

BBCF character overview

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Amane Nishiki:

- **Drive: Spiral**

Amane's D moves are drill moves that can be held to make them longer. He has a spiral gauge that goes from level 1 to 3, at higher levels they will deal more hits and chip damage, but it can overheat, if it hits max Amane cannot use D normals or D specials.

- **Overdrive: Cyclone**

If the spiral gauge is lower than lvl 3 it gains rapidly, but if it is higher than level 3 it makes it harder to overheat.

Arakune:

- **Drive: Crimson**

He has a curse bar that is filled using D moves. When it is full, releasing the A, B, C or D summons insects. Holding a direction while releasing changes the position of the insects.

- **Overdrive: Crimson Depth**

Activates curse at whatever the curse gauge is at. The curse gauge increases more with D moves and decreases slower.

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Azrael:

- **Drive: The Terror**
Azraels D attacks place weakpoints if they hit the opponent. There is two kind of weakpoints, red - upper body & yellow - lower body. If a move that places weakpoints hits, where there is already a weakpoint, then that move is buffed significantly. This is why it's called "The Terror".
- **Overdrive: Mental Colosseum**
Azreal applies weakpoints even on block. His drive normals are now special cancellable. Weakpoints also stay until the OD is over even if they are used up. Real good after Scud Punishment.
- **Gustav Buster:**
236A. Approach tool/pressure ender. +1 on block, -1 on IB.
- **Tiger Magnum - Cobra Strike - Leopard Launcher:**
236C - 6C - 6C RPS Rekka. Unsafe on block! But each strike can be cancelled into 214D or 236D; delayed to frame-trap or just nothing.
- **Sentinel Dump:**
214C/22C. Reset/Oki tool. Is +12 on block, has guard points on the first 10 frames and can cross up on crouchers. Good use on oki as it catches rolls. Technically a projectile.
- **Valiant Charger:**
236D charge. Risky overhead with HIGH reward! -26 on block! Can follow up with 6 if it hits a weak point.
- **Hornet Bunker:**
214D charge. Risky Low. -15 on block. Can follow up with 8 if it hits a weak point.
- **Panzer Strike:**
623B Excellent DP. Can be RC'd to make it safe.
- **Growler Field:**
214B charge. Anti Projectile tool. Projectile invul reversal, fully invul if he absorbs. Azrael can save 3 Growler Stocks at once.
- **Phalanx Cannon:**
236B Projectile. Very good projectile! But needs to have absorbed something else first.
- **Distortion Drives:**
 - **Black Hawk Stinger:**
236236D. Great combo ender. Silly setup tool, as weakpoints make it high or low unblockable, but both weak points make it just ground unblockable. Needs to be air barriered. Who gave this man an unblockable?
 - **Scud Punishment:**
214214D. Pressure starter/weak point applier. Also a reversal. But mostly trades meter for more damage as it guarantees weak points during your combo.
- **Exceed Accel: Full Spartan**
- **Astral Heat: Patriot Apocalypse**
632146C. Can be combo'd into from 5A. Is -126 on block.

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Bang Shishigami:

- **Drive: Burning Heart**

Bang's Drive attacks have a period of guard point frames, unique to each Drive attack. However, none of Bang's drive attacks guard throws, even after Guard Point is triggered. After successfully triggering Guard Point, Bang can input an attack button for different followups. Pressing (A/B/C) will use "Shadowstep Jutsu" to teleport forward at different distances before continuing the attack. Pressing D will perform "Pulverizing Blast Jutsu", creating a big explosion that allows Bang to go for a damaging combo when hitting the opponent, or to simply disengage. Bang's drive attacks are all "Very Short" starter, meaning that they have limited combos afterwards. For each unique drive attack Bang lands, an icon in the "Fu-Rin-Ka-Zan" Gauge will light up, giving a 20% damage increase for that drive attack. Each seal buffs his Overdrive in different ways. If all seals are lit up, all Drive moves gain an extra 25% damage increase and Bang unlocks a Distortion Drive, [Ultra Technique:"Hyper Shadowstep Strike"](#).

- **Overdrive: Fu-Rin-Kan-Zen**

He loses the ability to block, barrier block still works, and starts fucking teleporting and mixing people. Usually used to finish a round.

Bullet:

- **Drive: Lock-On**

While holding D a circle appears around Bullet, when the opponent enters she dashes at them and attacks. Doing this repeatedly lets her go into a two level state called heat, that buffs her D attack and her specials.

