

🌀 1.80 GBP2 Inquisitor Guide 🌀

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Introduction:

Since we are likely in the endgame of DNF's lifespan, my goal is to finish this guide and have it available as an evergreen resource for anyone who is looking to pick up this character, despite me not playing actively any longer. That means the character matchup section will be a bit rushed but I do want to cover every character still so that new players still have some resources available. This is meant to be an intermediate guide, I expect that the reader is familiar with DNF mechanics, fighting game terminology, and notation. If you are a new-comer to DNF or the FGC (welcome!), I would suggest checking out the [Wiki](#) and [Helpful Resources](#) page to catch up on the basics, then you can reference the [quick start section](#) to jump right into the lab. In the bulk of this guide I want to focus more-so on theory and how best to maximize Inquisitor's tools. Thanks for checking this out and please let me know if you have any questions or feedback!

Helpful Resources


Combos:

 [Inquisitor Optimals](#) - Created by Monikat.

Vods:

[Replay Theater](#) - Database of tournament footage, can be sorted by character / matchup or by player.

Suggested long form sets:

 [enDai \(Inquisitor\) vs Cow \(Ranger\) | Nen Patch | 30 Match Set | High ...](#)

Wiki:


[Dustloop](#) - Frame data, system mechanics, and general character information.

Discords:

DNF Grind: <https://discord.gg/HNgSGBsEKj>

DNF Reditcord: <https://discord.gg/aDW7xN5VVX>

Archives:

 [Inquisitor Guide and Archive](#) - Created by UncleViz. Lots of good general information but specific details will be outdated.

FAQs:

Check the FAQ page [here](#).

🌀Chapter One: The Game Plan🌀

Inquisitor is a very strong mid-range character with access to great neutral tools and a variety of pressure resets to ensure that once she gets in, she stays in. One of her weaknesses is that she doesn't have much in the way of mix, so you are going to have to rely on neutral, enforcing strike-throw, and threatening guard break to get your hits in. So, let's start by breaking down each of these topics.

Neutral

5A/2A – Two of Inquisitor's best neutral tools are her lights. 5A in particular has great range and paired with her fast speed means she can cover a lot of space very quickly. With 10 frames of startup and being +0 on block, this can be used to chase down opponents, stuff their approaches and keep them locked down in the corner. Her 2A is her fastest attack at 7 frames which is tied for the slowest abare, but it has one of the best ranges for 2a's and it hits low, so it is a great tool to have. As with all lows, use this sparingly on oki as you will be susceptible to backdash conversion.

6SS – This is one of the best neutral skips in the game and is incredibly versatile. The burst of speed can catch a lot of opponents off guard and can be used to punish unsafe options from across the screen. To make the most of 6SS you want to ensure that you have white life by ISing on block, then your 6SS becomes a get in for free card with conversion, or you can even just 6S cv to sneak in a quick grab. It also happens to be a great combo starter for damage so do not be afraid to fish with this move as the reward is very high.

jM – jM is one of the best buttons in the game. It just does so many different things: you can use it to low crush, you can use it off backdash conversion, you can use it to punish grab attempts, react to opponents jumping, punishing rolls, or just covering a ton of space. It's -1 on block so it's safe and in the new GBP2 you can cancel it into 4S or 6S. So why would we press any other button? Well for one it costs 70 mana so it's not

cheap to throw out randomly. It's also reactable so while at the lower levels of game play this move may dominate neutral, at a higher level your opponent can shut it out with DP or a well-timed roll. Still, you'll be landing a lot of stray hits off this so make sure that you have your jM optimals ready to go.

5M – 5M is going to be one of your safest pressure reset tools and can be used to bait DPs and control space. In some matchups this is especially powerful in neutral and can be used to keep your opponents from approaching almost entirely. You will most often be using this after 5S(2) for a safe pressure reset, or off of 6S when baiting reactions. Be wary however, as some characters can directly punish you with full screen / projectile immune options (Crusader, Ghostblade, Spectre, etc...)

In general, how you play neutral is largely going to be matchup dependent. Sometimes you will want to bully your opponent by keeping them out with 5M and 5A. In other matchups you'll need to play patiently and wait for opportunities to get in either by rolling or punishing with a 6SS cv. In most matchups we'll be looking to low crush and punish jumps with jM. This is all going to depend on the tools we're fighting against but luckily Inquisitor has answers to most situations. The character matchup chapter is currently a work in progress and will be updated periodically.

