cooler  
Super Janemba  
Baby Vegeta+SSJ+SSJ2  
Goku Black+Rose  
Hit  
Zamasu+Fused  
Caba+ SSJ+SSJ2  
Caulifla+ SSJ+SSJ2  
Kale+ SSJ  
Jiren  
Bergamo  
Ribrienne (505)

#### 495-7 Tier (God of Destruction Level)

Goku SSGSS (Red)/Blue/Frieza 3<sup>rd</sup> Form/Golden Frieza/Orange Piccolo

#### 489 Tier

Goku Sign/UI and Super Vegeta/Cell 2<sup>nd</sup> Form

#### 486

Omega Shenron

#### 488 Tier (Fusions and big lads)

Super Trunks/Base Vegito/Super Vegito and Gogeta (Super)/SSJ4 Gogeta/Gotenks and  
SSJ/SSJ3/Frieza (Z) 2<sup>nd</sup> form/Z+Super Broly SSJ/Cooler Final Form/Lord  
Slug/Bojack/Spopovich/Full Power Jiren (491)

#### 481

Kefla+SSJ/King Cold

#### 473

Melee Trunks SSJ and Master Roshi Max power

468 Tier

Vegito/Gogeta Blue/Bufu Roshi/Android 19/Syn Shenron

463

Bojack Full-Powered

457

Majin Buu/Garlic Jr./Fused Android 13

452

Dodoria

447

Nappa/Android 16

427

Fused Zamasu Half-Corrupted

426

Recoome/Beerus/Whis (the same defense and HP total) and Toppo GOD (433)

354

Great Ape Vegeta

342

Hirudegarn

338-334

Cell Max/Orange Piccolo Giant/Dr Wheelo

330

Lord Slug Giant Form/Anilaza

315

Janemba

279

Golden Great Ape Baby

## Sparking Mechanic

Lasts for 18 seconds, takes 2 seconds to activate from full bars (5) and generally knocks back the opponent with exceptions being:

All Androids (this does not include Cell since he can charge KI)

Hercule, Videl, Spopovich, Goku black Rose and Ginyu Force Instant Sparking Skill

This effect also destroys some Blast Beams when timed (like Cell's Death Beam), this is difficult to achieve.

The large Ki bar allows an extra non Ultimate Blast (effectively it gives you an extra couple of bars) breaks armour including that of giant characters (Again unless you're Hercule, poor guy just can't catch a break) and gives generally double the allowed number of smash attacks. For example, it's common to have 3 by default and becomes 6 or in Master Roshi Buff's case can do 3 followups instead of his regular 1.

Also auto dodges Ki blasts (note with the April 22, 2025 patch only characters that cost 7 DP or more will autodeflect) while making most of your Ki based actions free (Ki blasts+Smash Ki Blasts, Perception, Z Dragon Dashes and Vanishing Assault cost no extra KI to use) and normal sized characters can tap your guard button to do a rapid vanish for a little bit of KI which is great at close range to go behind your opponent.

You also gain an autocombo like attack that, when used from behind the opponent, leads to an almost true string of attacks forcing the opponent to use Explosive Wave Skills or Super Counter to stop you (great option to finish with an Ultimate Blast for generally solid damage) in addition your charged Smash attacks are twice as fast (2 seconds down to one and are unblockable, can still be dodged or parried with Perception or High Speed Evasion).

On Spending your Ultimate Blast in this form, you will be left with 1/4 of 1 bar of Ki so in some cases it's better to do a combo, spend meter on only Blast attack. Also, a fair chunk of the cast gain armour frames (the same effect as False Courage, negating Ki blasts and regular Rush attacks shown by the blue hitsparks) for that list refer to Resistance.

A fair chunk of characters have access to Sparking via a Skill (The Broly's, Ginyu Squad and quite a few others which take about 2-3 seconds to activate, take note that the Special Fighting Poses that do this have no knockback effect so use with care) which's a strong option after knocking back your opponent basically forcing them to either Revenge counter to prevent this or interrupt with ki blasts.

Two standouts in this regard are Super Broly Base form, which is the second fastest way to enter Sparking Mode (3 Skill points and it takes only 1 second to activate).

The number 1 in that regard is Bardock, who, for 4 Skill Bars, gets an Explosive Wave and Instant

Sparking combo which's a very good option as there's very little counterplay to just use this even when you are being hit.

Lastly, Teen Gohan SSSJ2 gets an extra buff to melee+Ki blast and blast attacks after activating sparking mode, Kid Gohan gets an even larger buff to all of those (4 of each compared to Teen Gohan's 3) also and boosts his followups from 1 to 5 total.

Finally Future Gohan SSJ also gets a buff.

## ***Advanced Sparking Tech***

Another nice thing is that if a Blast is done early in activation, you can Blast>transform>Ultimate Blast with the second transformation.

You can connect a regular Blast attack (unboosted) into Ultimate Blast for giant damage or sometimes Ultimate Blast into transform into another Blast (Cell 1<sup>st</sup> form can do this then combo into 2<sup>nd</sup> form's rush attack for big life drain).

## **Starting Skill point values**

(TESTED FROM YAJIROBE ONWARD)

You gain 1 skill bar for every health bar you lose (e.g. If you lose two HP you gain two skill points) and also passively generates over time, it takes 15 seconds to gain 1 skill point (appears that some characters like 1<sup>st</sup> form Cell generate slower) NEED TO TEST and also start with varying starting skill points with a maximum of 4 for weak characters up to 6 (or 7 if you're Babidi).

Deflecting Ki blasts also build about half a bar for a standard barrage, a quarter of a bar for a High Speed Evasion (this includes during a Vanish on Vanish situation so at high Ki you can get about 2 bars worth)

SP is generated 3-4 times slower when you cannot see your opponent and stopped while performing supers (to prevent you gaining too much SP during cinematics most likely).

Hercule 3 SP, Max of 4 SP

Android 13/Saibaman/Pan/Android 19 and 20/Babidi 2 SP Start

Raditz/Android 16/17/18/Dr Wheelo/Spopovich 1 SP Start

Goku/Vegeta/Bardock/Uub/Ginyu force and Frieza Goons/Dabura/Tapion/Syn Shenron/Beerus/Whis/Zamasu/Yajirobe/DB Super Top Arc characters 0 SP Start

## Skills Info

It appears that for every buff point in the skill (say 2 defense or melee or what have you) equals about 5% increase per so  $5+5=10$  for 2 points, up to a maximum of 20% with a level 4 buff.

Revenge Counters cost 2 Skill points and act like a Burst from anime games, works while blocking or getting hit provided you aren't getting hit from behind (also a free get off me after an unblockable or Rush Blash attack.

## Noteworthy Skills

### Full Power

FGohan Base/Agohan Base+SSJ/Vegito Blue/Gotenks/Kale/Roasie/Frieza Soldier are the only characters (afai know) that has an instant full ki bar skill, 2 skill points (meaning they can generally do Blast>Pop Skill>Blast again). Gotenks/Buuhan gets a more expensive version of this for 3 skill points that also buffs Melee+Ki blast and ki recovery for 15 seconds.

**High Tension** (Lesser Version, some also restore full Ki)

Boost Melee+Ki blast+Ki Recovery for 15 seconds

Frieza 3<sup>rd</sup> Form/Buuhan/Gotenks SSJ/GT Goku SSJ3/Vegito High-Tension/Kefla Skill 2

Zarbon Full Power/Lord Slug Instant effect that buffs melee+ki blast+blast for 15 seconds and gives 2 bars of meter (3 Skill Points)

**False Courage** and equivalent Skill armour moves

Kid Goku/Piccolo fused with Kami/Master Roshi+Buff/Nail/Zarbon Powered Up/Dodoria/Majin Vegeta/Super Gogeta Skill 1/Goten SSJ+Gotenks and SSJ/Android 19+20/Recoome/Hercule/Caulifla/Kefla SSJ/

This instantly gives armour status for 10 seconds for 2 skill bars (Gotenks and Android 20 gets this with a defense boost but deals less melee+Ki blast damage to compensate)

### Afterimage Strike

Krillin/Master Roshi/Super Zarbon/Lord Slug/Android 13/Pan/Dabura/Baby Vegeta+SSJ/Vegito SSJ/Zamasu/Kefla

This activates instantly giving auto dodge to everything except ki blasts for 10 seconds (will be lost if hit by opponent's perception. Also found out today in Vanish wars, it stops automatically for the Vegito after the first dodge putting the opponent in backturn basically forcing them to frame 1 Super counter (3 Skill Points). The buff is removed if the opponent lands perception.

Dyspo Skill 1 makes him the fastest moving character in the game

### **Wild Sense**

Dodges one melee attack, going behind the opponent with a followup attack automatically and is lost if the opponent hits you with perception while this is active.

### **After Image**

Dodges behind the opponent with no followup and is lost if the opponent hits you with perception while this is active.

### **Instant Transmission skills**

Gogeta (Super)SSJ/Blue/Kid Buu/Metal Cooler/Perfect Cell/Super Broly LSSJ/Hit

### **Stat Buffs**

### **Damage buffs**

Vegeta Blue Skill 2 gives a **permanent buff** to Melee, Ki blasts/blasts (5 skill points)

SSJ4 Goku is given the highest boost to his attacks. For 5 seconds, his Melee+Ki blast and Blast attacks are boosted by around 40%.

Frieza (Super) Instant startup and gets increased damage per hit dealt while also boosting melee+ki blasts and blasts for 15 seconds (3 Skill Points)

Spopovich Instant large melee damage and ki blast buff for 15 seconds, slower Ki gain (1 Skill point)

Caulifla Skill 2 buffs melee+ki blast+Ki regen (3 Skill Points)

Hercule has two strong buffs, one which boosts his defense+ability to be stunned (only 1 Skill point) and the other boosts all stats for 15 seconds (they stack as well)

Pan Skill 2 Instant cast buff to melee+ki blast+blast and smash+smash ki blast for 12 seconds (3 Skill Point)

Ginyu Skill 2 damages himself for about 20% and buffs melee+ki blast+blast power (1 Skill Point)

### **Healing Buffs**

Super Buu Skill 2 Regenerate 40% HP so circa 17,500 HP (4 Skill Points)

### **CHECK FOR METAL COOLER**

Yajirobe Skill 2 Regenerates all of his health (a hefty 6 Skill points which is all of them, but take 2 or 3 bars of damage and get one combo then boom 40,000 health back to full) taking around 2 seconds to complete

### **Instant Sparking Skills**

Bardock Instant Barrier+sparkling combo, extremely powerful (4 Skill points) and seems like on hit you can get Blast 2 Rush into Ultimate Blast

Frieza 100%(2 Second startup to sparking, 3 Skill Points)

S Broly mega fast startup of under 1 second to enter Sparking, would be borderline broken if it didn't cost this much (3 Skill points)

## **Access to regular Instant Sparking**

Goku Z Mid/Z End SSJ 2-3/Goku (Super) Base+ Sign and UI Goku/Gt Goku SSJ Great Ape Vegeta/Vegeta Z Early and Super Vegeta+Vegeta (Super)/Teen Gohan SSJ-2/Adult Gohan SSJ+ Future and Ultimate/Piccolo and Nail/Yamcha/Trunks Sword+SSJ and Future+Super/Kid Trunks SSJ/Videl/Gogeta/Frieza 4<sup>th</sup> form and 100%+Golden/Raditz/Ginyu Force/Android 17 (Super and 18/Z+ Super Broly all forms/Dr Wheelo/Yajirobe/Uub/Janemba Giant Form/Zarbon/Bojack/Omega Shenron/Beerus/Frost/Goku Black Rose+Fused Zamasu/Caba+SSJ2/Super Baby 2/Great Golden Ape Baby/Jiren Full Power/Caulifla SSJ2+Kale and LSSJ+Kefla SSJ2/Dyspo and Toppo/Ribrianne+Kakkunsa+Roasie/Anilaza

