

Emilie “Lili” Rochefort

Introduction



A Monegasque high school student, Lili uses her self-taught street fighting style with gymnastic and ballet elements. She is known for her huge sidestep, evasiveness, punishment, long range, and a wide array of knockdown moves. Her movelist is straightforward and she is easy to pick up for beginners. A Lili player should have good fundamentals and match up knowledge to get the most out of her playstyle.

Pros:

- great range on her moves
- built in evasion
- good block and whiff punishment
- atleast top 3 sidestep in the game
- many knockdown moves and a good wall game
- flexible juggles
- good okizeme

Cons:

- pretty linear moves, especially linear mids
- slow, sluggish movelist, including counterhit launchers on the slower side
- somewhat unsafe
- somewhat inconsistent hitboxes

About This Guide

This guide is here for all the Lili players out there, beginner or advanced. It will be constantly updated with every patch whenever she gets new changes.

If you are unfamiliar with frame data, check out [this youtube video](#)

Tekken notations are explained [here](#)

This guide is written by LooneyLili, with Kane's help. Find us on our social media:

<https://www.twitch.tv/looneylili>

<https://twitter.com/hellomrbrahms>

www.youtube.com/looneylili

<https://www.youtube.com/user/HelloMrBrahms>

https://twitter.com/lili_looney

https://www.twitch.tv/kane_tk

Punishment

Standing

i10 = **2,4** - a knock down with great damage. It lacks range, so it might not reach some moves. In that case, **1,2** is an option

i12 = **f2,3** - one of the best 12f punishers with massive range, great damage, wall splats very far. At further range, it will not wallsplat. If you go even further, it will wallsplat again with a flop animation where the opponent's feet are upwards - here you can connect a RA, a ws1,2, 1+2, or a simple d/f3+4,3+4. For balcony breaks, you can also use qcf1,2 or 3,1. In the open, you can run up and hit your opponent with a d3. It will hit more often than not

Use **1+2** instead, if you need a mid as a 12f punisher. Free ff4 afterwards, if the opponent does not roll back.

i14 = if you need a 14f mid for punishing moves with a finicky hurtbox use **f1+2**

i15 = **u/f3** is her hopkick with good range, **3,1** is a wall bounce with great range. Used for punishing moves with pushback as well

i16 = **d/f2** - has more range than her hopkick

i17 = **d3+4** - used for extremely punishable moves, **f4** - punishing moves with pushback that 3,1 cannot reach

Crouching

i10 = **d/b1** - a standard duckjab

i11 = **ws4** - a knock down move, you can connect a d4 as an inconsistent mini combo in the open. At the wall, you can follow up with d/b1 into FC d/f1 for a combo but it is a bit inconsistent - it doesn't work on some smaller characters. The most consistent wall combo is ws4 W! d4, where a FC d/f+3 slide is safe on block if the opponent tech rolls (credit to Ice Beam)

i13 = **ws1,2** - you can occasionally finish the string with ws1,2,4. If the low hits, Lili gets a free follow up, like a ff4. The whole string is guaranteed on back turned opponents. The first 2 hits +8 on hit.

i14 = **FC d/f1** - wallsplats

i15 = **u/f3**

i16 = **ws2/ ws3** - ws2 is preferred due to better range and more consistent juggles with more damage

Whiff Punishers

u/f3 and d/f2 fast launchers with good range

3,1 convenient and easy to punish with due to the range and low hitbox, wall bounces

f2,3 quick at i12 and has awesome range, with an advantageous okizeme position

qcf1,2 is another whiff punisher with great range

2,4 and 1,2 are her quickest whiff punishers

ws2 good speed and huge range

Breakdown On a Few Key Moves

Rage Art (3+4) - slow, launch punishable but has a great range and has low evasion. It can punish projectiles from 2D characters easily. It is used in juggles

Rage Drive (d/f2+3) - 22 frames, a slow, mid, homing launcher +9 on block. It is not used as a juggle extender

ff2 - one of her 2 power crushes. This one is a slow mid launcher that is -17 on block

d1+2 - a slightly faster power crush, -13 on block. It wall splats and it gives Lili a free d3 if the opponent is hit near a wall, but not near enough to be wallsplat.