Enforcing Strike-Throw

Strike-Throw as a strategy in DNF Duel is not particularly effective, given that there is very little advantage off throw and the fact that you are also giving your opponent white life. Mid screen throws are especially bad as they give your opponents the opportunity to gap close and start pressuring you almost for free. Despite this we need to impose some kind of threat in order to keep our opponent from holding down back until we run out of gas. One way to do this is through the guard gauge, but there are a number of factors which make this difficult; we'll get to those later. So, throws in this game are high risk, low reward, but we can use them sparingly and in certain situations to mitigate risk. My preferred spots to go for throw are in

the corner only, they are off safe jump oki, and after plus frames like 5aa. Doing an empty safe jump throw in the corner is strong because our opponents are not typically going to be mashing here, and we can still get a meaty 5A after the throw. Low/mid health characters can also be killed off 2 light starters + throw, so landing a throw can make a huge difference in a match. The round structure of “winning a hit in neutral with full corner carry > landing a throw > pressuring until you get another stray hit and win” is a consistent way of ending a round in 3 interactions.

Threatening Guard Break (and actually doing it)

As I mentioned before, threatening the opponents guard gauge is one way that we are going to keep them from blocking until we run out of mana. Inquisitor does have access to guard break strings, but they are mostly weak to guard cancel and require substantial mana to initiate. Prior to the IS mechanic being added to the game, a guard break with the standard setup was guaranteed with 150 mana and uninteractable if your opponent had less than 30ish mana when it starts (dependent on [mana regen values](#)). Now that we have IS these numbers become much looser, but I still use these as a general guideline as to when I can actually start threatening guard break. I still like the old wheel setup of looping **4m > jS > 5A, 2S**, but we also have new options for more burst guard damage with **6M(3) > j2S > jM > 6S > 6M**. Some benefits to the wheel strings are that ISing is going to open the opponent up to throws, and it will cost a massive chunk of white life, to the point where you could be looking at a one touch game. It is also much easier to bait guard cancels. Here are some examples of how to set up wheel oki.

Midscreen - **2A > 5S(1) > 6SS > jc j2S > 4S > 6S > 5B > 2S ~ 4M** (you can run up and catch them with 5A if they backroll).

Corner - End any combo with **6M(3) > jc jS > 4M**

We don't necessarily have to be going for the guard break, however, as we can just use the threat of it to bait out opponents' responses when they begin to feel the pressure. Before we get to any actual guard break thresholds, we should be re-applying pressure with carefully placed frame

traps and RPS situations. Here's a few simple routes:

5A > 5B > 5S(2) > – This the basic block string, from here we have a number of options:

6S > 6M – This is your frame trap. 6M is our biggest starter so it's going to hurt a lot if your opponent is mashing. This option is not safe midscreen as it can be back-rolled and punished. With proper timing in the corner, it will beat roll. With no follow up you are -3 but left at good spacing to control with 5A. **Counterplay:** DP the gap, roll midscreen, IS 6M(2/3) for more advantage.

6S > 6M > jc > jX – You can continue pressure by jump canceling at any point of 6M, however this is very reactable with DP. Against some DPs you can use j2S to stall in the air long enough to beat them as RPS. **Counterplay:** IS the last hit or two of 6M to keep them close, DP or delay DP.

6S > 6M > jc. 5M – Using TK 5m off of 6M(3) is a way to bail out of 6M with less commitment, at the cost of 90 mana. **Counterplay:** character specific, typically will involve ISing 6M(2/3).

5M – This is mostly used to reset pressure, you probably won't bait anything with it but you get to run back in and restart your block string. You can also use this to get a much safer wheel off by doing 6S > 4M after if you want to go for guard break. Can lose to character specific interactions such as ghostblade, crusader, spectre, ect... **Counterplay:** character specific.

4M - Throwing out wheel is always unsafe but it can be used when your opponent's mental stack is high. This is a high risk high reward option since you can bait guard cancel or reset block strings with extra guard damage. **Counterplay:** Micro dash or IS + roll.

6S > 5M – This is how you are going to bait DP. **Counterplay:** IS/spacing dependent – roll will leave you plus.

4S > 6S > 5M – an alternative to direct 5M, I feel like this is weaker because counterplay is more reactable, but you can omit the 5M if you see they are rolling it on reaction. **Counterplay:** Roll the 4S.

6S – Empty 6S is -3 but you can bait DP with it if you are willing to possibly give up your turn. Conditioning them to mash on this is a good way to land a 6M starter. **Counterplay: Mash, grab.**

Don't forget that you have good normal frame data so make use of your +1 on block 5aa and +0 on block 5b to keep the pressure going. Taking note of how your opponents react to your pressure and punishing those options is how you will pull ahead. For this reason, understanding Inquisitor's pressure sequences and their respective counterplay is crucial to implementing her game plan.

