MIAN (XIV)

=Normals=

'''Standing'''

* st. A = Forward jab. Plus on block and hit. Potentially can anti air hops but unreliable. Not cancelable.

* st. B = Upwards angled kick. Fantastic at anti-airing hops, though a little slow. Slightly negative on hit and block, but nothing to be concerned about. Not cancelable.

* st. C = Far reaching palm strike. A fantastic poke and whiff punish move. Can be canceled into supers. Negative on hit and block.

* st. D = Jumping kick. This is an unusual normal that almost acts like a command normal. Start-up is slow but active for very long and range is quite long. This move is also always positive on hit and only negative by a few frames on block, and both of those values can be made more positive by spacing the move properly. If properly spaced, this move can even link into normals like st. A and cl. C after. This normal can also be used to avoid low normals and fireballs.

'''Close'''

* cl. A = Forward jab. Cancels and is neutral on hit and slightly negative on block. Chains into cr. A. Chains from cr. A and cr. B.

* cl. B = Shin kick. Hits low and is a good hit-confirm at closer ranges. Chains from cr. A.

* cl. C = Mid chop. Cancelable, making this your standard heavy combo starter. Fairly fast; can link from a properly spaced st. D. Negative on block.

* cl. D = Upside down kick. Despite it's animation, this move is not an overhead. Much slower than cl. C, but allows for maximum damage punishes. Positive on hit, allowing you to link into st. A afterwards, but that isn't recommended. Slightly negative on block.

'''Crouching'''

* cr. A = Low jab. Main's main pressure tool, as it can be chained into itself and into other light normals. Positive on block and hit, and cancelable.

* cr. B = Low kick. Must be crouch blocked, so this is Mian's standard opener. Can be chained only into A normals, but then can be chained back into cr. B (ex. cr. B xx cr. A xx cr. B). Positive on both hit and block.

* cr. C = Uppercut. Makes for an effective anti-air, but it's speed and forward movement makes it better for anti-airing full jumps rather than hops. Cancelable. Negative on hit and block, but the pushback makes it difficult, though still possible, to punish.

* cr. D = Mian's sweep. Fairly fast and can combo from wallsplats such as her CD, even from full screen. Cancelable and negative on block, but the pushback makes it difficult to punish.

'''Jumping'''

* j. A = Low angled jab. Active for awhile. Not too useful but maybe good to mix up your air approach.

* j. B = High angled kick. Great for air-to-air, and active a considerable amount of time.

* j. C = Low angled palm. Go to jump in.

* j. D = Drop kick. Great air poke, and serves as a good jump in as well. Start-up is relatively long however.

'''Blowback'''

* st. CD = Twin palm strike. Range is similar to st. C.

* j. CD = Very low angled twin palm strike. Fantastic jump in.

=Throws=

'''Houyokutan''' - (b/f+C Close)
* Throws them fullscreen for a soft knockdown.

'''Houbien''' - (b/f+D Close)
* Throws them fullscreen for a hard knockdown.

=Command Moves=

'''Ouka-Shu (raw)''' - (f+B)
* Forward kick. Activated raw this move will cause crumple. This is reaches further than all of Mian's normals except for st. D, making it a, while slow, effective and rewarding poke. Negative on block.

'''Ouka-Shu (canceled)''' - (f+B)
* If canceled into, acts as a regular combo extender. Only combos from heavy normals. Recovery is much longer than when activated raw, making this unsafe on block.

=Special Moves=

'''Karin''' - (qcf + A/C)

* '''A version''' - Mian performs 4 spinning punches. Moves Mian forward and combos from lights. Also combos easily into supers, and will be your main move for doing so. Even on hit and usually will require meter to punish. Interestingly enough, IF this hits an airborne opponent low enough in the corner, Mian can juggle afterwards. This is fairly impractical, however.

* '''C version''' - Mian performs a move similar to the A version, then ends in an uppercut. Only combos from heavy normals or f+B and makes for a decent combo ender. Unsafe.

* '''EX version''' - Extended variant of C version. Travels very far and allows for juggles afterwards. Keep in mind that the long duration of the move will consume a large amount of MAX mode time.

'''Bienkyu''' - (qcb or qcf + B/D, air ok)

* '''B version''' - Jumps at an 80 degree angle forwards or backwards.

* '''D version''' - Jumps at a 45 degree angle further than B version either forwards or backwards.

* '''EX version''' - Animation is similar to D version, with added start-up invulnerability.

* Mian's unique command jump. After jumping into the air, Mian can follow-up with four different dive kicks, or another jump if done from the ground. If a dive kick connects, Mian can cancel the kick into two more Bienkyus. If the dive kick is blocked, Mian can only cancel the kick into one Bienkyu. If utilized wisely, Mian can be very mobile and annoying with this move, but due to the usually low frame advantage of the dive kicks and Mian's extended hurtbox during them, this move can be exploited if an over-reliance is built around them.