qcf3+4 - i14, +6 on block, +17k on hit, homing, jailing double high string. On hit, a d4 followup can be blocked but cannot be low parried, therefore you will only eat a small block punisher at most. A df3 followup cannot be interrupted nor stepped, and it is a CH launching mid that is +3 on block

f3 - i20 fast mid homing knee attack, CH launches, -3 on block so she can move around pretty easily when it is blocked

d/f3 - i20 linear CH launcher with good range. +3 on block and +8 on hit

f+4 - i17 KND mid -9 on block, CH launches. Tracks a bit at tip range and tracks well after bigger frame advantage (i.e. after 1,2 and ws1,2 on hit). Guaranteed ff4 if the opponent does not backroll

ff+3 - i23, Her only useful safe mid launcher. It is -12 on block on its own, but becomes safe with a dew glide cancel (see chapter about dew glide cancels). Has to be used with caution as it is a slow aerial move, Lili can be jabbed out of the air easily, also extremely linear. Sometimes can be mixed up with ff+4 as the animation is somewhat similar and they have the same speed

d+3 - i19 low poke, -12 on block, +1 on hit and +5 on CH. Great range and tracking - tracks to her left and to her right as well after frame advantage. Main ground hitting tool

ff4 - i23, -12 on block, her main power low. Can enter back turn stance with **ff4~b**, this makes the low track but also becomes launch punishable. On CH, **BT 1,4** is guaranteed

SI Moves: 2,4 d2,2,3 qcf 3+4 d/b3 f3 d1,2,4 BT2 BT 1,4

d/f3+4 and d/f3+4,3+4

D/f3+4 is an i24 mid launcher that ends in BT stance and is confusing for new players because of the situation it forces on both players.

First of all it evades lows but at later frames of the animation. Sometimes it evades highs, somewhere at the start of the animation or at the end of it. It can also be floated mid air for a juggle, just like any other airborne move in the game.

According to frame data it is safe on block, but because Lili ends in BT stance, it takes time for her to turn around and block again. By holding d/b after a blocked d/f 3+4, Lili avoids high jabs but a duck jab is a guaranteed punish on her as long as the Lili player holds b or d/b to try blocking.

The duck jab punisher is not fully guaranteed, as Lili can jump over it with BT 3+4, 2, or with the extension, d/f3+4, 3+4. Both of these low evading options, however, are extremely unsafe. The opponent can sidewalk them easily without Lili having scary options to discourage them from sidewalking. They are also punishable on block, or the opponent can float them in the air for a juggle with a quick mid or high poke.

Moreover, the pushback on d/f3+4 on block may vary, so sometimes the opponent cannot reach Lili with the duck jab punisher. it is -4 when close, but can be +1 at tip range.

Pokes

1 - the basic 10f jab is +1 on block and +8 on hit. It is great for starting an offense or interrupting opponents as it is very hard to whiff punish

1,2 -1 on block and +8 on hit, a generic Tekken string. On hit, an u/b1 is a CH launcher follow up that cannot be interrupted, ducked nor sidestepped. Df3 is also a good choice, as it is +3 on block, CH launcher

d/f1 - mid poke with great frames but a short-ish range. 13f fast, -1 on block and +7 on hit. On the other hand, it is absolutely linear.

d3 - her main low poke, 19f fast, +1 on hit, -12 on block. Has big range and good tracking, but tracks way more to her left. +5 on CH

d4 - a generic tool, -2 on hit and -13 on block. It is used because of its speed (i12) and high evasion

f1+2 - i14 mid, -6 on block +3 on hit. Good range but linear. Guaranteed ss3 or ff4 on CH

b1~f - i17 mid, +1 on block. This dew glide version of b1 has better frames than b1 on its own. You can cancel dew glide by pressing up during the animation - this will make Lili sidestep. Then you can press back to block, or follow up your pressure. **B1,4** is a mid mid natural string, -11 on block. Wall splats far and for good damage

d/f+4 - i15 knee, tracks to her right. The extension (**d/f+4,4**) is NCC - you can CH confirm it - the screen shakes when the first hit is a CH and then the extension is natural even on full delay

BT d+4 - i12 low with high evasion, -11 on block, +3 on hit

D1,2 - natural on hit low high string, can be used to break down defensive players but at a risk of getting launch punished once they start blocking the low and punishing the high.

BT 2 - i14 mid, -5 on block. KND on hit, CH launches and tracks to her right.

Back turn Stance

uses

Lili's BT stance (entered manually by b3+4) has various niche uses.

It is used to access a couple of pokes and launchers for additional pressure with moves such as her i13 BT 1+2 launcher, her BT 2 CH launcher, BT d4 low poke or her BT sweep, d3+4.