Chapter Two: Resource Management

One of the most unique and interesting aspects of DNF Duel is its resource system mechanics. I don't want to cover the basics of mana and awakening in this guide because this is already well documented in the [Wiki](#), but I do want to go over some theory on how to best utilize these mechanics in your gameplay. As we did before, let's break down these topics individually.

Awakening

Awakening Effect: Securise Maleficarum

Awakening Effect: activates when entering Awakening mode at 30% HP or less.

- Can inflict Essence status on the opponent even on guard.
- The duration of Essence is extended.
- Damage inflicted by Incinerate status is increased.
- Untechable time on Incinerate status is increased.

Awakening Effect: Coldhearted Inquisitor

Awakening Effect: activates when entering Awakening mode at 50% HP or less.

- MP recovery after using an MP move begins instantly upon MP Skill activation.
 - This completely overrides the reduction from using motion inputs (e.g. 214M instead of 4M), giving zero penalty for using faster, easier inputs.
- Movement Speed is increased.
- Takes less Guard damage.

Image from Dustloop

The general consensus is that clear cube is the “better” of our choices for our Awakening effect for the following reasons:

- Increased mana regen is very useful for us given that we have such high mana costs and that our mana translates very efficiently into more damage.
- Movement speed is a huge buff since we are already wanting to play off of her fast movement and this gives us access to even better space coverage. The range on dash jM is also just crazy with this buff.
- Inquisitor's low HP means that it's going to be harder to activate gold cube. Increased health pools this patch along with IS make this a bit more manageable, but character damage is so high that I think gold cube is still going to be very inconsistent.
- Lastly, having access to the 150 damage AS is a big plus for Inquisitor because her base damage is so high already, we don't really need the additional gold cube damage, since we can 2 touch almost any character with clear AS.

Gold cube is still certainly viable, and if you like the idea of having huge comeback potential and MAXIMUM DAMAGE, then this is the pick for you. Maybe you even want to pick your cube dependent on matchups, this may be the best way to go. But I believe that the consistency that you're giving up in gold cube is generally not worth the damage.

Now we can talk about Awakening denial. Sadly, this is not *as* relevant since the inception of the IS mechanic, however, I think that it is something that should still be considered important. Awakening denial simply means that we are ending our combos just short of the awakening threshold, typically this means using fewer 6M loops, or going for more mana efficient routes. You'll have to get the feel for how much damage your combos will do and just keep in mind that incinerate damage from activating oil does not give white life so be careful not to accidentally break the threshold. The main reason Inquisitor wants to do this is that our base damage is so high, that we will usually be ending the round in one more interaction anyway. It does not matter so much that they can IS our next block string and gap close > CV to grant themselves awakening, we want to be pressuring them so that they don't get the chance. Besides, if we know what the opponent wants to do, we can preempt it and punish them. This is especially

important with gold cubes that grant DP cancel, being able to get one more safe jump in without having to worry about this can be very relevant.

Denying clear cube is much harder, however, there are still some circumstances where I think that it's beneficial. One great perk of Inquisitor's high consistent damage is that it allows us to think of rounds in terms of "number of interactions" left. Here's two cases as an example:

If I have about 60% life left (using clear cube), I hit my opponent and have the option to put them just over awakening or deny their clear cube. I would consider the following, how many interactions would I have to lose to lose the round, and how many interactions would I have to win to win the round.

Since I'm not in awakening, let's say I would need to get two hits in on my opponent to kill either way, just as an example of a higher health character. And let's say that my opponent's damage on average would take 2 hits to finish me off as well. If granting them awakening would mean that they instead would only need to land one hit to kill – I would try to deny that awakening.

If I have about 40% life left instead. Depending on how short I leave them from awakening I may be able to end the round in one hit with my AS, but I might come up short. In this case they will kill me next hit regardless of if they have their AS, so I am much more inclined to go for the extra damage.

There are many factors to consider in these kinds of scenarios, but I just wanted to put this out there to show a perspective that some might not be considering. One last thought on this, putting your opponents in range of throw killing them should usually be prioritized, because forcing a situation where they have to react in some manner is very powerful.