## ***Skills that cause paralysis/unblockable***

Piccolo (Base Form) 3 seconds to attack  
Garlic Jr Sealing Paralyse Beam 3 seconds to attack  
Gotenks SSJ3/Blast Buu Base form Vice Shout  
Caulifla LSSJ Cry of Rage, 3 seconds to attack

Janemba/Blast Janemba/Dabura/Syn Shernon Mystic Breath (Janemba is the only one who can't combo afterwards) and it also negates Blast attacks with Unblockable projectiles like Destructo disc being the exception

Frieza (Blast and DBZ) Base/Perfect Form Psychokinesis 3 seconds to attack  
Cooler Base+Final Form and Psychokinesis 3 seconds to attack  
Kale LSSJ Berserk lasts for 3 seconds, extremely fast  
Babidi Demon Eye 3 seconds to attack  
Majin Buu (Evil)/Majub Mystic breath/Paralyze Beam 3 seconds to attack (P Beam also has armour)  
Saibaman 3 seconds to attack  
Ribrianne Light of love 4 seconds to attack

## **Damage Values**

*Giants at the top*, Cell Max/Anilaza/Oranng Piccolo Giant/Great Golden Ape Baby/Lord Slug Giant/Hirudegarn/Great Ape Vegeta/Janemba  
Gogeta SSJ4/Dr Wheelo, Z+Super Broly and Berserk Kale, Beerus  
Whis, Kid Buu, Vegito/Gogeta Blue, UI Goku , Fused Zamasu Half-corrupted  
UI Goku, Beast Gohan,Jiren Full Power, Toppo GOD, Vegito/Gogeta SSJ/Blast Gogeta  
Gotenks SSJ3, Kefla SSJ2, Goku/Vegeta Blue, Goku/Vegeta SSJ4  
Goku Black SS Rose, Golden Frieza, Omega Shenron (GT), Hit, Jiren, Broly (Z) SSJ  
Super Broly SSJ, Ultimate Gohan Super Hero/Orange Piccolo Super Hero/Cooler Final Form,  
Fusion Android 13, Full-Power Bojack, Syn Shenron Vegito  
Gogeta (Blast), Gotenks SSJ, Kefla SSJ, Ultimate Gohan, SSJ3/SSG Goku  
Goku (GT) SSJ3, Vegeta SSG, Tohan/Agohan/Cabba/Caulifla SSJ2  
Majin Vegeta, Super Trunks, Perfect Cell, Majin Buu, Buutenks/Buuhan  
Super Janemba, Super Baby 2 (GT), Gotenks/Kefla, Goku SSJ Mid/Z-End  
Goku Z-End SSJ/SSJ2, Goku (GT) SSJ, Vegeta Z-Early/End SSJ, Blast Vegeta  
Vegeta Z-End SSJ2, Vegeta (Blast) SSJ, Tohan/Agohan/FGohan SSJ, Gohan Super Hero  
SSJ,Trunks (Sword) SSJ  
Trunks (Melee)/Future Trunks/Cabba/Kale SSJ, Fused Zamasu, Frieza (Z) 2<sup>nd</sup> form  
Piccolo Super Hero Power Awakening,Android 16, Bojack, Ribrianne, Kid Trunks/Goten SSJ,  
Frieza (Z) Full Power  
King Cold, Android 19, Garlic Jr, Lord Slug, Metal Cooler, Tien, Burter,  
Frieza (Z) 4<sup>th</sup> Form (Perfect)/Frieza (Blast), Cell Perfect Form, Super Buu, Majuub, Nappa  
Super Zarbon, Doodoria, Recoome, Dabura, Cooler, Baby Vegeta Base (GT)  
Goku (Blast)/Z-Mid/Z-End/GT, Majin Buu (Evil)  
Gohan (Future), Piccolo (Fused with Kami), Trunks (Melee)/Future, Master Roshi Max Power,  
Frieza 3<sup>rd</sup> form  
Cell 1<sup>st</sup> Form/2nd, Broly/Super Broly, Baby Vegeta (GT), Spopovich  
Goku Black/Zamasu, Cabba/Cauliifla/Cale/Toppo  
Bergamo, Piccolo Super Hero, Gamma 1 and Gamma 2,Goku Z-Early, Goku (Mini), Gohan  
(Teen)/Adult  
Great Saiyaman, Piccolo/Nail, Trunks (Sword), Kid Trunks/Goten  
Mecha Frieza, Uub, Turles, Captain Ginyu, Android 17 (Blast), Android 20  
Frost, Kakunsa, Gohan Super Hero,Goku (Teen), Gohan (Kid), Krillin, Yamcha  
Cell jr, Pan, Raditz, Cui, Jeice, Tapion  
Vegeta Z-Early/End/Super, Videl, Saibaman, Zarbon  
Guldo, Frieza Force Soldier, Turles, Babidi, Chiaotsu, Master Roshi, Yajirobe, Hercule

## Transformation/Fusion values

This function is shared with the Skill bar, meaning that you are choosing to transform over using sparking or your other skills (generally fine since you also get Skill points from losing health bars).

There is a 3 or 4 second delay before you can transform to the next level, so for example say you have just gone to SSJ you have to wait a few more seconds to transform again (meaning that sometimes it's better to wait and cinematic Blast attacks also freeze the timer (to stop you from say doing a triple transform combo). Also it seems like after transforming there's a delay of 2 seconds or so before you can charge Ki, so to get around this you have to tap a direction then you can Z Dash afterwards.

Specific characters can only go up one transform level at a time, being:

Frieza (Z) all forms (4 total), Baby Vegeta (3 total) all forms, Cell 1<sup>st</sup>/2<sup>nd</sup> form (2 total)

Fusing a character give you some health back and full Ki (seems to depend on the total health of both characters). From testing it appears to combine the health of both (and also includes the extra Health bar from fusing).

Also, note that only one of the characters who is fusing needs to be in their Base form, e.g. You can use Z (End) Vegeta SSJ or higher but Z (End) Goku has to be in his Base form or vice versa.

Note that Goku/Vegeta Super have access to the most transformations, 8 in total (3 for them, 2 Vegito and 3 Gogeta).

Both 1 HP>get half a bar of Health

One character at 1 HP the other at full> Gives 5 HP (so full health+1 extra health bar)

Both Characters at 2 Total HP Bars each> 4 Health Bars

Characters who absorb or go up in stages (Master Roshi who can also go Base Form and re transform to get 2 bars again/Cell all forms+ Android 13, MUI to Ultra Instinct/Z+ Super Broly every stage and Kale Berserk, Super Buu both fusions, Frieza 100% /Golden/Cooler Final Form/Bojack/ Janemba/Lord Slug and Super Baby all forms including Golden Great Ape) gives them full Ki meter after transforming and get an extra life bar also allowing some very silly combos (e.g. Combo into Blast into transform into another blast)

Transforming gives a roughly % 13/15 boost in damage (Fgohan as an example from base>SSJ) and increases by around 5% per extra level, these stack with skill damage buffs and sparking.

The Sparking state is not removed upon transforming.

## **Ki Charge times**

There is roughly half a second of recovery after you KI charge, you cannot block (meaning that instant Blast attacks will connect)

Time to go from 0 to 100 Ki

6 seconds Goku Daima

5.5 Super Trunks/King Cold

Average is around 5 seconds

Garlic Jr./Hirudegarn/Whis/Goku Black// Majin Vegeta 4.5 seconds

Cui+Zarbon+Powered up Form+Guldo+Captain Ginyu+Jeice/Yamcha/Piccolo+Fused with Kami/Bardock/Raditz/Teen Goku+Early+Mid+GT Goku+SSJ3 and 4 GT/Kid

Gohan/Goten+SSJ/Cooler/Frieza 1-3-4<sup>th</sup> Form and Frieza (Super)/Janemba/Tapion/Baby Vegeta+SSJTrunks Sword +SSJ/Vegeta+Great Ape+Super Vegeta+SSJ4/Teen+SSJ+Adult Gohan all forms+Great Saiyaman and Future Gohan both forms+Superhero/Pan/Trunks/Gotenks SSJ+SSJ3/Cell Jr.+ Cell 1<sup>st</sup> Form And Perfect Cell forms/Majin Buu (Evil)/Fusions/Lord Slug both forms/ Z+ Super Broly/Zamasu+Fused/Hit/ Caba SSJ/Jiren/ Kale SSJ and Berserk /Caulifla SSJ+Kefla/Kakunsa/Dyspo/Bergamo/Anilaza/Cell Max/Orange Piccolo+Giant 4 seconds

Tien/Frost/Caba/Nail/Turles and Babidi/Gohan Superhero 3.5 seconds

Vegeta Scouter/Turles/Caba SSJ2/Mecha Frieza/Toppo/Kale/Roasia/Piccolo Superhero+Awakened 3 seconds

Chiaotsu/ Hercule 2.75 seconds

Master Roshi/Yajirobe 2.5 seconds

Note Yajirobe seems to have really fast passive regen at low KI, takes about 8 seconds to get up to 2 bars again from 0 compared to the usual 10-12 (or 15 if you're 100% Frieza).

Androids passively regenerate Ki (with Android 19 and 20 being the exception since their throw,timed block v Ki blasts and Ultimate ability drain it) at about 1 bar per 4 seconds, even faster when they deal damage and 1 bar every 2 seconds for 19 and 20.

## ***Switching and Ki***

The Switch bar resets after transforming and there doesn't appear to be any way to speed up the process and also you cannot switch while being attacked (unless you have armour probably).

Also it appears that after you switch out a second time, any of the Skill points you have gained will be lost (e.g. If you have 3, switch out you will have still have 3 but if you switch out again you will

be reset to 0 even if you gain max skill points).

Switch gauge cooldown

1 DP (Hercule) 6 seconds

2 DP (Roshi) 9 seconds

3 DP (Burter) 15 seconds

4 DP (Tien) 18-19 seconds

5 DP 23 seconds

6 DP (Base Cooler) 26 seconds

7 DP (Base Vegito) 31 seconds

8 DP (Hit) 36 seconds

9 DP (UI Goku) 39 seconds

10 DP (Whis) 42 seconds

Roughly every stage will increase the time to switch by about 3-4 seconds, with the biggest spikes between 4-5 DP and 6-8 DP.

Also, after 50 seconds you will restore half a Health Bar (encouraging you to swap characters often to restore health in the back).

## Starting Ki bars

(note you passively regenerate Ki from 0-2 bars then the regen stops unless you are an Android including Metal Cooler)

1 Saibaman/Raditz/Cui/Burter+Jeice+Guldo/Krillin/Chiaotsu/Yamcha/Kid Trunks+Goten/Frieza/Cell 1<sup>st</sup> Form/Cell Jr./Kid Gohan/SSJ3 Goku+Gotenks/Z+Super Broly/Bojack/Zamasu/Kale/Dyspo/UI Goku

2 Default

3 Captain Ginyu/Piccolo fused with Kami/Dr Wheelo/Metal Cooler/Pan/Master Roshi Buff/Bardock/Garlic Jr./Perfect Cell/Frieza 100% and Golden Frieza/Androids/Super Vegeta/Super Buu all forms+Kid Buu+Uub/Dabura/Ultimate Gohan/Lord Slug Giant Form/Syn Shenron Janemba/Hirudegarn/Z+S Broly LSSJ/Whis/Gamma 1 and 2

4 Videl/Omega Shenron/Android 19 and 20 (however they regen ki at under 2 bars like a normal character)/ Cell Max

5 (Full) Hercule/Majin Vegeta/Full Power Bojack/ (Great Aoe Vegeta/UI Goku?)

## **Fast Ki Blasts**

Frieza Family (Frieza and Cooler all forms+King Cold)/ Frost/ Perfect Cell (not his almost Perfect version)

## **Charged/Smash Ki Blasts**

### ***Unblockable***

Yajirobe (can do while ascending)/Dabura (can combo into their Blast 1 attack but has to be quite close deals 8000/4000/4217) Trunks (Sword)/Tapion/Goku Black Rose

Krillin/Android 18's/Frieza 100%/Z end Goku/Goku Super+Blue/Super Baby Vegeta 2/ Zamasu+Fused Zamasu (grounded) charged Ki blast while jumping.