Additionally, it is used for okizeme and especially for combo adjustment - a manual b3+4, df2~b, b2,1~b and ws2~b are wall carry options so Lili could finish a wall combo with her most damaging BT 4, 3+4 wall combo ender.

BT moves

BT 1+2 - i13 linear mid launcher, -10 on block. It forces crouch on block so most opponents only get a duck jab punish.

BT 2 - i14 mid, -5 on block. KND on hit, CH launches and tracks to her right.

BT d+4 - i12 low with high evasion, -11 on block, +3 on hit

BT d3+4 - i22, -26 on block, homing low. Gives a mini combo with a BT d3,4 follow up

BT d3,4 - low, mid, NCC string, i17,-13 on block. Wall splats. **BT d+3** is -17 on block, neutral on hit, about +3 and forces crouch on CH. Might as well finish to string to avoid being launched for the low

BT 3+4, 2 - i29, mid mid string, -11 on block. NC on hit and the second hit CH launches. Mainly used for jumping over duck jabs from the opponent. enters jump state at frame 6 and can be used to avoid certain BT string setups

BT 1,4 - i8 double high string, used as a tailspin in combos or as a follow up after CH ff4~b

Dew Glide

transitions

Lili has a dew glideslide animation which gives her access to dew glide attacks. The notations for manual dew glide are d,df,f - we are sliding our finger on the pad from d to f, it is a quarter circle motion, therefore we use qcf as notations for dew glide moves.

We can transition to dew glide from several moves by holding forward: b1~f b2,1~f 3,2~f ff3~f b+3 or BT b+3~f b+4~f or BT b+4~f u+3~f u+3,3~f

The moves that transition to dew glide have better frames on hit and block than without transitioning to dew glide.

moves

qcf3+4 - i14, +6 on block, +17k on hit, homing, jailing double high string. On hit, a d4 followup can be blocked but cannot be low parried, therefore you will only eat a small block punisher at most. A df3 followup cannot be interrupted nor stepped, and it is a CH launching mid that is +3 on block

qcf1,2 - i17 mid, mid NC KND string with evasive properties. The first hit is -12 on block, the second hit is -14 on block, is delayable and CH launches. You can enter BT stance with **qcf1,2~b** for shenanigans but this is launch punishable

qcf2,1 - i16 mid mid NC KND homing string, -13 on block. The first hit is -9 on block, second hit is delayable

qcf4 - same move as her ws4

qcf3 - same move as her ws3

dew glide to FC and dew glide cancel

It is possible to enter Full Crouch from Dew Glide, with a different input: d, hold d/f. Lili slides into Full Crouch. From here, we can perform WS moves, or FC moves such as FC d/f+1 or FC d/f+3. This technique is mainly used after S! for a WS2 wall carry. This version of dew glide also has more built in evasion.

We can cancel Dew Glide by pressing U during the dew glide animation - this makes Lili sidestep, then we can quickly hold B to block again or we can continue our offense or move around. Dew Glide Cancels are used in advanced combos.

Combos

Important Notes

the combos listed are recommended staple combos. Full Lili combo spreadsheet from FacksMasheen is here: [📄 S4 Lili Combo Guide](#) (perpetual WIP)

you can substitute the ff3~f~1,2 and dash b1~f~1,2 enders with a dash d/f3+4, 3+4 for an easier ender or with ff3, 3+4 (pretty consistent but can whiff sometimes) for the same amount of damage, or in combos with 5 hits excluding the launcher - dash b2,1~f~1,2 for more damage post S! dash d/f3+4, BT 1,4 - this works best with combos with 5 hits excluding the launcher, with all screws. It is possible to connect even with 6 hits excluding the launcher but the timing is strict.

You can substitute a 1 jab in most combos with a 2 jab for 1 more dmg but less off axis consistency

easy combo that works after launchers that launch the opponent upwards from any angle, even on BT opponents:

launch, d/f+2 1 d2,2,3 S! dash d/f3+4 3+4

launch, d/f+2 1 d2,2,3 S! dash d/f3+4 BT 1,4

other common combo routes:

launch, d/f+2, d/f+1, 1, d2,2,3 S! ff3~f~1,2

launch, d/f+2 f2,3 d/f3+4 BT1,4 S! ff3~f~1,2

Normal hit launchers

Rage Drive:

dash f2,3 d2,2,3 S! ff3~f~1,2 78 dmg

dash u3,3~f~u 2 d2,2,3 S! ff3~f~1,2 86 dmg

d/f+2

f2,3 (1),2 d2,2,3 S! ff3~f~1,2 66 dmg, credit to Kane

d/f+2, d/f+1 1 d2,2,3 S! ff3~f~1,2 63dmg

d/f+2 f2,3 d/f3+4 BT 1,4 S! ff3~f~1,2 67 dmg

u/f+3

d/f+2, d/f+1 1 d2,2,3 S! ff3~f~1,2 60 dmg

d/f+2 f2,3 d/f3+4 BT 1,4 S! ff3~f~1,2 64 smg

d/f+2 d/f+2 d/f+2 d2,2,3 S! ff3~f~1,2 66 dmg, bear specific combo, credits to Kane

d/f3+4

BTd4 WS2 1 d2,2,3 S! dash b1~f~1,2 60 dmg

BT 1,4 S! dash u3,3~f~u b1~f~u b1~f~1,2 61 dmg

d/b+4

f2,3 d/f3+4, BT 1,4 S! ff3~f~1,2 71 dmg

f2,3 d2,2,3 S! ff3~f~1,2 68 dmg

d3+4

U/Fn4 f2,3 d/f3+4 BT 1,4 S! ff3~f~1,2 80 dmg

U/Fn4 d/f+2 1 d2,2,3 S! dash b1~f~1,2 78 dmg

U/Fn4 d/f+2 b2,1~f~3+4 S! ff3~~f1,2 78 dmg

U/Fn4 f2,3 d/f3+4 BT 2 S! ff3~f~1,2 77 dmg

ws2

U/Fn4 b1~f~u 1 d2,2,3 S! ff3~f~1,2 72 dmg

u3,3~f~u 1 d2,2,3 S! ff3 ~f~1,2 72 dmg

d/f+2 f2,3 d/f3+4 BT 2 S! ff3 ~f~1,2 68 dmg

d/f+2 d/f+2 1 d2,2,3 S! dash d/f 3+4 3+4 57 dmg - in the back or side

d/f+2 d/f+2 1 d2,2,3 S! dash d/f 3+4 BT 1,4 58 dmg - in the back or side

ff+3~f ss

f2,3 d2,2,3 S! ff3 ~f~1,2 63 dmg

b1~f ss 2 d2,2,3 s! b2,1~f1,2 63 dmg

ws3

3,2 1 d2,2,3 S! ff3 ~f~1,2 62 dmg

f2,3 dash 3,2~f~3+4 S! ff3 ~f~1,2 65 dmg

f2,3 ff3~f~3+4 S! ff3 ~f~1,2 65 dmg

BT 1+2

d/b1 ws2 1 d2,2,3 S! ff3~f~1,2 66 dmg

ff4/ ss3/ any ground hitting move - at max range, a d/b1 does not connect

d/f4,4 - hits Bears + Jack, Gigas at the wall

3,2 1 d2,2,3 S! ff3~f~1,2 - 67 dmg, Bears combo

4,1, d223, s! b21~f1,2 - Fahk and situationally Miguel and Draganov

BT d3+4

d3,4 48 dmg

d3+4~f ff4 is for Gigas

d3+4~f d/f4,4 - for Bears

u3+4

d,d/f,n,ws2 d1,2,4 S! f3+4 60dmg + guaranteed d+3

f2,3 ff3~f~3+4 S! deep dash d/f3+4 BT 1+2 70 dmg

3,2~f~3+4 S! f3+4 54 dmg + guaranteed d+3

you can dash in before the f3+4s for 2 more dmg

(f+3+4)~3

f2,3 d2,2,3 S! ff3~f~1,2 68 dmg

d/f3+4 3+4 last hit only

BTd4 WS2 1 d2,2,3 S! dash b1~f~1,2 66 dmg

ff2

d124,s! dash u3,3~f~u b1~f~1,2 65 dmg

d1,2,4 S! 3,2~f~1,2 57 dmg

ss3

f3+4 41 dmg + d3 or 3 as an okizeme mix up

dash 1+2 40 dmg consistent

f4

f3

ws4

d4 - small mini combo that works point blank on most characters and at the wall on every character

LOW PARRY

f3 S! dash u3,3~f~u b1~f~u b1~f~u b1~f~1,2 59 dmg
d/f+2 f2,3 d/f3+4 BT 1,4 S! ff3~f~1,2 51 dmg
d/f+2 d/f+1 1 d2,2,3 S! ff3~f~1,2 47 dmg
f2,3 d2,2,3 S! ff3~f~1,2 48 dmg