Managing Your Mana

Inquisitor is fortunate in that most of her BnB's can be done with 100 mana, however, in some matchups we will need to be especially careful about how deep and when we go into exhaustion. Two prime examples are

Ranger and Kunoichi. Against any character with guard break routes, we need to be wary of being put in a position where we don't have the mana to guard cancel and are about to be guard broken. In Kunoichi's case, it's more so that one touch will lead to setplay and having to block multiple uninteractable mixups back-to-back. Unfortunately, Inquisitor does need to use a lot of mana to maximize her damage but again if we think about the game in terms of "number of interactions" we can mitigate the risk of these scenarios occurring. [If for example, you can not kill with this hit, but the next hit will kill regardless of what combo you choose, save yourself the mana and avoid the risk of guard breaks.](#) You can also consider using the safejump with a gapless block string to help recover some of that mana as well. Here's a few BnB options off **5A > 5S(1) > 6SS** starters below.

Starter > [j2S > 4S > 6S > 6M(1)] x3 > j2S > 4S > 6S > 2M

-478 Damage, puts you in exhaustion

Starter > j2S > 4S > 6S > 6M(1) > j2S > 4S > 6S > 6M(3) > j2S 4S > 6S > 2M

-423 Damage, 25 mana remaining

Starter > [j2S > 4S > 6S > 6M(1)] x2 j2S 4S 6S 6M(3) > j2S > 6S

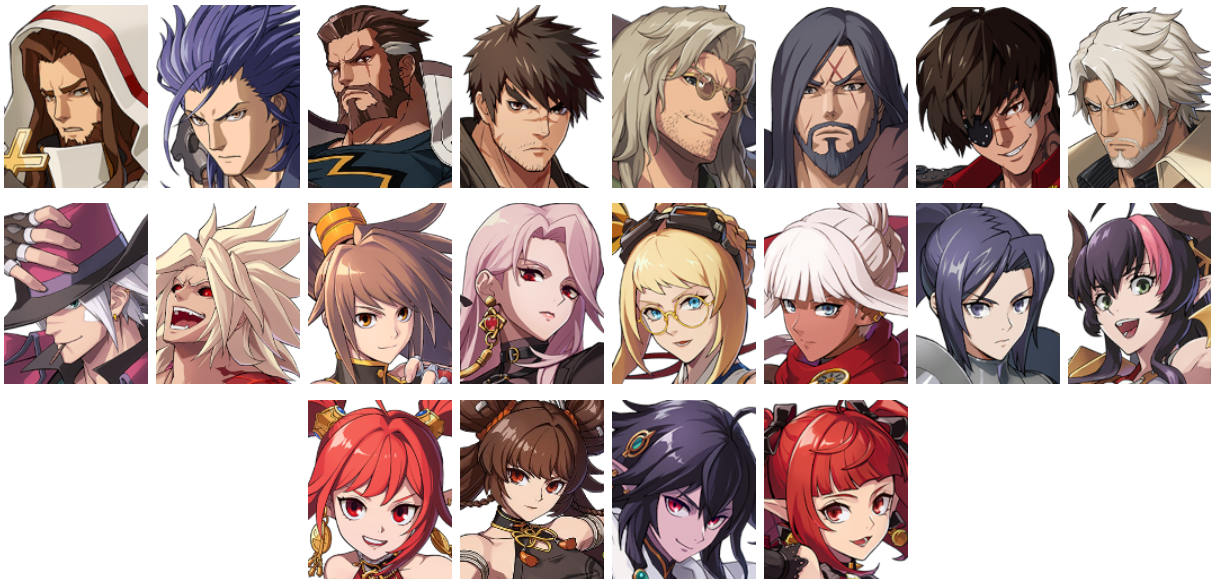
-394 damage, 50 mana remaining

Another aspect of managing your mana is knowing exactly if you will have enough mana to continue combo routes, or whether you should cut them off early for better oki. Most often this comes up when doing 6M loops and whether or not you can end in 2M. I look at the mana that I have just before I activate 6M as reference. [Another 6M loop or a 2M ender is available with 30 mana \(20 in clear cube\) or you can let 6M\(3\) rock and get an oiled 2M with 20 mana \(any mana in clear cube\).](#) If I have less than that, I'll usually let 6M(3) hit and do **j2S 6S** safe jump as an ender. Since AS has been changed to OTG this patch, this is less relevant but if you need to squeeze out the extra damage, [jM OTG will hit with 65 \(45 in clear cube\) mana left at the time of 2M landing.](#) Remember to test these numbers and practice yourself since our frames of reference might not match up exactly.

Chapter Three: Character Matchups

Preface:

I anticipate that this is going to be the most amount of work for this guide so I just want to say that it is going to be a work in progress for a while, and I'll be updating characters as I go. There's no real order this is going to be in, I'll probably work on characters after having played long sets against them so the interactions are fresh in my mind. This will also be the section that I'll need feedback on the most, because there's just no way that I'll know every aspect of the matchup, so if there's anything you'd add or change please let me know!