Note that these attacks are the only smash ki blasts which also ignore sparking mode, meaning they are not dodged or deflected.

### ***Tracking Charged Ki Blasts***

Great Ape Vegeta/Turles/Master Roshi (ascending version is faster)/Krillin/Yamcha (ascending too)/Chiaotsu (ascending sends 2 balls)/Piccolo (ascending too, neither track fullscreen)/Piccolo Fused with Kame (3 tracking balls, don't track full screen) and Nail/Lord Slug+ Giant Form/ Garlic Jr (not fullscreen)/ Dr Wheelo (more grounded blasts both fullscreen)/Android 13/Bojack Full Power/Tapion ascending/ Hirudegarn all charged/ Janemba+Dash and Ascending/Baby Vegeta and Golden Great ape all Charged/Goku (Super) Red/ Goku Sign+ UI Goku (Ascending)/Adult Gohan SSJ and SSJ2 +Great Saiyaman/Guldo (ascending version does two blasts) Jeice (ascending version is the same both track fullscreen) Captain Ginyu (ascending, tracks full screen) Frieza 4<sup>th</sup> Form (ascending and slow) and 100% (very slow and poor range)/Mecha Frieza (ascending tracks better but is slower) and Frieza (Super)+Golden (great tracking but slow)/Super Buu+ Buutenks+ Kid Buu+Uub/ Z Broly SSJ+LSSJ (charged not fullscreen)/ Syn Shenron/Whis (grounded isn't fullscreen)and ascending/Beerus ascending/Frost all charged/Toppo God/Jiren ascending/Ribrianne All Charged Ki blasts/Roasie (not fullscreen)/Anilaza all Charged Ki Blasts

### ***Fast Charged Ki Blasts***

Turles Dash Heavy Ki blast/Garlic Jr. (Dash Heavy Ki blast)/Metal Cooler/ Super 13 Dash Heavy Ki Blast/Bojack regular and Dash Heavy Ki blast/Frieza 3<sup>rd</sup> Form/Trunks Melee+SSJ+Super Trunks/ Goku+Vegeta Blue (doesn't go fullscreen)/Majin Buu/Goku Sign+UI Goku (also pushes back on hit)/SSJ 4/Vegito all forms/ Super Gogeta+ Gogeta SSJ 4+Gogeta (Super)+SSJ and Blue (seems to track and is even faster, deals more hits when fully charged)/ Buuhan/Majjub (ascending

is a little better)/ S Broly all forms/Z Broly SSJ+ LSSJ dash Heavy Ki blast/Baby Vegeta Dashing/Zamasu Dashing and Fused Half-Corrupted/Top GOD dash/ Jiren Full power neutral+dash (not fullscreen)/ Kale SSJ Berserk (not fullscreen)/Caulifla and SSJ neutral+dash and Kefla all forms/Roasie Dash and ascending (3 blasts)

## ***Paralyzing Charged Ki Blasts***

Chiaotsu/Guldo/Babidi/Ribrienne/Lord Slug and Cooler+ Final Form+Frost/Bojack Final Form gives paralysis for about 2 seconds  
Frieza (Super)+Golden Ascending Charged Ki blast

On hit, this also guarantees a throw followup, since they are unable to tech/ Super or Revenge counter.

## ***Confirmable Ki blasts***

A good option to followup with a blast attack, especially good if the opponent is at low HP securing the kill. Note that for the long ranged options, you have to be a bit closer if they are front facing as they can simply block in time otherwise.

### **\_\_\_\_\_Short Range**

In range of a dash

Kale LSSJ into Blast 2/Ult, Goku Super Base form,

### **Long Range**

Fullscreen/near Fullscreen

Front+Backfacing

UI Goku into Blast 2

Back only (or simply use the blast just before it connects)

Gogeta SSJ (Z) into Blast 2, Hit into Blast 2, Goku Super all forms (minus base) into Blast 2, Caba Base Ultimate Blast, Caba SSJ Blast 2,

## Perception punishes

Perfect charge smash attacks (time for the white lines to get it every time) will vanish behind the opponent giving you a chance to followup with a dash/Smash attack or hit them with a Vanish attack (A+X) but this is much slower and easier to react to.

Video explaining how to chain partially charged Smash Ki Blasts by holding forward slightly then repeating the Y input (it's even stronger when done in the air, as you can follow them more easily).

<https://www.youtube.com/watch?v=o2IU6OAS6T0>

Basically you want a fast Smash Ki blast or best case scenario a single tracking Smash Ki blast since it keeps them in place, meaning you can circle them and deal great damage.

The only way to counter this damage is with a Revenge Counter from the front (easily reacted to) and an Explosive wave like skill since you cannot vanish or Super Counter.

Many characters can combo into their Blast attacks as well, for Example Tien can dump his meter for Smash Ki blasts then finish with Ultimate Blast for about 50k damage to an average defense character.

The characters who get the most damage from this are:

Goku Red, Great Saiyaman, Piccolo Base, Krillin, Yamcha, Master Roshi Base, Super Buu+Buutenks, Jeice, Super Garlic Jr, Android 13 both forms, Whis, Toppo GOD, Zamasu (Kid Buu?)

Another standout are the Androids, specifically 19 and 20. They are also especially terrifying since they can recharge fast enough to almost refund each hit, even at 2 bars and under (cashout for about 15k damage or so).

## **Blast properties**

### ***Armored Blast attacks***

Note every character listed in Resistance with Sparking armour will apply here too, (e.g. Z Broly LSSJ all Blast attacks in Sparking will have armour) and the same for False Courage

Charged Beams appear to all have armour frames, making them a decent option (especially against Ki+Smash Ki blasts) however there is some startup before you can absorb hits.

Also keep in mind that Rush attacks automatically ignore Ki blast+Smash Ki blasts, dealing no damage.

(On second thought, Beams with armour aren't very useful because you need to backstep. This changes if you're playing LSSJ Broli's or a character with False Courage otherwise it's an obvious option to beat Ki blasts).

Beam= All Gokus Blast 1+ Z End SSJ Blast 2 and GT Goku (Note the only non chargeable versions are Mui/UI Goku and SSJ4) SSJ+SSJ3 Blast 2

Vegeta Scouter Blast 1+ Z End Blast 1+2

Trunks (Sword) SSJ Blast 1+2/Future Trunks Blast 1/

Super Buuhan Blast 1,

Android 17 Blast 1,

Cell 1<sup>st</sup> Form/Form Perfect Blast 1

Explosion= S Broly LSSJ Blast 2

Rush= Goku SSJ3 Blast 2

### ***Rush Attacks (not including unblockables)***

No followups

Broly LSSJ Blast 2

SSJ 3 Goku

Ultimate Shenron

Combo with Z Burst Dash

Gt Goku Blast 2/UI Goku Blast 2/Omega Shenron Blast 2/ Master Roshi Buff Blast 2/Z Broly LSSJ

Combo but less consistent (does not send them airbourne instead they are dropped on the ground)

Daima Goku both Blasts and Teen Goku+Goku (Super) SSJ Blast 2 and Red Blast 2 (grounds them allowing a backturn combo, Blue+Mui Blast 2 but they can simply Super Counter on wakeup)/Vegeta Scouter/Z-Early SSJ Blast 2 and Super Vegeta Blast 2/

# Teams and Synergy

Max DP cost for a team is 15, so on average playing with a team of

5+5+5

6+4+5

10+2+3

3+3+3+3+3

4+4+4+3

The only characters which can be picked more than once are

Saibaman (2 DP)

Cell Jr (3 DP)

Metal Cooler (7 DP)

## Current Team

Bardock 4 DP 4 HP (Excellent all rounder, good damage and moveset, insane instant sparking skill guarantees you'll get Sparking Mode at least once a match)

Adult Gohan 4 DP 4 HP (Great versatility in each form, gets access to Smash Ki blast loops with Great Saiyaman)

Yamcha 3 DP 4 HP (After Image and Fast Sparking+ Buffs, Smash Ki blast loops and a Beam+Rush Blast attack)

Tien 4 DP 4 HP (High damage, useful utility with Wild Sense and Solar Flare and giga damage when in Sparking if Neo Tribeam hits)

160k HP

## All rounders

Master Roshi (Buff or Regular) 2 DP 3 or 4 HP (Great value and well rounded, can't really fly but both forms have advantages, unblockable in base form and better health and damage in Buff)

Bardock 4 DP (Stay alive and pop his ridiculous Skill to go into sparking, kill a character or get close to)

Tien 4 DP 4 HP (Great Anchor or second/third character, easy to play and hits hard for his cost being in the upper half of the cast. Amazing potential for value since he can kill easily in sparking mode.

Cell 1<sup>st</sup> or 2<sup>nd</sup> form 5 DP 4 HP (very well rounded forms, easy to transform and having access to health regen on grab or Blast Rush attack from Form 2 is extremely useful, effectively giving close to 60k HP when played well). The only weakness is that the second Form is a bit slow and has so so combo access (no backturn for example)

160,000 HP Total

### My faves

Cell 1<sup>st</sup>/2<sup>nd</sup> form 5 DP 4 HP

Adult Gohan Base 4 DP 4 HP

Broly/Super Broly Base 5 DP 4HP (5 HP at max)

Hercule 1 DP 3 HP

150-160k HP Total

### Max Value

Recoome 3 DP 5 HP

Nappa 3 DP 5 HP

Yajirobe 2 DP 3.5 HP

Dr Wheelo 4 DP 5 HP

Raditz 3 DP 4 HP

225,000 HP Total

### TOD

Cooler 6 DP 4 HP (5 with transform) (High Value unit, good ki blasts+ charged stun on hit, top 40 damage and easy access to damage)

Teen Gohan 4 DP 4 HP (Good kit but a bit stubby)

Android 16 5 DP 4 HP (Could swap in Android 13 here for a more well rounded character)

120-130k HP Total

### Meta

Gogeta (Super) 7 DP 5 HP

Trunks (Sword) 4 DP 4 HP

Goku Z-Early 4 DP 4 HP

130k HP Total

### Fuse and Angry Boy

Goku (Super) 5 4 HP

Vegeta (Super) 5 4 HP (5 HP after fusion)

S Broly 5 DP 4-5 HP

120-130K HP

### Broken

S Broly 5 DP 4 HP (5 HP after transforming)

Dr Wheelo 20 4 DP 5 HP

Recoome 3 DP 5 HP

Burter 3 DP 4 HP

170-180k HP

### Namekians and the Apprentice

Piccolo 4 DP 4 HP

Nail/Garlic Jr 4 DP 4 HP (Nail has a better moveset but Garlic Jr deals more damage and has access to two unblockables and an untechable grab)

Lord Slug 4 DP 4 HP(5 in Giant form)

Kid Gohan 3 DP 3 HP

140-150k HP

Quick Ref: 1 KBC, 4 FK

1 KBC, 2 FK, 3 HF

1+2 HF, 4 RH

1/4 FK, 2 KBC, 3 HF, 4

### Trunks

Trunks Sword 4 DP 4 HP

Trunks Melee 5 DP 4 HP

Future Trunks 5 DP 4 HP

Hercule 1 DP 3 HP

150k HP

### Gohan

Teen Gohan 4 DP 4 HP

Adult Gohan 4 DP 4 HP

Future Gohan 5 DP 4 HP

Master Roshi Buff 2 DP 3 HP

150k HP

### Cheap Fusion

Kefla 6 DP 4 HP (5 HP at SSJ2)

Goten 4 DP 4 HP

Trunks 4 DP 4 HP  
Hercule 1 DP 3 HP  
150k HP

### Prince of all Saiyans

Vegeta Scouter 4 DP 4 HP (5 HP with Great Ape)  
Vegeta Z-End 5 DP 4 HP  
Vegeta Super 5 DP 4 HP  
Hercule 1 DP 3 HP  
150-160k HP

### Turtle School

Goku (Teen) 3 DP 4 HP  
Krillin 3 DP 4 HP  
Yamcha 3 DP 4 HP  
Tien 4 DP 4 HP  
Master Roshi Buff 2 DP 3 HP (2 HP in base)  
190k HP  
1 leftover DP