- **Overdrive: Heat the Beat**

Bullet immediately gets a level of heat and her level of heat won't go down even if she spends it.

Carl Clover:

- **Drive: Automaton**

Let's Carl control Nirvana. Releasing D while holding a direction triggers attacks.

- **Overdrive: Synchro High Speed**

Bufs Nirvana. Nirvana attacks don't drain the doll gauge, and Carl gains access to 632146D.

Celica A. Mercury:

- **Drive: Minerva**

Autocombos that heal? Also recoverable health can be spent to improve special attacks.

- **Overdrive: Rege Light**

Celica automatically gains more recoverable health. After 5 seconds it increases 1.5x faster. This also allows her to spend it constantly to improve her specials.

Es:

- **Drive: Crest Arts**

Es' D normals summons crests that attack after a little while. There can only be one crest on screen at a time. They disappear if Es gets hit, blocks or a throw tech happens.

- **Drive: Type: Amplifier 'Avalon'**

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Crests now hit multiple times and Es can put down more than one at a time.

Hakumen:

- **Drive: Zanshin**
Hakumens D moves are counters. They grant him one Magatama stock if he follows through on the counter.
- **Overdrive: Kishin**
Builds Magatama gauge. This is very strong.
- **Unique Systems:**
 - **Magatama gauge:** His meter gain is split into the 8 magatama orbs.
 - **Projectile cutting:** His sword normals can cut projectiles, this gains him meter and creates the Fuumajin counter projectile.

Hazama:

- **Drive: Ouroboros**
His D normals summon a chain and using B/C/D during them will make Hazama approach the target. Those actions take up one of two stocks, that he regains when he lands.
- **Overdrive: Jörmungandr**
Eliminates the chains' dead zones and summons a ring around Hazama wherein he drains the opponents health.

Hibiki Kohaku:

- **Drive: Double Chase**
Hibikis D moves send out a clone that attacks. Fx 5D & 6D are identical, but 6D he let's the clone stay behind and attack himself.
- **Overdrive: Schwarze Reis**
Buffs his D attacks.

Iron Tager:

- **Drive: Voltaic Battler**
Tagers D attacks magnetize the opponent, allowing his moves to drag his opponent toward him.
- **Overdrive: Voltech Field**
Magnetized opponents are constantly pulled towards Tager & his D normals gain guard points.

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Izanami:

- **Drive: Exodus Arc**
Izanami has two modes. In normal mode her C buttons have follow ups. In Active mode she cannot block, but she can fire her bits.
- **Overdrive: Arc Force**
Izanami can fire her bits in normal mode.
- **Unique Movement: Levitation**
Instead of a double jump Izanami can hover in the air.
- **Ghost Peak Strike**
236B Dinosaur Projectile. Used to create space in blockstrings and extend combos.
- **Thunderbolt Lance**
214A/B. A is mid, B is low. A fatal counters and is mostly used as a corner combo tool. B is a low that works while floating, making her able to go high-low smoothly. Can be mashed out of. A is -2, B is -9, depending on how late it hits.
- **Distant Affection**
63214C Command grab. Can air grab while in float. Steals hp and barrier from the opponent on hit. Also cancels Shield of Dreams safely.
- **Flaming Dome**
41236C Chargable Fireball. Can be shot right in front of her by holding 4 as C is released. Oki tool. Combo ender, that allows for ribcage and orchid oki. Active during charging, leading to some wild combos.
- **Arms of Sympathy**
j.63214B stalls momentum, cancellable into levitate.
- **Shield of Dreams**
623B Guardpoint on strikes & projectiles. Still vulnerable to burst, throws & unblockables. Drains barrier, so needs to be ended using, Bulwark, Distant Affection or Stake of Supremacy.
- **Bulwark**
623B, while shield is active. 15 frames of invul. Grants barrier on hit. Normal way to end shield.
- **Droplet**
41236D Tracking move.
- **Orchid**
63214D Powerful Oki tool, in active mode.
- **Distortion Drives:**
 - **Stake of Supremacy**
236236B. Izanamis only real reversal.
 - **Hour of Nihility**
214214C. Time stop command grab.
 - **Moment of Benevolence**
720A. Full screen unblockable, that costs 100% heat. Has 2 seconds of start up. 121 frames.
- **Exceed Accel: Melancholy Death**
- **Astral Heat: Eternal Darkness**
1632143D. Easy to combo into from 3C especially.