Key:

Difficulty: - In general how difficult is the matchup to play. Higher difficulty might involve more knowledge checks and faster reactions; it does not necessarily reflect the character matchup.

Favor: - My overall opinion of how we fare in the matchup.

 - Disadvantage

 - Slight Disadvantage

 - Even

 - Slight Advantage

 - Advantage

Vanguard

Difficulty: 

Favor: 

Neutral - This matchup is going to be played from full screen a lot of the time. We obviously cannot contest Vanguard's range, but there's really no reason that we need to be eager to run at him. If you are dash blocking and weaving in and out of his 5S / 6S range there's not much threat of getting hit. What I like to do is play around that range, and try to bait a response to approaching. His moves have a lot of recovery so we'll be looking for opportunities to roll through or bait them into 5M. Take advantage of his pokes by ISing and using 6SS cv to get in. One thing to note is that his 5M~6M was buffed so that he can now dash cancel it, giving him opportunities to combo of max range hits that he couldn't get before,

however, it is very slow to start up and weak to roll, you should be looking to roll on reaction every time against it. Playing patiently will reward you in this matchup, do not rush, you have plenty of time to look for opportunities to get in and preempt their moves.

Offense - Once you get a hit in, Vanguard's defense isn't particularly scary. **The main thing to remember is to keep your gaps tight, behead has 7 frame startup so don't let him get it out.** This means no wheel! 4S can also be countered by his 2B which should trade but he can OTG after and combo off it so omit this from your block strings. His DP has the notoriously bad hitbox so after a throw in the corner you can 5A/2A meaty and his DP will whiff. Be careful with this though because he does have a jM which is a really good low crush.

Defense - If this character does get you in the corner, it can feel pretty tough to get out. You have to be very careful about when to go for guard cancels since he can cancel into behead on reaction. I typically only go for it once he's committed to an M move, a 5M follow up, or at the beginning of his blockstring if I want to gamble. You will likely have to IS at some point to keep your guard gauge healthy but again if you stay patient and look for opportunities to contest when he tries to reset pressure, you will survive.

Key Interactions:

- Against TK jM - IS jM(1) > DP to punish
- If you are caught by behead, you can cancel a normal into DP just before the behead hits and your DP will land. Too early and he'll armor it. They can cv react to your MP flash and punish, but that's tough to do. Might just save your life someday.
- They will often use jS to stall in the air and bait DPs, make sure that you are waiting until they are on top of you before you DP, otherwise you can roll it if you see it coming, it's fairly punishable.

- Disable your jump button. Vanguard will swat you out of the air with 5B, else you'll be landing on a counterhit behead. This goes against every Inquisitor's natural instinct, but do not try to jM (unless he's also in the air).

Swift Master

Difficulty: 

Favor: 

Neutral - Overall this is a good matchup for us, we have the tools to respond to our opponents powerful normals, and our high damage is going to be especially painful for this low life character. That said, Swift can be very frustrating to play against, if your reactions are not on point you may just get run over. Swift Master has a few moves that are going to dictate the pace of neutral. **The range and startup of 5B is not something that we can directly contest so we'll need to rely on 5M to catch their approach, or lock them down so we can get in (note that Swift's M moves will cancel out our active flame carpet).** Swift's 6M, the orb, is hard to get around, once it's out they are usually going to be trying to punish us with its activation, and we should be avoiding it by rolling if possible. You can run up and contest them or just hang back and play patiently, the 6M activation is 10 frames so it's not really reactable. It's a lot of playing chicken and RPS, but don't feel like you need to take unnecessary risk here. **A big thing to look out for in neutral will be his TAP. This is completely reactable and you should be rolling it every time for a punish.** Lastly, his jM is not something that we can not really deal with, I just try to avoid getting sucked in by his 4S and letting him waste the mana. There's a lot to be looking out for which is why I say this is a frustrating matchup but once we get in it gets a lot better.

Offense - The big thing to note here is that Swift's normals are really good at catching us trying to reset pressure. 5A is particularly far reaching and fast at 7 frames so when using 6S > 5M be careful not to dash too far in,

especially if he has clear cube since he can chase you down easily. 5B can check you going for 4M as well unless it's spaced near maximum. Otherwise, you can run your standard block pressure sequences here and you have the benefit of being able to two touch sometimes.