BLOCKED SLIDE PUNISH

ws2, 1, d2,2,3 S! ff3~f~1,2 44 dmg
FC d/f+1 f2,3 ff3~f~3+4 S! ff3~f~1,2 56 dmg
FC d/f+1 d1,2,4 S! ff3~f~1,2 46 dmg

Counter Hit launchers

CH d/f+3

f2,3 d2,2,3 S! ff3~f~1,2 75 dmg
4,1 d2,2,3 S! b1~f~1,2 71 dmg, On Chloe

CH d/b+3

dash d/f2 4 3,2 3,2,3 66 dmg
(f2),3 3,2 3,2~f~1,2 68 dmg
dash u3,3~f~u b1~f~u b1~f~u b2,1~f~1,2 82 dmg
d,d/f,d/f+1 f2,3 ff3~f~u b2,1~f~1,2 82 dmg

CH BT2 and CH BT (3+4), 2

dash d/f2 4 3,2 3,2,3 66 dmg 56 dmg
dash f2,3 d2,2 (wait so you do not get a d2,2,3) 3,2,3 58 dmg

CH f+3

dash u3,3~f~u b1~f~u b2,1~f~1,2 79 dmg
dash d/f2 4 3,2~f~1,2 66 dmg
(f2),3 3,2 3,2~f~1,2 69 dmg

CH f+4

d/f3+4 BT 1,2 d2,2,3 S! ff3~f~1,2 73 dmg
ws2 4 3,2~f~3+4 S! ff3~f~1,2 73 dmg

CH qcf(1),2

ws2 1 d2,2,3 S! ff3~f~1,2 68 dmg

CH d/b3+4

ws2, d1,2,4 S! f3+4 56dmg + guaranteed d3
ff4/ any ground hitting move - at tip range

CH ws(1,2),4

f2,3 d2,2,3 S! ff3~f~1,2 72 dmg
d/f+2 f2,3 d/f3+4 BT 1,4 S! ff3~f~1,2 75 dmg

CH u+4

u/f3+4 d/f+1 1 d2,2,3 S! dash b~f~1,2 64 dmg
f+3 S! dash u3,3~f~u b1~f~u b2,1~f~1,2 76 dmg
f2,3 (1),2 d2,2,3 S! ff3~f~1,2 68 dmg
d/f+2 f2,3 d/f3+4 BT 1,4 S! ff3~f~1,2 69 dmg

CH qcf+3_/CH FC d/f+3

d1,2,4 S! dash u3,3~f~u b1~f~1,2 67 dmg
d1,2,4 S! b2,1~f~1,2 59 dmg

CH ss1+2

ws2, d1,2,4 S! dash f3+4 59 dmg + guaranteed d+3

CH ff4 ~b

BT 1,4 - 56 dmg

CH FC d/f+1

f3+4 41 dmg + d3 or 3 as an okizeme mix up
dash 1+2 - consistent
f4
f3

Low getup kick - CH FUFT/ FUFA 3

ws2 2 d2,2,3 S! ff3~f~1,2 57 dmg 2 jab more consistent here

Backturn Opponent Combos and guaranteed hits

d/f+2 d/f+2 d1,2,4 S! dash f3+4 50 dmg + guaranteed d+3
the f3+4 is inconsistent if you are not directly at their back, in this case, you can omit the dash to make only the second hit of f3+4 hit but still get the same oki. Another variation of this combo is using 2,4 S! but for less damage. After the f3+4 ender on BT opponents, a d3 is guaranteed and a f3+4 will relaunch some options like backwards wake up

d/f+2 d/f+2 1 d2,2,3 S! dash d/f3+4 BT 1+2 57 dmg

1,2 1+2 is guaranteed on BT opponents. Can squish in another 1,2 but the opponent can duck that

b2,1~b BT 1+2 ff+4 71 dmg in total

ws1,2,4 - whole string guaranteed on BT opponents. Gives a guaranteed ground hit on hit.

u/f3+4 3+4 into a juggle is guaranteed on BT opponents

Wall Bounce Combos

the following damage values apply to combos starting with 3,1 as a wall bounce but the routes work from u/f+4,3 as well

3,1 into...

