



Here Comes Athena!

Intro: Athena takes off her school uniform and proclaims “あてえな 行きます!” (Here comes Athena!)

Stance/Idle 1: Her idle stance from KOF 98.

Idle 2: Athena clasps her hands behind herself in a playful manner.

Idle 3: Athena waves to the camera before winking.

Notable Palette Swaps

1. KOF XV design
 - Color A (default)
 - Color B (blue)
 - Color C (yellow)
 - Color D (purple)
 - Color E (white)
 - Color F (black/red)
 - Color G (green)
 - Color H (black/purple)

2. KOF '98 design

- Color A (default)
- Color B (blue)
- Color C (yellow)
- Color D (white)
- Color A+B (black)
- Color C+D (beige)
- Color A+D (magenta)
- Color B+C (pink)

Walk: Her walk from XV. She always faces the opponent in 1v1 battles, which also gives her the backwards walk from XV.

Dash: Her run from XV.

Damage: Her damage animation from XV.

Jump: Her jump from XV, with an added twirl for the second jump.

Crouch: Her crouch from XV.

Normal Attacks

Jab: Her far LP from 98 (6%, small knockback)

Forward+A: Her close HK from 98 (7%, small knockback)

Up+A: Her close HK from XV (8%, small knockback)

Down+A: Her crouching LK from 98 (6%, small knockback), which can also trip opponents.

Dash Attack: Her far HK from 98 (11%, OK knockback)

Edge Attack: Her crouching HP from 98 (8%, small knockback)

Get-Up Attack: Her crouching HK from 98 (7%, small knockback)

Aerial Attacks

Air+A: Her neutral jumping LK from 98 (7%, small knockback)

Air Forward+A: Her jumping HK from XV (10%, OK knockback)

Air Back + A: Her aerial Blow Back from XV (13%, OK knockback)

Air Up+A: An angled version of her moving jumping LK from 98 (9%, small knockback)

Air Down+A: Phoenix Bomb; Athena throws herself back-first at her opponent (11% with a meteor effect, OK knockback)

Smash Attacks

Forward+A: New Psycho Reflector; Athena extends her palms as two psychic orbs revolve around them (21%, medium knockback). Unlike regular Psycho Reflector, this attack cannot reflect projectiles.

Up+A: Renkantai; a jumping knee strike followed by a jumping high kick (8% each hit, OK knockback)

Down+A: Her crouching HK from XV (17%, OK knockback)

Grab Game

Grab: Athena uses her Psycho Energy to grab the opponent.

Pummel: Athena knees the opponent (1%)

Forwards+Throw: Bit Throw; Athena uses her Psycho Energy to spin her opponent around, then toss them forward (7%, small knockback)

Back+Throw: Psychic Throw; Athena uses her Psycho Energy to throw the opponent behind her (7%, small knockback)

Up+Throw: Super Psychic Throw; Athena points a finger upward before throwing the opponent directly upwards (11%, OK knockback)

Down+Throw: Psychic Shoot; a frontflip followed by Athena kicking the opponent down (8% with a meteor effect, small knockback)

Special Moves

B : Psycho Ball; Athena throws out a ball of Psycho Energy (9%, small knockback).

B + ← → : Psychic Teleport / Psycho Reflect

- Tilting the control stick forward has Athena turn into light and teleport forwards. You can also perform **Fake Psychic Teleport** by pressing shield during Athena's dash.
- Tilting the control stick backward has Athena create a barrier that can reflect projectiles.

B + ↑ : Psycho Sword; Athena rises upwards with her hand enveloped in Psycho Energy (15%, OK knockback).

B + ↓ : Phoenix Arrow; Athena curls into a ball and dives downwards while covered in Psycho Energy (16%, OK knockback). Pressing B again follows up with an extra kick (8%, OK knockback)

Final Smash: Psycho Medley☆Remix!; Athena rushes towards a single opponent. If it connects, Athena rushes the opponent down with several quick strikes while briefly transforming into her designs from KOF 94 to KOF XIV (28%). The attack finishes with a powerful Psycho Sword in her KOF XV outfit (32%, devastating knockback), instantly K.O.-ing anyone above 100%.

Taunts

Up: [Her taunt from KOF XV](#)

Side: [Her round win animation from KOF XV](#)

Down: [Her intro animation from KOF '98](#)

Winposes

1: [Her victory animation from KOF XV](#), but in reverse; Athena flies across the screen while enveloped in Psycho Energy, before reappearing in front of the camera.

2: [Her intro animation from KOF XV](#)

3: [Her victory animation from KOF XIV](#)

Applause: Athena claps for the winner

Icon: [This artwork of Athena's phoenix form](#)

Boxing Ring Title: Psycho Soldier

Star K.O.: “Gaaaah...!”

Victory Music: *Fire! Fire! Psycho Soldier!*

Kirby Hat: Athena’s hair, which changes depending on the costume Athena’s wearing

([Moveset reference](#))