Defense - There's a few holes in Swift's block strings that we need to keep in mind. Most of his mana moves will be gapped so using IS on his normals to keep him in range and DPing on reaction to MP flash will be very strong. There is a lot of pushback on 5S still though so just be mindful of the spacing. The only way he can keep his blockstrings true is with 2S which is easy to spot. His 6S tornados are gapped if not done close as well, you can roll and punish these. Also his 4S has no hitstun so you can mash on reaction or throw if you're close enough. Pretty much anything he does you can answer, but as mentioned your reactions need to be on point. Lastly he is weak to guard cancel in most places besides his 6M dashes.

Key Interactions:

- Roll and punish the TAP and 6S.
- It's best not to challenge in the air unless you are preempting them, jM is just okay in the matchup. They can hide behind their jM pretty well and we risk eating a jTAP and absurd damage.
- Remember that 4S has no hitstun, we can mash here if you have the reactions.
- Wind beats fire - Swift can negate our 5M with his mana moves.
- Avoid being caught in his 6M orb if you can, back roll and covering your retreat with 5M can be effective.

Crusader

Difficulty: 

Favor: 

Neutral - Crusader has not seen a lot of activity since GBP but he did get some interesting changes this patch so you might see him around more

often. This can be a tricky matchup to play in neutral depending on your opponents playstyle. His buttons are slow and heavy so you want to be sure that you're the one pressing the pace. Given room, he can take control with 6M's +12 on block wall and put you on the defensive. When they do have space they are likely to try to zone you with kara jM or 5S/j5S. These can all be rolled, but the increased size on jMs can be risky if not done with the right spacing. I prefer to wait for 5S or 6M since these are a bit more reactable at 20 and 22 frames startup respectively. He can now also 5AA off whiff 5A which has a good bit more reach but it's pretty easy to punish if he whiffs on both parts. Very important to note that your 6S low profiles his 6S projectile. You can punish him in reaction to throwing this out from most places on screen.

Offense - The biggest upside in this matchup is that we can really abuse Crusader's poor defensive options. Given that his DP is armored instead of invuln, and that it is weak to lows and throws, he doesn't have many ways to interact with us on oki. Wall is also not able to punish our 5M anymore but we need to be careful of the spacing because they have options like 5M or jM if we are close enough. **Emit all 4S and 4M from your strings as this is easy 5M fodder.** If they are abusing IS too much I will tk multiple 6Ms on their guard and eat as much white life as possible. With his massive health pool and defense bonuses we need to take it anywhere we can. **Keep gaps small since his counter is 3 frames, however, he will still get clipped by 6S 6M and if we space far enough out we can jump cancel 6M(1) in reaction to his DP and get a full jS punish.**

Defense - Denying gold cube is your primary objective in this matchup. Apocalypse, while nerfed, is not something that we want to be dealing with. Since the Spectre patch, it will not persist any longer if Crusader is hit, even when the disco ball is active. This makes guard cancel viable, but be careful not to be baited into it. We'll still have to hold safe jump / throw mix so just be aware of that. Other than that his stagger pressure isn't too bad, just remember to be looking out for punish opportunities against 5S and 6S. Also his jB has enough hitstun to be plus even when hit going up the jump animation.

Key Interactions:

- They shouldn't be hitting raw 5M but if they do, IS to punish with 5A.
- Remember that his 5S and 2S can now be canceled into parry on whiff so make sure you are punishing with lows, otherwise he gets a decent combo off his parry.
- Similar to Vanguard's behead, we can cancel normals into DP on reaction to Crusader's DP. The timing is tight, it must come out right before his DP hits but even in grace, Crusader cannot cancel his DP to respond (reminder that he can cancel his DP into 4M on block or hit while in grace).
- Crusader's 6S can be low-profiled and fully punished with our 6SS. Likewise, his 6S will not hit us crouching so we can stuff his approaches with 2A / 2B.

Launcher

Difficulty: 

Favor: 

Neutral - I will not sugar coat it, this matchup is awful. If there was any character to pick up a counterpick secondary for, this would be it. That said, I want to cover her in as much detail as I can so we have every tool available to us when fighting her. Neutral is the one area that feels somewhat close. jM is a solid tool at countering her 2A, and if spaced correctly, her 5A on whiff. The 5A has a low hitbox so we want to hit it before the 5AA, which has a higher hitbox when it comes out. 6SS can also be good at preempting her projectiles, especially 6M's longer startup. You will have white life almost always so make use of the CV. It's important that we be pushing forward against her as much as possible. Once she gets the space to put projectiles on the screen we're going to be on the back foot. If you are at full screen and she starts throwing out 6M / 5S, you can back roll these just before they hit you and they will fizzle. She can still just run up and start pressure but at least you won't have taken the guard damage /

white life. Double rolling sometimes isn't bad to just try and throw them off their rhythm.