### Underdogs

Turtles 4 DP 4 HP  
Tapion 4 DP 4 HP  
King Cold 4 DP 4 HP  
Dodoria 3 DP 4 HP  
160k HP

### Saiyan Saga

Vegeta Scouter 4 DP 4 HP(5 HP in Giant)  
Nappa 3 DP 5 HP  
Raditz 3 DP 4 HP  
Saibaman 2 DP 3 HP  
Cui 3 DP 4 HP  
200k HP

### Fusion and Filler

SSJ Gogeta Z 8 DP

Roshi Max Power 2 DP

Saibaman 2 DP

Krillin 3 DP

### Swords

Future Trunks SSJ 6 DP 4 HP

Trunks Sword 4 DP 4 HP

Janemba (Transform up) 5 DP 4 HP

120k HP

or

Dabura 6 DP 4 HP

Future Trunks 5 DP 4 HP

Tapion 4 DP 4 HP

120k HP

### Other Universe Saiyans

Kale 5 DP (LSSJ is low key kind of busted, take damage switch out then transform)

Caulifla 5 DP (good all rounder forms and can fuse if HP runs low or just transform up, she only has one other mode so it's more efficient than the other two characters)

Caba 5 DP (Rush combo centric character, pretty strong all around and doesn't need to transform up since his moveset is a little better in Base form gaining early access to Flying Kicks)

120k HP (125k HP after Kale goes Berserk)

Evil Fusions and assorted bad guys

Goku Black 5 DP 4 HP (needs Rose form to fuse)

Zamasu 5 DP 4 HP

Baby Vegeta GT 5 DP 4 HP

120k HP

Use Zamasu to fuse (3 SP, impractical for Goku Black since he has to transform to Rose+fuse costing 5 SP total), stalling with either form and using Baby Vegeta as a Ki battery to stall.

Alternatively

Fused Zamasu 8 DP 4.5 HP

Raditz 3 DP 4 HP

Saibaman 2 DP 3.5 HP

Guldo 2 DP 3 HP

150k HP total

## Character Notes

Z Broly SSJ: His 3<sup>rd</sup> Rush followup (Blaster Wave) doesn't seem to combo when backturned, at least from any combo I've tried... at least it's unblockable when charged but I'm not sure how to followup.

LSSJ: Point Blank Blast 2 (command grab) is a very funny option for players who love to block or press buttons (testing against the AI at this range it is very difficult to dodge). A short ranged Ultimate Blast is also ridiculous due to the huge hitbox+tracking+being unblockable because if they don't time their dodge perfectly they're taking 20k damage (I wonder if there's a way to set this up to be undodgeable other than via a combo, maybe a charged Ki blast?) .

Note the tracking on his Blast 1 Beam is very poor at close range so you should save it for combos+specific punishes against whiffed Beams or Ki blast spam.

You can also Use Blast 2 to punish a double Revenge counter, as the startup of this grab is faster than the active frames of the Revenge Counter (or so I assume).

S Broly: LSSJ Blast 2 (Explosion) is – on Hit meaning some Blasts can punish it... great game design. Can combo after his grounded throw if the opponent doesn't tech by doing dash OTG throw, if they do tech you can't combo afterwards even with instant Blast 1/2 which feels very inconsistent (seems to be better if you do it mid combo).

Beerus: A very well rounded character, the range on his throw feels quite stubby (that or I'm too used to Z and S Broly).

## ***Value units (good DP cost for health ratio)***

Kid Buu 7 DP 4 HP hits extremely hard (in the top 15 damage wise) and while 7 seems expensive, he is surrounded by 9 and 10 cost characters making him pretty good value

Vegito/Gogeta/Blast Gogeta 7 DP 5 HP aren't bad despite their cost, being able to go up to a 10 cost with top tier damage is pretty nice.

Cooler (3 HP, 4 when transformed?) 6 DP can transform into his final form for huge damage, great defense and one of the few characters with access to a charged KI blast that paralyzes on hit.

Teen Gohan 4 HP 4 DP A well rounded kit and once he transforms into SSJ2 he becomes nuts, same applies to Adult Gohan except he costs one additional DP.

Kefla/Gotenks 6 DP 5 HP A practical way to have dual fusions on a team with some points to spare, both have a great moveset and the extra damage and health benefits of Fusions

Frieza (Super) 6 DP 4 HP has a good moveset and can go into Golden form pushing them into top 30 damage.

Super Buu 6 DP 4 HP fast to transform into either form (2 and 3 points), gets the side benefit of gaining max Ki upon absorbing making this very reliable and both have access to unblockable attacks.

Great Ape Vegeta/Janemba 5 DP and 5 HP (terrible hitboxes though and obviously slow considering his size, cannot be hit by rush attacks at least) charges reasonably quick (also note Janemba is the only character who goes from a Giant into normal size, lowering their health by 1 bar).

Android 13 5 DP 4 HP (5 with transform) well rounded kit, android advantages of faster Ki charge and starts with a few skill bars for a fast transform

Lord Slug/Hirudegarn 5 DP 5 HP see Great apes, same applies.

Dr Wheelo (4 HP?) 5 DP and in the top 10 for damage while being a giant character.

Broly/Super Broly/Kale 5DP for base form 5 HP at max transform, moving them from mid range damage to top 40>top 10 with each transformation and they also gain a full ki bar after transforming which's nuts (on top of each LSSJ form having armour+ super armour in Sparking).

Goku/Vegeta (Blast) or Z-late are great value picks, especially if you can play it safe and slowly transform over time.

Cell 1<sup>st</sup>/2<sup>nd</sup> form 5 DP 4 HP and can transform easily into Cell Perfect Form

Kale 5 DP 4 HP has access to 2 transformations and fusions, one of which (Berserk SSJ) has a good skill and moveset while also high health. The only weakness is that it's expensive to go into LSSJ (3 Skill Bars).

Uub 4 DP 4 HP can easily transform into Majuub who has a fun moveset and solid damage

Android 20 4 DP 4 HP Good damage, average defense and can drain health while also starting with 2 skill points and lifesteal on his grab/ultimate Blast (round start combo into grab then pop sparking?). The only weakness is that he doesn't passively generate Ki so he struggles if the opponent isn't using ki blasts or fighting Androids meaning no lifesteal.

Tien 4 DP and 4 HP, has amazing damage potential (higher damage than base form Saiyans for a lower cost) and with his Ultimate Beam provided he has health and hits pretty hard for an earthling

Goku Z Early 4 DP 4 HP has a fun moveset (Kaioken has insane tracking) and can cheese with Spirit Bomb if necessary

Future Trunks/Trunks Sword: 4 DP 4 HP Good Moveset, has the cheapest Unblockable Blast attack at only 3 KI (short range otherwise it will likely whiff), has access to dodge after a vanish attack and solid moveset+ the ability to transform up. The Sword Version instead has Instant Sparking (which also buffs his stats, blast attacks get buffed in SSJ form) and two Beam Blast attacks, with access to an unblockable only with the Ultimate Blast.

Recoome 3 DP and 5 HP, basically a better version of Nappa since he's not as slow  
Nappa 3 DP and 5 HP, only caveat is he's a bit slow but otherwise actually seems quite solid

Raditz 3 DP 4 HP Has a great skill set, one of the few 4 cost that can use instant Sparking and both a Blast+Rush attack on deck.

Yamcha: 4 HP 3 DP Has a well balanced moveset, Beam+Rush Blast attack and one of the few 3 cost characters with Instant spark while also getting free Buffs when using said skill, on top of a really strong Smash Ki Blast. The only weakness is his damage is a little lower than average but that's basically it.

Saibaman 2 DP and 4 HP

Master Roshi (Buff) 2 DP 4 HP well rounded kit but has similar problems to Yajirobe since he can't fly

Yajirobe 2 DP and 4 HP Has an unblockable Blast, charges extremely fast even in water and (has low mobility+weak projectiles and can't fly )

Hercule only costs 1 DP 3 HP but can't fly and has inconsistent damage at 2 bars (but lol)

## **Weak units**

1 DP

Hercule: Terrible damage, so weak everyone has armour and the only redeeming factor is his cheap

cost, unblockable Blast attack and fast charge speed

2 DP

Frieza Force Soldier: Weak and slow attacks, low defense. Only good feature is his unblockable Blast attack

3 DP

Nappa: Redundant and expensive skills, slow movement+ weak rush combos and very slow Blast attacks make this character rather weak. The main strength is his cost and high defense value, otherwise it's best to avoid the Bald Saiyan when possible.

4 DP

Mini Goku: might be the worst character in the game, low damage, has the longest ki charge time, stubby buttons and has no access to a KI blast of any kind (at least he can fly thanks to Nimbus and float with his tail) and on top of all of this costs an overly expensive four points.

Turles: Average Skills, terrible Rush combo moveset and equally bad Blast attacks having access to a slow Beam and multi projectile attack. His only redeeming features are Explosive Wave and a fast Ki charge speed. All of these things combined for a very underwhelming character who also cost 4 DP, making him arguably the worst pick for that cost except for maybe Mini Goku and arguably is the worst Saiyan character.

5 DP

Android 16: At first glance he seems really good, amazing defense value, damage and Android benefits but it seems like that's about it. Weak combat abilities since his Blast Grab has very short range (+ terrible oki) and can only spike once per combo meaning you really need every hit to count. If Android 13 wasn't in the game maybe he'd be more appealing but he just feels underwhelming compared to other games where he is playable.

His main strength is Android Ki regen and gut punch on his counter, allowing easy access to backturn combos.

7 DP

Syn Shenron: Underwhelming super high recovery Blast attacks, nearly unusable grounded throw (need to combo into Ki blasts or Vanish). Also he is overly expensive, the only redeeming factor is his Omega form.

## **Combos**

(Guards and Counters is good offensive practice)

### ***Universal***

Grounded Throw: Grab>up,down Vanishing attack> Lightning Attack (ender) or cashout with Blast 1/2/Ultimate.

Guard Break: Up X, XXXXXX (autocombo) left Y, right Y, B circa 9000 damage

harder version version up X, XXXXX (insert a multi hit here for a bit of extra damage, most other Heavy attacks are too slow to connect) Grab, left Y, right Y, B 12000 damage

Overhead: Y (OH) X autocombo A (dash) grab, up,down, Smash

Low:

Dash Ki blast gives enough hitstun for a Rush Blash attack (and maybe some faster beams)

Jumping attacks: Ascend (L1) then hold (Y) to do a heavy attack, will hit behind the opponent and covers a large distance.

X, Up Y, X Autocombo gives a hard knockdown allowing charged attacks

### ***Combo Theory***

#### ***Rush Chain***

(gives you your various heavy attacks in combos) can give "safe" combos (Super counter will still work so not free but is the only meter free option) from backturned opponents so mixing it up with Flying kicks, Ki Blast Cannon and Blaster Wave so they'll need to Explosive Wave to get you off them. Characters like Yajirobe can't use any of these so has to stick to Rush attack combos for pitiful damage.

You can restand a character after down Heavy by pressing another Heavy attack FIGURE OUT A COMBO FOR THIS, Kami was talking about it here

<https://youtu.be/SM3rPloS1SI?t=704>

<https://youtu.be/hXBgrBnXx7E>

Kuwanger example of Safe Combos

## ***Rush Combo Resets***

are excellent against backturned opponents, basically you delay your 2/3/4 hit string to have an undodgeable infinite combo (cannot be vanished but can still be super countered) and often requires a multi hitting move in their basic Rush Chain (X autocombo) in addition to good recovery after said move.