All kicks do the same damage and stun, and juggle on airborne hit. EX kicks do an extra 30 dmg and juggle on airborne or grounded hit.

* **'A'** = Retreating divekick. Best used to retreat or bait opponent into trying to anti-air a non-existent dive kick. Also good for cross-ups, though usually negative if done so.

* **'B'** = Straight downward divekick. The speed of this divekick makes Mian land faster than in her other divekicks, making this divekick much less negative than the others. Can make for fairly ambiguous cross-ups.

* **'C'** = 45 degree angled divekick. Positive if aimed at opponent's feet, negative otherwise. Good balance between safety and utility.

* **'D'** = Shallow angled divekick. Travels very far and active for fairly long due to her low falling speed, but can be very unsafe especially if blocked standing, though better if aimed towards the feet. Since this move is very active, it can be timed to hit meaty, allowing for large amounts of frame advantage on hit and block. This is especially easy to do after landing a normal on an airborne opponent and canceling that into a Bienkyu. If done in the corner, this move will convert into the B divekick.

'Hiyoushou' - (qcb + A/C)

* Floating palm strike. Wallsplats on hit, similar to a CD. Goes over lows and low projectiles. Cannot combo from normals, except for CD in the corner. Both versions of these moves are excellent to use in neutral, but their long start-up makes them easy to exploit if overused. You can extend the range by whiff cancelling from CD. Always will combo into Climax.

* **'A version'** - Faster of the two versions, but also recovers slower, making it more difficult to convert after, as well as being slightly negative on block.

* **'C version'** - Slower but recovers faster than the A version. Neutral on block. Much easier to combo after.

* **'EX version'** - Counter-wires on hit instead of wallsplats. Much faster, but the range is much shorter than the regular versions, limiting its usefulness. This version does have start-up invulnerability however, making it useful as a reversal.

'Rasen' - (dp + B/D)

* **'B version'** - Mian slides forward, then does a spin kick. Combos from lights. Range makes it difficult to utilize.

* '''D version''' - Mian slides further and kicks higher. In almost every way, more useful than the B version, and will be your primary meterless combo ender. The first hit juggles and is cancelable into supers, which makes it useful for juggle combos or converting after raw f+B anywhere and wallsplats in the corner.

* '''EX version''' - Faster than regular versions and allows for juggles after. Also has start-up invulnerability making for a good reversal.

=Super Special Moves=

'''Rangurenbu''' - (qcf, hcb + P)

* '''A/C version''' - Single strike that goes into a ranbu on hit. No invincibility and little range so not very useful in neutral, but very easy to combo into. Ideal for Advanced and Climax Cancels. No difference between A and C versions

* '''EX''' - Faster and more damaging. Should be Climax Canceled before final hit.

'''Hiren Enbu''' - (qcfx2 K)

* '''B/D version''' - Spinning uppercut. Invulnerable start-up but loses it before the active frames. A solid reversal for Mian, but due to the the forward distance traveled and the lack of consistent invulnerability, it can be difficult to use as an anti-air. Does less damage than Rangurenbu so not ideal for combos.

* '''EX''' - Mian does two uppercuts. Faster than the regular version but still lacks enough invulnerability to make for a reliable anti-air. A/C Rangurenbu into EX Hiren Enbu will be your go-to Advanced Cancel.

=Climax Super Special Moves=

'''Zesshou Shisen Enbu''' - (hcbx2 AC)

* Mian dashes across the screen, performing a cinematic combo on hit. This Climax moves very far and has invulnerable start-up, but not as she is dashing across the screen, making this difficult to anti-air with. This move can also easily combo from wallsplats, such as her CD or qcb + P.

=Combos=

==0 meter==

* cr. B, cr. A, cr. B, dp+D = (170/170 DMG)

(a low hit confirm into a soft knockdown)

* (j.C/D) cl. C, f+B, dp+D = (204/210 DMG)
(Either start this combo from a jump-in, or use cl. C, f+B as a punish)

* f+B, dp+D = (161/160 DMG)

* qcb+C > run > cr. D = (166/130 DMG)

'''Corner Only'''

* st. CD, dp+K = (165/180 DMG)

* st. CD, qcb+C, dp+D = (236/240 DMG)

==1 meter==

* cr. B, cr. A, cr. B, qcf A, qcf~hcb P = (269/170)

* cl. C, f. B, qcf A, qcf~hcb P = (312/210)

* cr. B, cr. A, cr. B, BD, cl. C, f. B, qcf AC, dp BD, cl. C = (277/290) (cl. C, f. B start = (329/330)

'''Corner Only'''

* CD, qcb C, dp D, qcf~hcb P = (327/200)

* cl. C, f. B, BD, CD, qcb C, qcf BD - B, dp BD, cl. C = (368/360)

==2 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

==3 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

==4 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

5 meters

* (place combo here) = (place damage amount here)
(place combo description here)

Misc