Offense - Launcher can punish our 5M with her jS so we can't use this in blockstrings except from max distance. Jump cancelling from 6M is also not safe so our options to end blockstrings are very limited. Stagger pressure is preferred here, we can at least use our plus frames to keep them on guard while trying to bait out a response. Since many launchers like to mash jM on airborne recovery, it's good to know the ways to punish around the nuke, typically using oil DP invul or jumping over it. Below is a 2 touch sequence for punishing air tech jM (fully technical inputs are required if at 100 mana):

5A > 5S(1) > 6SS > [j2S > 4S > 6S > 6M(1)] x3 > j2S > 4S > 6S > 2M

4S > 6S > (air tech) > 5B > 2S > jc jS > jM > 4S > 6SS > jc j2S > 4S > 6S > 6M(3) > j2S > 4S > 6S > 2M > j2S > 6SS

Defense - It's best to be proactive on defense against launcher because once she gets you well spaced in the corner, you're pretty much at her mercy until she runs out of mana. Look to IS early in block strings to keep her within GC range, and to be able to react with DP to gapped strings. Keep an eye out for her 6S as you can 6SS in reaction to punish. Many times we'll have to roll or 6S into her pressure just to start an RPS situation after her 4MS for example, but it's better to start RPS than wait to get guard broken.

Key Interactions:

- Winning neutral is key, keep the pressure on and don't give her space to set up shop.
- Look for jM to punish 2A and spaced 5A pokes.
- Make use of 6SS to punish slow startup moves like 6M and low profile 6S in neutral. Use IS to make sure that you always have CV available to jump in when needed.
- Consider picking up Monk.

Striker

Difficulty: 

Favor: 

Neutral - Fighting striker is an exercise in restraint. Her main gimmick is that she can whiff cancel all normals into MS moves, and in gold cube, MS moves can whiff cancel into themselves. This affects how we have to play the matchup at all times and is the big reason why she's such a threat. I like to play this matchup as lame as possible, relying heavily on 4S and 5M, dashing in and out, being sure to stay out of range of her 6S >5M approach. They have a difficult time getting around our projectiles at max range and will often get impatient, trying to jump over our projectiles or DPing in our block strings. Use 5A to stuff their approach until they start using 2B in response. When they jump, nothing can contest our jM in the air. Their DP can be canceled into 5M on block but not on whiff outside of awakening so I look to bait these out with rolls and that dash in and out, max) super lame, play style.

Offense - The biggest adjustment we have to make, in pretty much any matchup in my opinion, is playing around strikers safe on block DP reversal. With our safe jump we can buffer a backroll during the falling jB that will hit if they block but will roll if they dp. The timing for this is very tight so be sure to lab it out. Easier options include ending combos with:

oil 2M >j2S > 6SS > (air tech) > 7jc. jS (6SS does not hit on max hitstun combos i.e. 3x 6M loops off 2A).

6M(3) > j2S > 6S > 7 jB (will bait DP, 5S will get hit).

Defense - Given that Striker is the game's only rebeat character, contesting their block stings might not feel natural at first. The key thing to note is that they will be looking to reset pressure by ending strings with low recovery whiff moves like 5A / 2A. Our goal is to interrupt their resets with our long range tools like 5A/2A. Be ready to DP their gapped pressure resets like 4M, or their dive kicks (unless they are done very low to the ground).

Key Interactions:

- Adjust your combo enders to account for Strikers safe DP wakeup. Mix up your options so they don't get comfortable with their response.
- Do not test their reactions with 4M, she has one of the easiest and most punishing responses.
- Her 2B will go under your 5A, as well as jS on her wakeup. Take note when they do this and punish with 2A / jM.

Ranger

Difficulty: 

Favor: 

Neutral - Ranger has been a consistently top tier character in the game for some time now, and while IS has alleviated some pain in regards to his guard break, we are still vulnerable due to our poor GC range. This is a matchup that requires a lot of knowledge and practice, but I think that Inq has one of the best matchups into Ranger out of all the cast. We have very punishing options against his 5A and 2A poke with 6SS going under and jM lowcrushing respectively. When taking poke from long range be sure that

you are always with some life by ISing, that will give you opportunities to approach with a safe 6SS. Just be weary of getting caught with his 4M when approaching or rolling his poke. We can react to a lot of his midscreen pressure as well. Backrolling against his flip 6M is an easy punish, and if you are late to the backroll and they try to 6M > jM you on block, it is very hard to consistently make that gapless, so you can mash forward roll and punish with jM while they are in the air.