TEST AUTOCOMBO AND DASH AUTOCOMBO

2 hit: Goku Daima/Gogeta+Vegeto SSJ/Jiren Full Power

3 hit: GT Goku SSJ (really tight)/Goku Blue/Vegeta End SSJ 2/ Gogeta SSJ (harder than his 2 hit but far more damage, can also do this with a Dash attack autocombo)/ Goku Black Rose/Jiren/Kefla SSJ

4 hit: Gogeta SSJ4/Burter (very tight)/Fused Zamasu

## ***Characters who can't use RC Resets***

Not Enough hitstun

Goku Z-Early+Mid+Late All forms/Goku (Super) Base+SSJ+Red/Goku Sign and UI/Vegeta Scouter+Great Ape+Vegeta SSJ 4 and Blue/Gohan all forms including Future/Piccolo both Forms+Nail/Krillin/Yamcha/Yajirobe/Chiaotsu/Tien/Trunks (Sword)+Future (SSJ is almost possible but just short on the hitstun) and Melee All Forms/Kid Trunks and Goten+SSJ/Super Gogeta Z/Gogeta+Vegeto Base and Blue/ Videl/Master Roshi both forms/Frieza Soldier/Frieza (Z)+Mecha+Super All forms/King Cold/Cooler all forms including Metal/Gotenks all forms/Cell all forms+ Perfect Cell/Majin+Super Buu all forms (Buutenks 2 hit almost allows a combo)/ Pan/Uub both forms/Bardock/Raditz/Saibaman/Nappa/Zarbon both forms/Dodoria/Cui/Guldo/Recoome/Jeice/Captain Ginyu/ Android 16+17+Super+18+19+20/Spopovich/Dabura/Babidi/Garlic Jr/Turles/Dr Wheelo/Android 13 all forms/Lord Slug all forms/Tapion/Hirudegarn/Baby all forms/Bojack both forms/Janemba both forms/Z and Super Broly all forms/Beerus+Whis/Syn+Omega Shenron/Goku Black/Zamasu+Half Corrupted/Frost/Hit (so close)/Caba+Kale+Caulifla all forms/Kefla Base and SSJ2/Toppo both forms (3 hit has too much recovery)/Dyspo/Bergamo/Ribrianne/Kakkunsa/Anilaza

## ***Limited Combo version***

SSJ 4 Goku Opponent falls out after second rush combo (is done with Dash 3 hit autocombo)

Golden Frieza Dash 2 hit Autocombo

Kid Buu (can do one hit but they turn around and it's a really hard link) and dash 2 or 3 hit

<https://youtu.be/EYrKWzCA6qQ>

This mostly applies to fusions or those with fast attacks (Burter), some don't have enough hitstun to continue such as Vegeta Blue.

Hercule is a special case, since he doesn't cause high damage on hit he doesn't stun even backturn opponents (maybe other Hercule players and that's it).

If any opponent doesn't tech on the ground, you can OTG grab them for a normal grab combo.

Best Scaling is Dash>XXXXX XXXXY XXXY XY into the final sequence

Final sequence is X, down Y, Y,Y, X,X, Y, B or Blast ender

## ***Rush combo Moveset breakdown***

Blaster Wave appears to have a decent hitbox (might even hit behind the character on whiff) and is unblockable when charged, limited combo usage.

Flying Kicks are an overhead attack (cannot be vanished) that deals decent damage making it an excellent choice to throw into a combo as it's the only one that can be used from the front. Some characters can combo after this even from a front combo by doing an autocombo> slight charge Ki blast> dash into ascend> X.

Heavy Finish is a gut punch/kick that leaves the opponent staggered for some time, allowing for a backturn combo when done from the front and makes for a very strong dash or perception option for that exact reason, also allowing a near guaranteed Smash Ki blast paralyze (unless the opponent is hit from the front to Revenge Counter or Explosive Wave). Fully charged it will break the opponent's guard allowing an autocombo. Also has a followup on hit with YYX, the first two hits scale quite well so using this in a combo is pretty handy.

Ki Blast Cannon has big pushback (cannot be vanished) and better than average range which allows time to combo into Blast attacks without heavies and some characters can slightly charge this from a backturn combo to effectively use it like an extra autocombo. Fully charged becomes unblockable and has a heavy followup which's easily blocked.

Rolling Hammer forces the opponent into backturn but can be blocked even in the middle of a combo (some characters have this on their dash Y attack by default, meaning that I think you can hold it then go into a full backturn combo). Note that if you also have access to Heavy finish, this allows you to hit them from backturn then dash in front and rolling hammer for great damage. Fully charged it will break the opponent's guard allowing an autocombo. Has a combo followup on hit with YYX.

Rush Ki Wave ends the combo and has big pushback, looks like it has huge advantage on knockdown so it's good to confirm into Blast attacks or charge Ki/pop relevant non instant skills, easily vanishable and is the weakest option after a dash attack since it's so easy to avoid but at least it has decent range.

## **Extra Notes**

Add A Z Burst Dash to add a bunch of extra damage after a throw.

## **Other Resets**

After a launch attack, you have a window where you can reset by doing a Z Dash immediately after (after lift strike and the auto combo launch for example) shown in the example by Inzem

<https://youtu.be/DxWVxrcKgJs>

## ***Combo Synergy***

Access to a Rush Blast attack that allows a followup smash

## **Smash Followups including Sparking**

General rule of thumb is 2 extra followups in Sparking, with some exceptions mentioned in brackets (some gain an additional followup in sparking for a total of 3 extra).

Total number of Heavy Followups (minimum of 1, maximum of 6 in sparking)

6 followups **with Sparking** Tohan SSJ2+ Omega Shenron+ Z and S Broly LSSJ+Dyspo and Gohan Beast Mode

5 followups **with Sparking** Majuub+Bardock+Zarbon+Caba SSJ2+Caulifla SSJ

(4 Followups) Speedsters: Super Gogeta Z/Vegito+Gogeta Blue/UI Goku Jiren full Power+ Kid Buu/Fused Zamasu Half Corrupted (**6 hits in sparking by default**) and maximum with Kakkunsa in **Sparking**

(3 Followups) Speedster Lite: Syn+Omega Shenron/ Z and Super Broly LSSJ/ Perfect Cell/Whis/Beerus/Goku SSJ 2-3-4+Red+Blue+Sign/Majin Vegeta+SSJ4+Red and Blue/Ultimate Gohan +SSJ2/Gogeta SSJ+SSJ4/Gotenks SSJ3/Frieza 3<sup>rd</sup> Form+Golden/Perfect Cell/Majin Buu (Evil)+Buutenks and Buuhan/Burter/Z and Super Broly LSSJ/ Super Janemba/Goku Black Rose/Fused Zamasu/Hit/Caulifla+Kale SSJ and Berserk/Dyspo/Toppo+GOD/Jiren/Kefla SSJ2/Kakkunsa all boosted to **5 followups with Sparking**

3 with Krillin+Master Roshi+Recoome+Tapion+Spopovich and 5)

(**3 in sparking by default**+Android 20, 2 for Frieza Soldier, 4 for Master Roshi Buff and 5 for Kid Gohan)

(2 Followups) Average: Base+Teen+Daima+SSJ Gokus/Vegetas (including Super)+GT Goku SSJ3/Future Gohan both Forms+Teen+SSJ+Adult and SSJ1 and 2+Great Saiyaman/Piccolo both forms and Nail/Krillin+Yamcha+Tien+Master Roshi/Trunks all forms minus Super/Vegito+SSJ+Gogeta+Gotenks/Frieza 1-2-4<sup>th</sup>+Super and 100% Form/Mecha Frieza/Cell Jr,+1<sup>st</sup> 2<sup>nd</sup> and Form Perfect/Majin Buu+ Super Buu/Raditz and Bardock/Majuub/Nappa/Cui/Dodoria/Zarbon both forms/Captain Ginyu+Jeice+Recoome/King Cold/Android 13 both forms+17+ Super and 18+20/Dabura+Spopovich/ Z and Super Broly+SSJ/Garlic Jr/Turles/Dr Wheelo/Lord Slug and Giant who's followup attacks whiffs/Cooler All forms/Bojack all forms/Tapion/Baby Vegeta all forms minus Great Ape/Goku Black+Zamasu/Frost/Caba all forms/Kefla+SSJ/Bergamo/Ribrianne+Roasie

(1 Followup) Weak and Slow folks: Frieza Soldier/Saibaman/Guldo/Kid Gohan/Yajirobe/Chiaotsu/Master Roshi Buff/Pan/Uub Great Ape Vegeta/Super Trunks/Android 16 and 19/Babidi/Janemba/Golden Geat Ape Baby/Hirudegarn/Anilaza

Not allowed to Followup: Videl and Hercule (Womp Womp, need to Z Dash instead or just spend meter on a Blast attack)

Master Roshi Blast 2 also works however it seems more consistent if done after a combo, since you'll be airborne (there seems to be extra recovery if you use this grounded)

Dragon Dash cancel tech.

This allows you go behind your opponent after a Smash> up X then tap your Rush attack (X) when you're behind the opponent and guard cancel to recover faster, then you get a backturn combo.

Timing is more difficult off Perfect Smash and Throws and lastly note this tech only works if the opponent chooses to recover, otherwise they'll keep flying away in which case Dragon Dash again to catch up to them.

<https://youtu.be/kAGmaL8Qcmk>

## Character Combo Notes

Damage tested against Early Z Goku

Standard Control scheme

Dash (A) R for Rush (X), Heavy or Smash/ Ki blast (Y) B is the ender (thunder whatever)

Assume these are done to a backturn character.

X autocombo is 5 presses (some characters do more hits per press)

The Dash X autocombo is only viable if you do the combo immediately (this way it's treated as a separate instance of the combo allowing you to do it twice in total)

Android 16: Bnb X autocombo dash X, autocombo

Greedy

Android 18: Backturn (Safe version) XXXY, X autocombo Dash Grab B ender 8k damage

Greedy version XXXXX dash X XXXY XXY X autocombo heavy left right ender 11k damage

Cell 1<sup>st</sup> form 1<sup>st</sup>: Smash pushback, 2<sup>nd</sup> Smash Low multi hit, 3/ Smash stun (he has no attack which forces backturn sadly)

Cell Form Perfect: (not most Perfect Cell) 1<sup>st</sup> smash low multihit, 2<sup>nd</sup> smash pushback, 3/4 stun

Android 20: Bnb X autocombo XXY, X autocombo

Greedy 12.6k (including Gut punch and smash followups)

Sparking Cashout

Bardock: Bnb XXXXY, XY;slight charge X, XXXXX 7878damage

XXXXXX, slight charge X, XXXXY, XXXXY 8423 damage

XXXXY X autocombo dash X X autocombo slight charge X, X autocombo 10.5k damage

Greedy (generates a bar of meter) XXXXY, XXXXX dash X, XXXXX slight charge X XXY, XXXX up Y X autocombo (Y ender here goes into the smashes and does more damage but you give up the knockdown boosts the damage to 14.3 damage with both smashes) 11.67k damage  
Sparking Cashout

Omega Greed (includes Saiyan Spirit, so costs 2 Skill bars): XX Y (slight charge) Skill 2, XXXXY XXXXX dash X Xy slight charge X, XXXX up Y, vanish XXXXY YY, ender

## Kale LSSJ

Note that any combo out of Ki blast cannon doesn't work properly on backturn as her punch is too slow also her basic combo string has two double hitting attacks (3<sup>rd</sup> and 4<sup>th</sup> hit) which is quite unique but annoying since it makes it easier to mash and accidentally get the autocombo which is easily vanishable, her dash rush combo doesn't have this issue.

Bnb: XXY XXXXX (note that since she does two hits on her 3-4<sup>th</sup> string you have to not mash otherwise the full autocombo will come out) dash X XXXXX 11k damage

Greedy: dash XXXXY XXY XXXXX dash X XXXX up Y XXXX 15k damage

Cashout: 2 skill, 3 Ki bars Skill 1 (paralyze)> Blast 2 12k damage

3 ki bars X, slight charge Y, Blast 2 12k damage

4 bars: Ki blast 14 hits, Blast 2 16k damage

Sparking Cashout Autocombo dash Ultimate Blast 22k damage

## Krillin: Bnb

Greedy

Sparking cashout

## Tien: Bnb

Greedy

Sparking cashout

Z Broly Base: Bnb backturn XXXXY Dash X XXY XY X autocombo ender

Greedy

Sparking cashout

## **Comboability**

This influences whether a character can deal more damage safely that is unvanishable. Do keep in mind that Super Counters will still work.