d/f+2~b BT 4,3+4 71 dmg works when close to the wall

b2,1~b BT 4,3+4 72 dmg works about 2 to 3 steps further from the wall than the d/f2 version

b1,4 ws1,2 1+2 72 dmg easy, works everywhere but up close

d2,2,3 S! ws1,2 1+2 - 74 dmg - works at range and at range off axis

f2,3 d/f2~b BT 4,3+4 78 dmg works far away from the wall

2,4 S! ws1,2 1+2 68 dmg - easy, can change ws 1,2 1+2 to b3+4, BT 4,3+4 when atleast at medium range from the wall for more damage. Dash forward a bit before hitting 2,4 S! if you wall bounced from max range

Wall Combos

Tested these with f2,3 which contributes with 32 dmg to the overall combo dmg values

after wall splat or wall carry

ws1,2 1+2 61 dmg standard wall combo, does not work on Eliza

f3+4,3,4 56 dmg does a bit more dmg in longer combos, consistent on Eliza

ws1,2,4 58 dmg delay the 4 for max damage

BT 4,3+4 64 dmg max damage wall ender

4,1,1+2 57 dmg easy option

4,1,f+4 55 dmg easy option

1,2,f+4 52 dmg easy option

after a direct wall splat

ss/ backdash d/f+2~b BT 4,3+4 70 dmg

ws+4 and BT 1+2 at the wall

d/b+1 FC d/f+1

d/b+1 d+4 - consistent

u3+4 at the wall

standing 4, ws1,2 1+2 64 dmg

there are other wallsplat options here like 1+2 or 2,4 S! but standing 4 seems to be most consistent

Forgotten realm combos

f3+4 F! d/f+2 2 d2,2,3 S! ff3~f~1,2 49 dmg
f3+4 F! f2,3 d/f3+4 BT 2 S! ff3~f~1,2 47 dmg
d/f3+4 3+4 F! ~f 3,2~3+4 S! ff3~f~1,2 46 dmg
ss3 f3+4 F! d/f+2 2 d2,2,3 S! ff3~f~1,2 67 dmg
1+3 throw F! d1,2,4 S! dash f3+4 56 dmg + guaranteed d+3

forgotten realm wall combos

d/f3+4 3+4 F! bt4,3+4 67 dmg can backdash/ss d/f2~b rewallsplat after a direct wallsplat, d/f 3+4 3+4 can whiff at an angle after a direct wall splat

qcf2,1 F! (hold d/b during F! for FC), ws4, b3+4, b4,3+4 - 70 dmg a bit inconsistent, best used after a direct wallsplat, can be more inconsistent after a wall carry

Low Wallsplat Combos

low wallsplats happen mostly after q cf1,2 wall carry. Wait till the opponent drops nearly to the ground for 50% dmg scaling on these enders

- dash d3 - easy to connect 7 dmg at 50% scaling
- dash f4 11 dmg at 50% scaling
- dash d/f3+4 7 dmg at 50% scaling
- dash 3,2~f~ws3 13 dmg, here you cannot wait until they drop too low
- wr3 is sometimes possible for 15 dmg at 50% scaling

Combos ending in rage art

options after x number of hits, excluding launcher

6 hits to S! dash, standing 4 RA - shallow dash before the 4 or the RA will whiff.
dash d/f+2 or dash ws2 RA works on bears

5 hits to S! dash, standing 4 RA - same as above
ff3~f~u 1,2 RA - deep ff3, can just do a 1 jab for more consistency

4 hits to S! ff3~f~u 1,2 RA - same as above
dash f2,3 RA - drops on Bears

3 hits so S! (mainly d1,2,4 S!) dash u3,3~f~u 1,2 RA
dash d/f+2, 1,2 RA

2 hits to S! dash u3,3~f~u f2,3 RA

Wall Carry Options

in order roughly from smallest carry to biggest carry

bigger dash = bigger wall carry

dash d/f3+4 W!

dash d/f+2~b W! - carries a bit higher than d/f 3+4

dash b2,1~b W!

dash d,d/f,n ws2~b W! - recommended after long combos,

dash d2,2,3 W! - recommended after short combos best dmg carry

dash 3,2,3 W! - recommended after short combos

dash f2,3 W!