Offense - We can run pretty standard offense against Ranger, he doesn't have any notable punishes on any of our typical blockstrings. His DP is not great against aerial approaches, especially if you bait it out with j2S. One thing to note is that he can snipe you with his awakening skill from full screen if you are doing unsafe moves like 5M so be mindful when you put him in awakening. Most of what will affect this matchup is going to be how you respond on defense.

Defense - There's a lot to know here, I'll try to share as much as I know but Rangers is a character that you have to lab, and get a lot of practice against. The key thing we want to avoid is getting put into the corner with grenade oki and being put into a guard break situation. Since our GC range is short, if it gets to that be sure to IS his 4S to keep him in range so that you can GC the 4M. Practice timing the GC so that you have invuln when the grenade goes off. When he's doing the setup, we have a few options as well, and they depend mostly on the route he's going and his height when throwing out grenade:

- High grenade - Cannot DP, but it means his blockstring after will be gapped
- Mid grenade - Can sometimes be DP'd. You can also backdash on wakeup which will put you aerial and cause an instant tech. From here you can instant jM to beat out 2A/2B. Example: [Here](#)
- Low grenade - Can DP the falling jB

Key Interactions:

- React to gapped strings such as 2B > Slide with DP, 6M with back roll, and 6M > jM with forward roll jM
- IS to have CV for catching 5A pokes with 6SS. 2A can be low crushed by jM.
- Practice responses to 5M grenade setup in the corner, mix up your options so they don't get comfortable.
- Be wary of Rangers AS from full screen. 5M is not safe when it's available.

Frequently Asked Questions

“Which cube should I use?”

I recommend clear cube to start. There's no additional combos to learn, and the passives are very strong. For more detail check out the awakening section in [chapter 2](#).

“Why are my 6M loops dropping?”

Most likely you are not canceling into 6M or 2M fast enough. The timing gets very tight at the end if you are doing all three loops. Make sure that you are buffering the M moves out of the 6S dash to come out as soon as possible. If you are still having problems, you can post a video in the redditcord and we'd be happy to take a look.

“How do I do the technical input on 6M loops?”

These can be difficult to figure out because if you try to input 6S > 236S, you're going to get a DP instead. The trick is to quickly input a half circle forward just before you can cancel out of 4S. It will look like the image below. I'll try to upload a demo soon™.



“Who should I watch to learn?”

In the current patch I would check out Axe-Chan, Monikat, Pellizcapitos, and myself. You can search matches by player in the replay theater, link in the resources section.

“Do you have a tier list or matchup chart?”

Not yet. I think that the patch is still too new to say. Inq is still very strong but I feel like she may be getting power crept since there were not many impactful changes for her this patch. She’s probably been pushed just outside of top 5 but is certainly still competitively viable.

🎯 Quick Start Guide 🎯

For those who just want to jump in and start playing Inquisitor, I’ll outline a few key points here. Be sure to check out the [FAQ](#) as well for some general tips.

BnBs:

5A starters can net you 3 loops of oiled 6Ms given that you only hit with one additional hit in between the 5A and 6SS. For Example 5A > 5B > 6SS will land three loops while 5AA > 5B > 6SS will drop on the 3rd loop.

5A > 5S(1) > 6SS > [j2S > 4S > 6S > 6M(1)] x3 > j2S > 4S > 6S > 2M

-478 Damage, puts you in exhaustion

Example : [5A Starter into safe jump](#)

5A > 5S(1) > 6SS > j2S > 4S > 6S > 6M(1) > j2S > 4S > 6S > 6M(3) > j2S
4S > 6S > 2M

-423 Damage, 25 mana remaining

6M is our hardest hitting starter and corner DP punish. You can do a 6M > jS > 6SS and go for three loops for a simple punish if you have the mana or you can do a higher damage, trickier route below.

6M > jS > 2S > 4S > 6S > 6M(1) > jS > 5B > [4S > 6S > 6M(1)] x2 > j2S > 4S > 6S > 2M

Example : [6M frame trap starter \(less mana ender\)](#)

Check the [Helpful Resources](#) section for a link to Monikat's combo guide for the rest of your starters.

Block Strings:

Block Strings are a crucial part of Inquisitor's game plan and you should be looking for pressure resets and frame traps as much as possible. Follow [this link](#) for a detailed look at your block string options and counterplay.