### ***Has access to Flying Kicks and Ki Blast Cannon***

Goku Z Early+Mid all forms+End +SSJ+SSJ3+Super all forms+MUI Sign and UI+GT Goku all forms/Cooler Final Form/Kid Gohan+Teen all forms+Future+Adult all forms/Ultimate/Piccolo w Kami/Krillin/Tien/Yamcha/Trunks (Sword) all forms/Goten and Kid Trunks all forms/Gotenks+SSJ/Future Trunks/Videl/Gogeta SSJ4/Super Gogeta SSJ/Master Roshi/Frieza (Z)++3<sup>rd</sup> and 4<sup>th</sup> form and Super Base/Cell Jr+both Perfect forms/Super Buu+Buutenks+Kid Buu and Uub+Majub/Bardock/Zarbon/Burter/Jeice/Guldo/Tapion/Beerus/Zamasu+Fused+Half Corrupted+Goku Black/Hit/Frost/Caulifla both forms+Kale+SSJ Berserk/Kefla+SSJ/Jiren/Toppo/Dyspo/Kakkunsa/Roasie

### ***Has access to Rush Ki Waves***

(A great ender to ensure you get a Blast followup or can charge KI, can followup on full charge and can be super countered but no longer vanishable apparently)

Majin Vegeta+SSJ4+Super SSJ w Great Saiyaman (and Ki Blast Cannon)/Future Gohan SSJ/Super Broly

Future Trunks SSJ (Vegeta Scouter and Z End SSJ 2+Blue/Cooler+Metal+Super Janemba/Super Baby Vegeta 2/Goku Black Rose/Bergamo (and Flurry Kicks)

### ***Has access to all three***

(F Kicks/Ki Blast Cannon/Blaster Wave)

Z Broly Base/Vegeta Z Early+SSJ and Z Late SSJ+Super+Red/Piccolo/Nail/Gotenks SSJ3/Majin Buu (Evil)/Babidi/Baby Vegeta+SSJ/

### ***Has access to Flying Kicks only***

(overhead option, opponent has to block high otherwise it naturally combos into a Rush Chain as soon vs a bot in neutral guard stance)

<https://youtu.be/ZFSYJB2EwMg>

Situational Combo front combo (stuff>Flying Kicks> Autocombo, Smash Ki blast, fast dash>ascend> punch immediately after going behind your opponent into backturn combo) and this requires:

basic Smash Ki blast or Shotgun style Ki blast (Base Broly, Vegito)

decent punch range (so stubby characters can't connect after the fast ascend)

quick recovery after the 5<sup>th</sup> hit of the autocombo

100% Confirmed to work with Gokus, Frieza Base Form, Vegito and Super Buuhan

This Combo is easier on taller characters since they are a larger target.

Daima Goku/Teen Goku/Mecha Frieza/Buuhan/Chiaotsu/Pan/Android 13+17 and Super+Android 18 and 20/Frieza Soldier/Kefla SSJ2

### ***Ki blast Cannon only***

One of the two High Speed Evasion safe followups, can charge a rush attack slightly to make the followup combo more consistent (otherwise you have to whiff autocombo buttons)

Frieza 2<sup>nd</sup> Form/Goku Z end SSJ 2/Bojack all forms/Garlic Jr./Vegito/Majin Buu/Hercule/Captain Ginyu/King Cold/Super Broly SSJ/Spopovich/Ribrianne

Vegito SSJ+ Blue+Dabura (and Rush Ki waves)

### ***Blaster Wave only***

(can be held to be unblockable, not sure if you can get a followup combo however)

Frieza 2<sup>nd</sup> and 100% Form/Cell 2<sup>nd</sup> Form/Nappa/Zarbon Full Power/Dodoria/Recoome/Android 16/S Broly LSSJ/Dr Wheelo/Turtles/Lord Slug/Hirudegarn/Janemba/Baby Golden Great Ape/Kale SSJ

Caba SSJ+SSJ2(also has Flying Kicks and Rush Ki Waves)

GT Goku SSJ3/Super Trunks/Great Age Vegeta+ Super Vegeta+Z End+Super/Z Broly LSSJ/Omega Shenron (and Rush Ki Waves)

Saibaman/Raditz/Cui/Trunks (Melee)+SSJ+Gogeta+SSJ+Blue+Golden Frieza/Cell 1<sup>st</sup> Form/Z Broly SSJ/Whis/Caba/Jiren Full Power+Toppo GOD (and Flying Kicks)

### ***Access to none***

(Heavy finishes and Rolling Hammer only)

Super Android 13 Fused/Master Roshi Buff/Yajirobe/Android 19

### ***Grounded Throw that give a Heavy followup***

(Consistent combo option. For example, a large number of characters just get splat on the ground allowing no combo or an OTG grab if the opponent doesn't tech)

Goku MUI Sign/GT Goku base to SSJ 3 (SSJ4 doesn't work)/ Goku Daima+Teen Goku/Vegeta Scouter+Z Early+SSJ and + Z End all forms+SSJ4+Blue/Kid Gohan+Teen Gohan all forms+Future

Base+ Adult all forms+Great Saiyaman+Ultimate Gohan+Gohan Super Hero  
Base+SSJ+Ultimate/Krillin/Tien/Yamcha/Trunks (Sword) both forms/Gothen all forms/Super  
Trunks/Vegito all forms/Z Gogeta SSJ/Frieza 2<sup>nd</sup> Form+4<sup>th</sup> Form/Cell 1<sup>st</sup> Form/Cell Jr/Majin  
Buu/Chiaotsu/Raditz/Saibaman/Android 17 (Super)/Dabura/Super Broly+SSJ+Z Broly All  
forms/Garlic Jr/Dr Wheelo/Turles/Lord Slug/Cooler+Metal/Android  
13+Fused/Tapion/Hirudegarn/Spopovich/Frost/Caulifla+Kale/Jiren Full  
Power/Dyspo/Bergamo/Ribrianne/

## Swaps Sides

Super Vegeta+SSJ+Red+Majin Vegeta/Kid Trunks all forms/Gothenks all forms/Future Trunks all  
forms/Trunks (Melee)/ Gogeta all forms/Master Roshi both form/Frieza Soldier+Frieza (Super) all  
forms/Frieza (Z)+3<sup>rd</sup> Form+ 100% Form/ and Mecha Frieza/Cell 2<sup>nd</sup> Form and Form  
Perfect+Perfect/Super Buu all forms+Kid Buu/Hercule/Yajirobe/Nappa/Zarbon all  
forms/Dodoria/Burter/Jeice/Guldo/King Cold/Android 16-20/Babidi/Cooler Final  
Form/Janemba+Super/Baby Vegeta/Whis/Beerus/Zamasu+Fused+half corrupted/Hit/Caba all  
forms/Kale SSJ+Berserk/Kefla SSJ/Jiren/Toppo+GOD/Kakkunsa/Roasie  
Gamma1+2+Piccolo SH Awakened+Orange Piccolo and Gohan Beast

## Untechable Grabs

Sign and UI Goku/Bojack Full Power/Garlic Jr/Z Broly and Kale LSSJ+ Super Broly all  
forms/Super Zarbon/Lord Slug/Spopovich/Majin Buu/Recoome/Android 16+Fused Android  
13/(Guldo?)/Frieza 2<sup>nd</sup> Form/Toppo GOD/**Giants (Fastest untechable grab)**

Restricted to a handful of big body characters. This is slower and has a longer range than a regular  
grab, it can be hit by Super Counter.

Garlic Jr, Bojack Full Power and Lord Slug can even combo into this thanks to their Paralyze  
Smash Ki blast.

## Unique cases

Goku Black Rose gives a backturn combo (or combo into Ultimate Blast)

Piccolo+Nail+Future Gohan SSJ/Majin Buu (Evil)/Raditz/Goku Black (go straight into Blast 1)

Piccolo w Kami gives a full combo with XX,Y and Uub+Majuub with Delay Dash X,Y (or  
Ultimate Blast)+Cui X autocombo

Recoome Ultimate Blast only

Videl (Z Dash followup only since she cannot do a Heavy followup)

Captain Ginyu/Kefla followup with OTG Grab (actually does more damage compared to the air  
version, can be teched but Kefla can Blast 2)

S Broly LSSJ dash OTG Grab (only works if they don't tech up, otherwise Blast attacks should always connect)

Android 16: Followup with Dash, gets one hit and can Z dash afterwards

### ***Rising Ki blast flurry***

(good way to punish perception since you can always combo into a Rush chain afterwards, stray ki blasts are too inconsistent in my testing)

Goku all forms/Vegetas/Kid Gohan+Teen Gohan all forms+Ultimate/Piccolo all forms/Vegito/Kid Buu/Chiaotsu/Uub/Android 16-20/

### **Characters who can link Blasts**

In most cases Sparking is required (or instant full KI Skill) to be possible, grounded hits are more consistent in my testing (some feel almost height specific since the tech time feels shorter when you are very high in the air).

The final caveat is that a Rush Blast> anything afterwards is fake if they have 2 meters for Revenge Counter (the reason being you're generally close enough to get hit by this hence stopping the combo from happening).

Instant Full Ki skills

High Tension

can also make it possible to do multiple blasts back to back

(TEST EXPLOSIVE WAVE ON HIT INTO BLAST? SEEMS TO BE REAL FOR BARDOCK)

Goku (Early) Blast 2 Rush> Blast 2 Rush or Blast 1 Beam>Blast 2 Rush/SSJ Blast 1 Beam>Blast 2 Rush

Goku Z-end Blast 1 Beam>Blast 2 Rush/SSJ2 Blast 1 Beam>Blast 2 Rush or Blast 2 Rush>Blast 2 Rush (best damage)/SSJ3 Blast 1 Beam>Blast 2 Rush or Blast 2 Rush>Blast 2 Rush (best damage) 32.3 with Ult

Goku (Super) Blast 2 Rush > Blast 2 Rush/ SSJ Blast 1 Beam>Blast 2 Rush > Blue Blast 2 Rush>Blast 2 Rush or Blast 1 Beam>Blast 2 Rush

UI Goku Blast 1 Beam>Blast 2 Rush or Blast 2 into either Blast (also an infinite if you have meter)

GT Goku Blast 2 Rush>Blast 1 Beam

Baby Vegeta Blast 1 Beam>transform>Blast 2 Rush/SSJ Baby Blast 1 Beam>Blast 2 Rush or Blast 2 Rush>Ultimate Blast or Blast 2 Rush>transform>Beam 2 (unblockable)/Super Baby 2 Blast 1 Beam> Blast 1 or Ultimate Beam/Golden Great Ape Blast 1 Beam>Ultimate Beam

Syn Shenron Blast 2 Beam>Ultimate Blast or Blast 2 Beam>transform (2 Skill bars) Blast 2

Rush/Omega Shenron Blast 2 Rush>Ultimate Blast

Goku Teen Blast 1 Beam into Blast 2 Rush or Blast 2 Rush>Blast 2 Rush

Goku Mini Blast 2 Rush>Blast 1 Rush

Kid Gohan Blast 1 Beam into Blast 2 Beam

Teen Gohan SSJ Blast 2 Rush into either Blast/SSJ 2 Blast 2 Rush into Blast 2 Rush

Agohan base (works grounded and close range for both) Blast 1<Blast 2 Rush or Blast 2 Rush>Blast 2 Rush> combo (also works without sparking but needs full meter, so Blast 2>Blast 2 then another combo after only gets the followup combo once)/ SSJ Beam 1 dash Beam 1 (this can work consistently after 3<sup>rd</sup> Heavy in a combo) also Skill 1 Explosion>Ultimate Blast works since the UB is an unblockable

Agohan SSJ2 Blast 1 Beam into Blast 2 Rush

Future Gohan can do Blast 1 Beam>Blast 1 Beam (same for SSJ) also works after a throw or Blast 2 Explosion dash Blast 1/2 Beam (against giants he can do double Beam 1 without sparking but has to Skill 2 to get enough KI to do it twice so Beam 1>Skill 2> Beam 1)