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Izayoi:

- **Drive: Scarlet Justice**
Izayoi can use the D button to switch from her defensive normal stance to her offensive Gain Art stance. She becomes I-No in Gain art.
She also has a special Zero Weave Gauge. She needs these stocks to perform special attacks while in Gain Art.
- **Overdrive: Freedom Justice**
Izayoi passively gains Zero Weave stocks, the gain is faster in normal mode.

Jin Kisaragi:

- **Drive: Reitou (Frostbite)**
Frostbite enables Jin to freeze his opponents, allowing for extended combos and unconventional reset opportunities.
- **Overdrive: Zettou (Frost End)**
During Zettou, Jin's normals & specials that use his sword freeze as well. And the freezing becomes stronger in general, allowing for tons of new combo routes.

Kagura Mutsuki:

- **Drive: Black Gale**
Kagura has access to 3 stances, they can be entered using 5D, 2D & 6D. A, B & C then have different special moves in the stances. These stances can also be entered in the air. Kagura can also stance-cancel the stance special moves. Though he can only enter each stance once in every combo.
- **Overdrive: Infinite Coupling**
Kagura can stance-cancel as much as he wants, just not into the same stance twice in a row. His stance specials become stronger & his D & C attacks, outside of 3C, are now dash-cancellable.

Kokonoe:

- **Drive: Graviton**
Summons Gravitons that pull the opponent towards them. She can active with 236D to make them repulse and do an attack that only hits in hitstun.
- **Overdrive: Graviton Rage**
Makes the Gravitons pull and push harder, as well as deal more damage. During the OD she also regains Graviton stock faster.

Litchi Faye Ling:

- **Drive: Mantenbo**
Litchi's Drive is a mode changing mechanic that allows her to switch between fighting with her staff and placing it on the ground to fight barehanded. Litchi has access to different attacks when she is Staffed and Staffless. In general, when she has her staff, Litchi's range is doubled, but her attacks are far slower and she has less mixup/pressure options. The opposite is true when she's staffless. Litchi starts every match in Staffed Mode. If the staff is not set, pressing the Drive button will set the staff onto the ground. Litchi has **two staff sets/modes**: Vertical (5D/j.2D Set) and Horizontal (2D/j.D Set). Depending on the set, the staff will fly at different angles. Certain attacks will automatically place them in a specific set.
- **Overdrive: The Great Wheel**

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Her staff grows and she can send it all over the screen using a direction + D.

Mai Natsume:

- **Drive: Gallia Sphyras - Exseal**

Mai's D let's her throw her spear. She can aim it by holding 2 or 8 and charge it by holding down D. The charged spear is unblockable. Pressing D while the spear is in the air will change its direction to head towards the opponent, this removes it's unblockable property.

- **Overdrive: Flurry of the Winter Moon**

Spear becomes faster and charges faster. Redirects automatically after hit or block. Moon Blossom & Juncture are also improved.

Makoto Nanaya:

- **Drive: Impact**

Makoto's D moves have timing events. If you get lvl 3 they deal extra damage, but aren't special cancellable.

- **Overdrive: Galaxian Impact**

All her D moves are now Lvl G. Which is special cancellable and more powerful than lvl 3.

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Naoto Kurogane:

- **Drive: Bloodedge**
Naoto's Drive allows him to transform his blood into melee weapons for longer range attacks. Naoto can charge them to further increase range and imbue them with Guard Break properties. While charging, Naoto can dash cancel to act as a feint.
- **Overdrive: Blood Repulser**
Naoto's grounded Drive attacks charge much faster and become dash cancellable on hit and on block, even when fully charged. His Enhancer ability will also be powered up. The window to get an enhanced special after a dash increases greatly, and Naoto can use enhanced specials in the air after an air dash. Additionally, his hair and eyes will turn white and red, respectively.
- **Unique Ability: Enhancer**
If Naoto performs special moves or super moves while dashing, they will gain a blue silhouette and new properties (e.g. more hits).
Doing ground normals while running/dashing and canceling into a special/super will give it Enhancer properties.
During Overdrive, this effect is extended, so you can do run > 2 normals > Enhanced special/super. You can also do enhanced air specials during Overdrive.
- **Slash Kaid:**
214D. Useful poke/pressure tool, can be used for restand setups. If hitting at close range Naoto side switches. Safe on block at max range.
- **Banishing Roar:**
236B, 236B, 236B/C. Rekka. B finisher called Bash, if enhanced, is dash cancellable on hit. C finisher called Raid, if enhanced, is jump cancellable on hit. Rarely used unenhanced. Bash/B finisher fatal counters, and is a very powerful starter. The strikes can be delayed to frame-trap.
- **Shift Sway:**
214A, 8A follow up. A High, mid & projectile spotdodge. Can hit 8A for Phantom Pain after. Enhanced version lets Naoto side switch.
- **Inferno Crusader:**
623C/D, 2C follow up. C version has head invul, but starts up quicker, and is therefore mostly an anti air. D version is full invul, but starts up a bit slower. The enhanced version moves forward, and is the best dp in the game.
- **Distortion Drives:**
 - **Divine Smasher:**
632146B, Air ok. Usually combo ender, but can break out of air resets.
 - **Divine Reaper:**
632146D. OD Divine Reaper is Naoto's strongest combo ender.
- **Exceed Accel: Grim of Phantom**
- **Astral Heat: Edge of Eternity**
2141236C One of the easiest Astrals to hit, the enhanced version slides real far!