dash b1,4 W! - recommended after long combos

dash d/f 3+4 BT 14 W! - recommended after 5 hits excluding launcher

dash qcf1,2 W! - best carry but splats low

Balcony Break Enders

slight backdash into **f3+4** - d+3 / standing 3 okizeme

dash d/f 3+4 3+4 / ff+3 ~f ~1,2 - work after shorter combos

1 jab/ standing 4 into RA

Tracking

Homing moves

qcf 3+4	Homing	+6 on block high, +17k on hit		best homing move
f+3	Homing	i20 mid, -3 on block	KND on hit, CH launches	best mid homing apart from rage drive
Rage Drive	Homing	i22, +9 on block, mid, high	NH launcher	2nd hit duckable only if the 1st hit whiffs
qcf+2,1	Homing	i16 double mid, 1st hit -9, 2nd hit -13	NC, KND	free ground hit near wall
d/b+3	Homing	i19, -9 on block, high	CH launcher, on hit: picks up for a	Goes under every high, free hits on hit: deep ff4 (whiffs at some angles),

			combo with d1,2 off axis to her left or with 3,2 for bears	qcf3 (CH launches get up kicks), d/f3+4 (dash in d/f3+4 will whiff against side roll right but launches get up kicks and holding back)
d/b+4	Homing	i30 low, -26 on block	NH launcher	good built in evasion, extremely seeable, bad range
ff1+2	Homing	i29, -9 on block mid 2 spins: +5 on block 3 spins: unblockable	KND on hit	too slow, use sparingly
BT d3+4	Homing	i22, KND low	mini combo with BT d3,4	built in evasion

Tracking moves

3	left	really good tracking, extensions sometimes whiff even though the 3 hit
u/f+3	left	tracks a bit to her right too after frame advantage
BT 2	right	covers the side pretty well
f2	right	really good tracking, extension sometimes whiff even though f2 hit
1+2	right	pretty weak tracking, good frame trap after d/f+3 on block and ff+4 on hit where it also catches opponents stepping to her right.
2,4	right	not practical - 2nd hit is duckable
f+4	both	slight tracking at tip range, good tracking both ways at +8
d/f+2	right	not very noticeable tracking, tracks a bit more the more frame advantage you have
b+1	right	very slight tracking

BT d+3	left	good tracking but bad frames for small reward
ws1,2	right	pretty good tracking
ws2	right	pretty good tracking
FC d/f+3	right	inconsistent tracking, sometimes it is linear
d+3	right	really good tracking, even to the left after frame advantage
ff+4~b	both	basically homing
ws3	both	slight tracking to both sides
d/f+4	right	decent tracking, even to the left after d/f+3 on block and ff+4 on hit
d2,2	right	alright tracking, similar to d/f+4
qcf1	right	very slight tracking
ws1	right	slight tracking

ws2	right	a bit to the left too but more to the right
FC d/f+1	left	very slight tracking, to the other side too, works for example after BT d+4 on hit

Movelist breakdown

This section features a breakdown of Lilis moves not mentioned in previous chapters. Moves that are completely useless/ not recommended to use over other ones are not listed

1,2,4 - KND mid extension, can be stepped and interrupted after jabs on block

1,2,3 - the low KND on CH for a guaranteed d+3, or oki with ff+4 and f+4. The low cannot be stepped nor interrupted so it is one way of catching opponents stepping after jabs on block. The "mix up" between the low and the mid can be fuzzy guarded.

2,3 - same properties as the previous low, except this string is NC

3,2,3 - a mid/high/high alternative to 3,1. All highs safe on block but duckable. The last hit is guaranteed if the 2 was a CH

3 - can be used as a bootleg keepout poke. Unsafe but punishers might whiff at max range

f3+4 - i18, -4 on block, gives oki on hit (i.e. d3, standing 3, f4, ff4). The airborne state makes it jump over lows but is also floatable for a combo mid animation. Floor breaks so then it basically turns into a safe on block mid launcher.

f3+4~3 - safe on block but interruptable. Launches on NH.

d+1 - i18 low, 0 on hit, -11 on block. Goes to FC if holding D and has some high evasion. Good for confusing characters with strong 12 ws punishers.

d2,2 - i16, NC and delayable. 2nd hit is a high but not duckable unless extended, it is also -11 on block. Decent as tracking pokes but the 2nd hit often whiffs off axis

d2,2,3 - safe but duckable high extension

d2,2,4 - KND mid extension but -17

d/b3+4 - i24 KND low, -18 on block, CH launches and high crushes. on NH, a FC d/f+1 hits most wake up options. Other oki options include ws2, FC d/f+3, FC 3, ws3. FC d/f+1 is guaranteed vs bears.

b2,1 - i13 high mid poke string, -4 on block, +7 on hit. Decent except the first hit has terrible range. can go to BT with holding B or dew glide with F

b2,1,1+2 -12 on block mid extension, all hits in the string can be delayed. Last hit natural if the 2nd hit is a CH

b1+2 - i23, -12 on block backswing blow. Does not evade much.