Great Saiyaman Blast 1 Explosion dash Blast 1 Explosion and Blast 2 Rush>Blast 2 Rush

Vegeta Early Blast 1 Beam>Blast 2 Rush and Blast 2 Rush>Blast 2 Rush/Great Ape Blast 1 Beam>Blast 1 Beam (highest damage) or Blast 2 Beam

Vegeta Z End Blast 2 Rush>Blast 2 or Blast 2 Rush>Transform Super Gogeta>Blast 2>Combo /SSJ Blast 1 Beam>Blast 1 Beam/SSJ 2 Blast 1 Beam>Blast 2 Beam (low damage but can be done without sparking, needs 5 bars)

Super Vegeta Blast 2 Rush (can also combo into this from Base form into this) >Blast 1 Beam or Ultimate Blast

Majin Vegeta Blast 2 Beam>Blast 1 Beam

Vegeta (Super) Blast 2> combo>Blast 1 or 2/ SSJ Blast 2 Rush>Blast 2 Rush (highest damage) 27405 Ult/Red Blast 1>Blast 2 (highest damage) or Blast 2>Blast 2/Blue Blast 2 Beam>Blast 1 Beam (can do this with 5 bars of meter no sparking needed)

Vegeta SSJ4 Blast 1 Beam>Blast 2 Rush (note you can do a grounded grab after the rush if the opponent doesn't tech)

Kid Trunks Blast 2 Rush (combo)

Tapion Blast 1 Beam>Blast 1 Beam or Blast 1 Beam>Ultimate Beam

Goten Blast 2 Rush>Blash 2 Rush (the only character that can combo two supers without sparking or 5 bars)

Trunks (Sword) Beam 1 Blast into Beam 2 Blast

Trunks (Melee) SSJ Rush 2 Blast into Rush 2 Blast

Future Trunks Beam 2 Blast into Beam 1 Blast/SSJ Beam 1 Blast into Beam 1 (An infinite if you

have meter) (Skill 1 Explosion>Blast 1 Beam) or Beam 1 into Beam 2 any order is fine

Broly Blast 2 Rush>transform>Blast 1 Rush/Broly SSJ Blast 2 Rush>Blast 1/Ultimate Blast (5 bars no sparking) Blast 2 Rush>Transform>Blash 2 Rush is a setup as sorts as you are in range to get grabbed/LSSJ Broly Blast 1 Beam>dash>dash> Blast 2 Rush (unblockable) or Blast 2 Rush>Ultimate Blast

Super Broly Blast 2 Rush>Blast 1 Beam or Ultimate Blast which can whiff have to delay slightly (theoretically you could do Blast 1 Beam>Skill for full KI>Ultimate **aim down**>transform>Blast 2 Rush) or transform>Blast 2 Rush/LSSJ Blast 1 Beam>Ultimate Blast

Nail Blast 1 Beam>Blast 1 Beam or Blast 2 Explosion>Blast 1 Beam

Piccolo Blast 2 Rush>Rush or Blast 1 Beam>Blast 2 Rush (can do this without sparking needs 5 bars)

Piccolo fused with Kami Blast 2 Beam>Blast 2 Beam (more consistent in the air)

Lord Slug Beam 2>Beam 1 (needs 5 bars no sparking), Beam 1>Transform>Beam 1 or Ultimate Beam/ Giant Lord Slug Blast 1 Beam>Ultimate

Garlic Jr Blast 2 Rush>Blast 1 Beam or Ultimate Beam

Yamcha Blast 2 Rush>Rush or Blast 1 Beam>Rush

Chiaotsu Blast 2 Beam>Blast 1 Beam (only needs 4 bars) or Blast 2 Beam>Ultimate Beam

Tien Blast 2 Beam >Blast 1 Beam (can do this without sparking needs 5 bars)

Yajirobe Blast 1 Rush (unblockable) Blast 2 Rush

Bardock Blast 1 Beam>Blast 1 Beam (20.5 1 into 2)

Turles Blast 1 Beam>Ultimate Beam

Dr Wheelo Blast 2 (unblockable)>Blast 1 Beam or Ultimate Beam

Kakunsa Blast 1 Rush (unblockable) Blast 2 Rush

Super Gogeta Z Blast 1 Beam>Blast 2 Rush (backturned combo afterwards)

Gogeta (Super) Blast 2 Explosion>Blast 1 Beam or Blast Ultimate/SSJ Blast 1 Beam>Blast 2 Rush or Ultimate/Blue Blast 1 Beam>Blast 2 Rush>Skill 1 (or dash)>Ultimate Blast (fake since you run out of sparking even if you throw them and do Blast 2 Rush immediately)

Gogeta SSJ4 Blast 1 Beam>Blast 2 Rush or Blast 2 Rush>Ultimate

Vegito Blast 2 Rush>Blast 1 Beam or Rush (Rush gives time to followup with Dragon Dash)/Blue Blast 2 Rush into Blash 2 Rush (**seems to be slightly height dependent?** Sometimes the Rush will whiff or hit them as they recover but can't block it) (and if you're opponent doesn't tech up, with 6 skill bars you can do Blast 2>Skill>Blast 2>Skill>Blast 2>Skill>Blast 2) for 31,700 damage

Gotenks Blast 2 Rush (combo)>Ultimate Blast/ SSJ Blast 1>Skill>Blast 1 (needs 3 skill bars but only 3 needed for the first Beam) Blast 2 (unblockable)>Ultimate Blast/ SSJ3 Blast 1 Beam>Blast 1 Beam or Skill Blast 1 Beam>Ultimate

Frieza Soldier Blast 1 Beam>Ultimate Beam

Cui Blast 1>Blast 1/Ultimate Beam

Dodoria Blast 1 Beam>Beam/Ultimate Beam

Guldo Blast 1 Beam>Blast 1 Beam

Recoome Blast 1 Beam>Blast 1 Beam

King Cold Blast 2 Explosion>Ultimate Blast

Cooler Blast 1 Beam>transform>Blast 1 Beam, Blast 2 Beam>Ultimate Beam

Throw grounded starter (no sparking) up down Vanishing attack>Blast Beam 1>Transform>Blast Beam 1

Frieza (Z) Blast 2 Rush>Blast 1 Beam or Blast 2 Rush>Blast 2 Rush (hold down or it will likely whiff when grounded)/3<sup>rd</sup> form Blast 1 Beam>Blast 2 Rush (5 bars no sparking needed) Blast 2 Rush>Blast 2 Rush (very tight timing) or Blast 2 Rush> Blast 2 Ultimate/100% form Blast 2 (unblockable) Rush>Blast 2 Rush (tight timing) or Blast 2 Rush/Blast 1 Beam/Blast Ultimate

Frieza (Super) Blast 2 Rush (unblockable) into Blast 1 Beam (transform Blast 1 Beam) or Ultimate Blast/Golden

Master Roshi Blast 2 projectile (unblockable) dash combo or Blast 2> transform>Ultimate Blast or Blast 2>Blast 1 /Powered up Blast 2 Rush combo into Ultimate Blast

Android 17 (Super) Blast 2 Beam into Ultimate Beam

Android 18 Blast 1 Beam into Blast 2 Beam (5 bars)/Ultimate Beam

Cell jr. Blast 2 Rush>Blast 2 Rush

Cell Blast 1 Beam>Ultimate Blast or Blast 1 Beam>Transform>Blast 2 Rush or Ultimate Blast>Transform>Blast 2 Rush/ Cell 2<sup>nd</sup> form/Perfect form Cell Blast 1 Beam>Blast 2 Beam (needs 5 bars no sparking)

Perfect Cell Blast 2 Rush>Ultimate Blast or Blast 1 Beam>Blast 2 Rush

Spopovich Blast 1 (unblockable)> Blast 2 Rush/Ultimate Beam

Dabura Beam 2 (unblockable)>Ultimate Beam

Majin Buu (Evil) Blast 1 Beam>Ultimate Blast, Blast 2 Beam>Blast 1 Beam

Super Buu Blast 2>Transform Buutenks>Blast 2 Beam or Buutenks (Skill 1 Explosion>Blast 1 unblockable) Blast 2 Beam>Ultimate Beam(Blast 1 Beam unblockable>Transform>Blast 1 Beam) /Buuhan Blast 2 Beam>Ultimate Beam or Blast 2 Beam>Skill 1>Beam 1

Kid Buu Blast 1 Beam>Blast 2 Rush or Blast 2 Rush/Rush/Ultimate

Caba Blast 2 Rush>Blast Ultimate/SSJ Blast 2 Rush/Blast 2 or Ultimate Blast/SSJ2 Blast 1> or Ultimate Blast

Caulifla Blast 2 Explosion>Ultimate Blast (can also Blast 2>Transform Kefla SSJ2 Blast 2 Rush works for Kale Blast 1 as well)/SSJ Blast 2 Rush>combo

Kale Blast 1 Beam/Beam/Ultimate/transform>dash>dash>Blast 1 Beam/Blast 2 Rush/Kefla LSSJ Blast 2 Rush>dash>dash>Blast 2 Rush or delayed Blast 1 Beam

Kefla SSJ Blast 2 Rush>Ultimate Beam/LSSJ

Burter

Airborne: left, left,right, right,down heavy Burter Blast 1 Beam into Blast 2 Rush (you want to be spiking them close to the ground so it leaves you extra time to connect the Rush Blast so if you are Blast high up, substitute one of the left or right attacks with another down).

Grounded: Left,right, left, right,down heavy Blast 1 into Blast 2.

Practical notes: The hardest part is timing the second Blast, otherwise it should be pretty consistent, try not to no delay Blast 2 (any delay lowers the damage as I believe the extra bounce on the ground scales the combo further that is the first example shown). To make it even easier you can swap the Blasts so Rush into Beam but the damage is 4000 less, dealing less than his Ultimate Blast

Saibaman Blast 1 Beam>Blast 1 or Blast 2/Ultimate

Janemba Blast 1 Beam >Transform (3SP) >Blast 1 Beam/Super Janemba Blast 1>Ultimate Blast

Bojack Blast 1 Beam>Blast 2 Beam (5 bars no sparking) or Blast 1 Beam>transform>Blast 2 Rush  
Powered Up Blast 2>Ultimate Blast

Android 13 Blast 1 Beam>Blast 2 Rush/Fused Android 13

Android 19 Blast 2 Rush> Ultimate Beam

Android 20 Blast 2 Beam> Ultimate Beam

Whis Blast 1 Beam>Ultimate Blast

Zamasu Blast 2 Rush>Blash 2 Rush or Ultimate Blast

Fused Zamasu Blast 1 Beam>Blast 2 Beam or Ultimate Blast or transform>Blast 2  
Rush/Half-Corrupted Blast 1 Beam>Blast 2 Rush or Ultimate Blast  
Goku Black Rose Blast 1 Beam>Ultimate Blast

Frost Blast 2 Rush>Blast 2 Rush or Ultimate Blast

Kakkunsa Blast 2 Rush>Ultimate Blast

Bergamo Blast 1 Beam>Blast 2 Rush and Blast 2>Ultimate Blast

Hit Blast 1 Beam>Blast 1 Beam or Blast 2>Blast 2 or Ultimate Blast

Dyspo Blast 2 Rush> Blast 2 Rush or Ultimate Beam

Toppo God Blast 2 Beam>Ultimate Beam

Jiren /Full Power Blast 1 Beam>Ultimate Beam

## **Combable Ultimate Blasts**

(Instant Ki Gain, 2 bars or full)

FGohan Base/Agohan Base/ Base Vegito+ Blue/Gotenks/Kale/Frieza Soldier/Frieza 3<sup>rd</sup>  
Form/Buuhan/Gotenks SSJ/GT Goku SSJ3 KEFLA

Gotenks+SSJ Doesn't work (not enough meter gained)

Vegitoes+ Frieza Soldier and Frieza 3<sup>rd</sup> + Buuhan+Roasie+FGohan Base and Adult Gohan+ SSJ  
and Kale don't work (not enough advantage after)

(Fusions/Transformations)

Cell all forms+ Android 13, MUI to Ultra Instinct/Z+ Super Broly every stage and Kale Berserk  
DONE

Super Buu both fusions, Frieza 100% /Golden/Cooler Final Form/Bojack/ Janemba/Lord Slug and  
Super Baby all forms including Golden Great Ape

Ultimate Blast Z Dash or Blast followup (TEST WITH ANDROIDS, SEE IF DASHING WORKS)  
Hi Tension is the most likely, has the least delay compared to transforming/fusing.