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Nine the Phantom:

- **Drive: The Abyss Diver**
Her buttons build mana upon hit and pressing D casts a spell.
- **Overdrive: Burning Red**
Nine builds mana even on whiff, and gets an elemental buff after casting spells.

Noel Vermillion:

- **Drive: Chain Revolver**
She enters the Chain Revolver state, which gives her access to gun normals and specials. She can do 4 normal attacks after entering the state, these can be special cancelled.
- **Overdrive: Chain Quesar**
Improves her D normals and specials.

Platinum the Trinity:

- **Drive: Magical Symphony:**
Platinum's D button uses her Magical Weapons. Each magical weapon has a set number of uses. The order of the magical weapons is random, but a set needs to be used before it resets.
- **Overdrive: Magical Heart Catch**
Her items get infinite uses and can be cancelled into itself 3 times.

Rachel Alucard:

- **Drive: Sylpheed**
Allows her to summon wind in any of the 8 directions. This consumes stocks of her Sylpheed gauge.
- **Overdrive: Elfried**
While active her Sylpheed gauge recovers faster & her supers are improved.

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Ragna the Bloodedge:

Close to midrange character. Use 5B, 5C & j.C as pokes. 5B > 5C > 214A if hit then 214D is a decent tool. Beware of 623C his DP.

- **Drive: Soul Eater**

All Ragnas D attacks steal health from the opponent. This works even on block, though Barrier negates it. Combos with multiple D hits steal more health.

- **Overdrive: Blood Kain Idea**

Ragna's Overdrive augments all of his Soul Eater moves. Not only do all of his Soul Eater moves have higher damage and steal more life from the opponent, but some also have different move properties and different hitboxes.

- **Hell's Fang**

214A, followup with 214D. Dash attack, that is good for approaches. In overdrive the followup can be dash-cancelled.

- **Gauntlet Hades**

214B, air ok, followup with 214D. Overhead approach tool, slow, but can be used to mix. 214D is safe on block, but whiffs on crouchers. In overdrive the followup can be jump-cancelled.

- **Nightmare Edge**

j.214C, followup with 214D. Air combo ender. Follow up sacrifices oki for damage & lifesteal, except in the corner. In overdrive the followup can be dash-cancelled.

- **Blood Scythe**

214D, air ok. Risky pressure reset as it is + on block, but interruptible. Air version is useful for corner carry. In OD it ground-bounces leading to better combos.

- **Dead Spike**

236D, dash followup. + on block, pressure reset projectile.

- **Inferno Divider**

623C/D, air ok, dp with rekka followups. Followed by upper 236C, which can go into Straight Punch 236C or Ax Kick 214D. Straight gives corner carry, or combo extension in the corner, Ax Kick gives oki, but ground bounces in OD, so can be used to extend combos there.

C version is invul, but D is faster, deals more damage & has lifesteal.

- **Not Over Yet**

22C next to a downed opponent. Picks a downed opponent up to extend combos. It can be dash or special cancelled.

- **Distortion Drives:**

- **Carnage Scissors**

632146D. Tyrant Rave, but gains health.

19 frames of invul.

- **Devoured by Darkness**

214214D. Combo ender. Ragna gains so fucking much health back. Is unblockable in OD.

16 frames of invul.

- **Exceed Accel: Seeds of Tartarus**

- **Astral Heat: Black Onslaught**

2141236C. Relatively easy to combo into.

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Relius Clover:

- **Drive: Detonator**

Relius can summon his puppet Ignis. Hitting directional buttons and D does attacks.

- **Overdrive: Maxim Dance**

Makes the gauge always recover and makes Ignis more powerful.

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Susano'o:

Big health, Big damage. This games Nago.

Use his 5B poke and 6A projectile to do neutral. 6C is a good AA.

- **Drive: Divine Warrior**

Susano'o starts with only one of his special moves unlocked and he needs to unlock the rest by using his D moves.

- **Overdrive: Shrieks of the Entombed**

Temporarily unlocks all of Susano'o's moves and gives access to [2]8D a super that unlocks all of the moves.

- **Sundering Claws (1)**

236A Dash attack. -3 on block, which is very safe, great approach tool after a hit with a poke. 5B > 5C > 5D > 236A is very good. Decent combo ender in the start of the match, at level 3 you can use it to extend combos instead. The levels give more range and lvl 3 gives a launcher on hit.

- **Towering Flame (2)**

623C Two Sided Reversal, treated as a projectile. This special is a cornerstone of Susano'o's defence.

- **Megalith (3)**

214A Plus on block move. Becomes slower as it levels up but gives more frame advantage. lvl 3 guard breaks. Doubtful as a pressure extender as barrier block yeets it.

- **Hunter's Fang (4)**

214B air ok overhead. Can become very plus if spaced correctly. Level two is very good. Part of the pressure mix.

- **Dancing Dual Kick (5)**

236B low dash attack. Part of the pressure mix.

- **Inevitable Calamity (6)**

Mash C. Absorbs projectiles, good chip, but high pushback.

- **Splintering Trust (7)**

63214C Dashing Command Grab. Slow startup, but still part of the pressure mix.

- **Blade of Judgement (8)**

236D Great poke. Wall bounces on counter hit. Shifts the neutral around itself.

- **Distortion Drives:**

- **Liberating Daggers**

- 236236C Good reversal at long ranges.

- **Strike of the Possessed God**

- 632146D Great reversal super and combo ender. Higher damage the more specials are unlocked.

- **Collapsing Resentment**

- [2]8D only available in OD, unlocks all specials.

- **Exceed Accel: Bloodspiller**

- **Astral Heat: Roar of the Mad King**

2141236C Combos from almost everything.

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Taokaka:

- **Drive: Dancing Edge**

Taokaka's Dancing Edge launches her like a torpedo at the opponent. Each drive can be canceled on hit/block, and on whiff by pressing [A/B/C](#). These cancels act as a feint while still letting Tao quickly cancel into many of her other attacks. On hit/block she can control how she bounces off the opponent by holding 6 or 4. Using Dancing Edge in the air counts as using an air option.

- **Overdrive: Almost Becoming Two!**

She summons a clone that follows her moves. This improves her ability to pressure and combo immensely.

Tsubaki Yayoi:

- **Drive: Install**

Tsubaki has a secondary meter called the Install-gauge that has 5 stocks and can be charged using the D button. She can spend a stock to do D-versions of her special moves.

- **Overdrive: Second Install**

In OD Tsubakis Install-gauge is automatically filled.

Valkenhayn R. Hellsing:

- **Drive: Werewolf**

Valkenhayn turns into a werewolf, a highly mobile and powerful state, great for mixups. Though in werewolf form Valkenhayn cannot block. When the meter drains he is forcibly turned back into a human.

- **Overdrive: Endless Wolf**

Makes the Wolf gauge regenerate faster, it even regenerates in wolf form. Wolf form is also stronger while this is active. The OD can only be activated in human form, but doesn't grant any buffs to the human form.

Yuuki Terumi:

- **Drive: Force Eater**

Terumis D attacks gain him large amounts of heat.

- **Overdrive: Nightmare Reaper**

Buffs Terumis D attacks. Also let's him cancel distortion drives into each other.

λ - No.11 - (Lambda-11):

- **Drive: Sword Summoner EX**

Like Sword Summoner, but bigger and slower.

- **Overdrive: Elysium**

Bigger swords & better specials.

μ - No.12 - (Mu-12):

- **Drive: Steins Gunner**

Mu summons up to 4 cannons that shoot lasers. Holding down D charges them.

- **Drive: Steins Gazer**

The cannons are charged by default and starts shooting immediately when placed.

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v - No.13 - (Nu-13):

- **Drive: Sword Summoner**
Her D normals summon swords that act like projectiles.
- **Overdrive: Unlimited Drive**
Her D normals summon two swords instead of one & all of her Drive related moves are powered up.

Shortlist:

- BANG
- Makoto
- Tsubaki
- Hazama
- Hakumen
- Bullet
- Nine
- Litchi