Gt Goku SSJ3 Doesn't work (knockdown is too short)

Metal Cooler/Dr Wheelo/Android 13+Fused and 16-20 doesn't work, too far to followup (19 was  
the closest)

Mui/UI Goku (super easy to do thanks to UI Blast 2 being instant and fullscreen, costs 3 Skill points)

total Sparking+Transform)

Button> 4 Smashes>Blast 2 (no boost) >Transform>Blast 2>combo

Easy version With Raw Ult+ UI Blast 2>combo it's around 45k damage

Ult>Z Dragon Dash

Broly Ults into Transform>Blast doesn't work, they are invuln on the ground so have to cashout with the regular Blast

S Broly Base>Blast 2>Ult>Transform>Blast 2>Z Dash>Combo

Kale Base> Berserk SSJ (Needs 4 Skill Points, the max allowed) Not sure if it's real but the blast+transformation makes it hard to see you go behind them so it seems real enough

Ult>Transform>Z Dash or Transform>Kefla>Blast 1

Caulifla Base>XX,Y,Ultimate (close range)>Transform to any Kefla Form>Blast 2>Z Dash>Combo (3 Skill Bars)

Z-End Vegeta (Goku works too)>Ult>Transform S Gogeta or Ult>Transform Vegito>Blast 2>Combo (5 bars total)

Vegeta Blast 2>Super Vegito>Blast 1>Z Dash

Cell 1<sup>st</sup> Form (possible but very tight, as you need to tap forward quickly after transforming to do a very fast Z Dash) and 2<sup>nd</sup> Form Ultimate Blast>Transform>Z Dash feels much easier

# Unblockables

Will list boosted damage first, tested against Vegeta Super who has a mid level Defense (note that in game it's not possible to boost Ultimate Damage by boosting since you aren't allowed so I'm not sure why it's available in training mode)

Goku (Early) Spirit Bomb 19845/16538

Goku (Super) Blast Spirit Bomb 23153/19249

Goku (GT) Spirit Bomb 21499/17916

Gohan (Teen) SSJ2 Father Son Kamehameha (Ultimate Beam) 21657/18047

Gohan (Adult) SSJ Bros Kamehameha (Ultimate Beam) 22680/18901

Trunks (Future) base form Lightning Sword Slash 11801

Trunks (Sword) Lightning Sword Slash (Ultimate Beam, fast but terrible tracking) 15750/ 18901 damage

Majin Vegeta Ultimate Explosion leaves Vegeta on 1 HP and deals 31500 damage

Vegeta Blue (Ultimate Explosive Wave) deals around 20,000 self damage (reduced to 1 HP at worst) 32000 damage

Caulifla SSJ Limit Break Blaster (Ultimate Beam, not a true unblockable but at mid range it can hit behind the opponent) 24610/20508 and Kale SSJ 25515/21263

Gotenks SSJ Galactic Donut (Beam, medium range very fast) 13191/10993 damage and Blast Ghost Kamikaze attack (Ultimate Mid Ranged Beam, poor tracking leading to variable damage) 23662/16405 damage

Broly LSSJ Gigantic Hammer (long ranged grab, no tracking) 13749/11432 damage and Omega Blaster (Giant Ultimate energy ball) 27624/23305

S Broly Gigantic Crash (Rush) 8794

Kefla SSJ Hexa Cannonball (Ultimate energy ball, at close/mid range it has a habit of going behind the opponent making it unblockable) 23625/19688

Master Roshi Base Form Thunder Shock Surprise (long ranged Beam can almost connect at maximum range and is very fast) 8231/6860 damage and Evil Containment Wave (short ranged Ultimate Beam, deals 7000-20,000 for a bar and deals more damage the stronger the opponent while taking more damage up to about 1.5 bars of HP) 18901/ 15750 damage

Krillin Chain Destructo Disc (Ultimate beam, quite fast and long range) 17954/14959 damage

Yajirobe Kablam Attack (Rush attack) 7371

Hercule Present Bomb (Rush attack, guidable) 3985/3321

Frieza Soldier Life risking blow! (Ultimate Rush, guidable no cinematic)

Dodoria Dodoria Head Ram (Rush attack no cinematic) 8505/7087

Zarbon (2<sup>nd</sup> Form) Monster Crush (Ultimate Grab attack, has the range of a charged attack) 19477/15477

Guldo Guldo Special (Ultimate Projectile) 17511/14100

Ginyu Body Change (Ultimate Projectile, swaps bodies preventing both players from using special attacks)

Frieza (Super) Blast Nova Strike (Rush attack, fast and poor tracking) 11608/9674  
Frieza (DBZ) Perfect Form 100% Death Saucer (Projectile) 12516/10434 and Nova Strike (Fast Rush attack, poor tracking) 12521/104343  
Mecha Frieza Fissure Slash (Projectile) 8622

Cell 2<sup>nd</sup> form (Ultimate Explosive Wave, reduced to 1 HP) 20000

Android 16 Hell Flash (Rush, effectively a command grab since the range is terrible and it's also slow) 10553/8794 and Self Destruct Device (Ultimate Rush, can be guided and kills Android 16) 22050/18375

Android 18 Chain Destructo Disc (multiple projectiles) 8000

Babidi Blast Electroshock Sorcery (Ultimate short ranged grab) 17963/14963  
Spopovich Berserker Crash (Rush guidable) 8032 can combo into his Blast 2 provided they don't have 2 bars to get out of it 11770 or Ultimate for 16000  
Dabura Evil Breath Skill (1 stock, 1141 damage by itself but can combo into Ultimate for 13230 damage and Evil Flame (short ranged attack) 12048/10038 and if they don't tech up immediately you can combo into Dark Sword Strike for 25k damage total  
Majin Buu Base Form (Explosive Ultimate Wave) 21499/17916  
Blast Buu Base Form Majin Beam (Beam short ranged fast) 13455/11213 and Revenge Death Bomber (Ultimate Explosive Wave, reduced to 1 HP) 32131/26775  
Super Buutenks Galactic Donut Volley (Projectile) 11222/9352  
Super Buuhan Majin Beam (Beam) 131911/10900 and Blast Ghost Buu Attack (Special Projectile, a better version of Gotenks) 24610/20508

Majuub Majin Beam (Beam) 11608/9674

Majin Buu (Evil) Flame Shower Breath (Short ranged projectile) 10392/8658

Berus Blast Sphere of Destruction (Ultimate Energy ball, slow+ poor tracking and medium range) 26460/22050

Kakunsa Primal Charge (Rush very fast and guidable which can also combo into rush Blast afterwards in sparking for 17000 damage or Ultimate for 27000 damage but it might be fake)  
Ribrian Maiden's Charge (Rush, fast startup and guidable but doesn't track/control well) 9449/7874

Goku Black Black Bind (Guidable rush attack) 11081/9234

Toppo GOD form (Ultimate Projectile) 24517/20467

Jiren 2<sup>nd</sup> form (Fast Beam Ultimate) 25516/21236

Super Broly (Base) Gigantic Crash (Rush attack in a straight line, minimal tracking) 11081/9234

Super Baby 2 Revenge Cutter (Projectile) 9843/8214

Super Baby Golden Great Ape Gigantic Flame (mid ranged projectile) 10552/8792

Garlic Jr Darkness Illusion (Rush short ranged grab) 10025/8355 and Dead Zone (Rush Ultimate) 19452/16210

Dr Wheelo Gigantic Bomber (Rush, slow but can be guided and if the opponent doesn't tech can combo into Beam or Ultimate for 31185 damage) 10395/8662

Metal Cooler Lock-on Buster (Projectile, for some reason it doesn't even knock down) 10851/9043

Tapion Brave Slash (Mass projectile, terrible tracking even to solitary opponents) 6500/7875  
Blast Android 13 S.S. Deadly Hammer (Rush, short ranged grab) 22523/18769  
Janemba Illusion Smash (Ultimate Rush, short ranged grab) 23547/19622

## Undodgeable setups

Setup by doing a Heavy strike (Gut punch or kick) into a Paralyzing Blast (or Skill) or just Paralysis raw, which guarantees the followup hit in most cases (see Caveats).

Super/Revenge Counter and even Explosive Wave skills do not work, just make sure you have enough bar for both the Blast attack+ Blast, so a quarter of a bar or so.

Smash Ki blast> dash> charged leg sweep could be looped until the December 20<sup>th</sup> patch, now the opponent drops out after the first leg sweep and also note if you want to hit them with this after a heavy strike, it has to be delayed otherwise it will not connect.

If say Cooler is in Sparking he could do a full loop, Smash Ki blast> charged leg sweep then end with Ultimate Blast for hmmm lets say 30k health minimum or just loop it until you have enough ki to do a final smash ki blast then end with a blast attack and since every paralyse hit is a new combo, scaling isn't effected meaning you get effectively full damage if you include the damage from the ki blast itself.

NOTE: This no longer works as of the latest patch, best case now is Heavy Finishes>Smash Ki blast> Blast attack.

## Caveats

Note that against characters who have armour (such as LSSJ Z and Super Broly) you have to break their armour first or (Sparking Mode for most characters can also break this with regular rush attacks) since they are naturally not staggered by Smash Ki blasts. Note this doesn't apply to the skill variants as they naturally break the armour.

For example, Lord Slug has a Heavy Strike when he activates his perception meaning you could hit them with that, then Paralyzing Smash Ki Blast> followup with a Blast attack or guaranteed throw.

The main issue here is whether you have the Ki available for said followup, minimum 3 seconds of stun should be enough to at the very least get one bar of meter then followup with a Blast attack.

## Easiest with:

Guldo/Frost/Frieza 4<sup>th</sup> Form+Mecha Frieza: Their dash heavy attack gives enough time to connect into the smash Ki blast easily, from the front or back and almost has enough time to use a Fast sparking skill into Ultimate Blast (Frieza has to ascend, to hit small characters you have to jump back quickly then do the ascending Smash Ki blast and this means you can't do this combo while flying).

Ribrienne: Similar to Guldo except she can pop fast sparking to connect with an Ultimate blast, at least off her skill but this will cost all 5 of her skill bars.

Red Goku: Skill 1 gives enough time to charge up to sparking then hit with an Ultimate Blast. It's even possible to go into Blue Goku's Ultimate afterwards, but that costs 4 Skill bars including entering sparking. Alternatively, after landing the paralysis you can dash behind and hit them for a ton of damage with a barrage of Smash Ki blasts.

Kefla SSJ Berserk: Skill only, can connect either Blast attack but there is not enough time to enter sparking just keep in mind the range on this skill is very short but it gives no time to react, under a second compared to most unblockable skills which take 2-3 seconds.

Mbuu Evil: Skill only, poor tracking and range but all Blasts will connect and can even go for a slightly charged Kamehameha, although it's a bit redundant since he already has a cheaper unblockable skill and another unblockable Blast attack.

Then, test it using Lord Slug, dash behind and do Smash Ki blast (against Z Broly LSSJ since it's harder to dash behind and has access to Explosive Wave)

### **Hardest with:**

Garlic Jr/Frieza 100%: Similar issue to Lord Slug, not a great Dash heavy attack and already has an unblockable Blast attack so you may as well use that if you have the meter.

Lord Slug: Dash heavy attack turns them around which's good for front facing, needs the extra Ki up front and doesn't deal much damage either way. On the upside, if you are in Sparking mode you can paralyse, transform then Ultimate blast for 4 bars.

Bojack: See Lord Slug except no Transform combo