u3+4 - i36, -8 on block. Used as a tool vs various stances and as an oki tool at the wall (jumps over get up kicks, toe kicks and is safe on block but can be siderolled easily)

u/f+2 - i20 -10 on block evasive mid. Very useless as even a basic sidestep evades more, for less risk. Only use is if you are forced crouching and want to move to the direction your character cannot step to in FC

u/f+4,3 - i28 wall bounce, safe on block mid mid, jumps over some lows. Due to the slow speed and second hit being steppable, this move is not recommended as a WB over 3,1. second hit cannot be interrupted by jabs. first hit can transition into BT with ~B

u/f3+4 - i15 mid, -9 on block, +2 on hit. Low crush (therefore it can be floated in the air for a combo)

u/f3+4, 3 - high extension, -4 on block, +5 on hit NC, KND on CH

u/f3+4, 3+4 - NOT NC mid extension, used as a punisher on BT opponents

ff3, 3+4 - mid KND, -8 on block extension. NCC. Guaranteed ff4 afterwards

ff3+4 - i20 -6 on block KND mid. Terrible recovery on whiff

qcf1,2 - i17 mid mid KND string, evasive. 1st hit is -12 on block, 2nd hit is -14 on block. 2nd hit very delayable and CH launches

qcf1,2~b - BT cancel, launch punishable

FC d/f+3 - i23, frames depend on hit and block depend on range - anywhere from safe to -18 on block and -2 on hit to +7 on hit (safer and more + on hit at distance). CH launcher

ss+3 - -8 on block linear mid from SS, used primarily as ground hitting tool or a "safe launcher" on floor break stages.

Follow ups on hit: f3+4 hits at most ranges and gives good oki between d3 and standing 3, makes ss3 floor break. FC d/f+1 is reliable. Other options include f3, f4, 1+2, ff4, ss3, ff3+4

ss1+2 - -2 on block mid CH launcher with some evasion. The small range but great block frames make it a decent wallsplat tool at the wall.

u4 - i15, -13 on block CH launching hopkick. Bad range but the pushback on block makes it a bit tricky to punish

Season 4 Changes

Season 4.00 Balance Patch






































LILI changes

Damage = The amount of health taken away from the opponent when an attack hits.




















1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Changed the damage from 10 to 13.
	- Increased the lower range of the attack.
	- Changed the opponent's behavior when the move lands as a counter hit. *The frame advantage when the move lands as a counter hit changed from +1 frame to +5 frames.
	- Changed the damage from 20 to 25.
	- Changed the opponent's behavior when hit from the side.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	- Changed the frame advantage when blocked from -14 frames to -12 frames.
	- Fixed an issue in which the distance between the character and the opponent was unusually long when the move hit from the back.
Back towards enemy 	- Changed the frame advantage upon hit from +5 frames to +8 frames.
Back towards enemy 	- New move.
Back towards enemy 	4th hit - Changed the damage from 20 to 15.
Back towards enemy 	2nd hit - Decreased the distance between the character and the opponent when the move hits. - Increased the distance between the character and the opponent when the move lands as a counter hit.
Back towards enemy 	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
Back towards enemy 	- Changed the opponent's behavior when the move lands as a counter hit.
Back towards enemy 	- Fixed an issue in which the range of the attack after inputting "     " was not correct.
	- Changed the frame advantage when blocked from -12 frames to -10 frames.
	- Can now shift to back turned position after the move from "     ".
	- Fixed an issue in which inputting "     " shortened the duration of the attack's hitbox being active.
	- Increased the distance between the character and the opponent when the move hits the opponent while they're down.
	- Increased the distance between the character and the opponent when the move hits the opponent while they're down.
 Hold	- Changed the frame advantage when blocked from -19 frames to -17 frames.
	- Changed the frame advantage upon hit from -8 frames to -6 frames.
	- Changed the opponent's behavior when hit from the side.
While crouching 	- Changed the frame advantage when blocked from -9 frames to -6 frames.
	- Decreased the distance between the character and the opponent when the move hits.

Season 4.20 Balance Patch

Lili	During Rage 	<ul style="list-style-type: none"> -Bugs fixed After the 1st attack hit the opponent's back, the 2nd attack unnaturally missed the opponent. As such, changed the opponent's behavior upon the 1st hit.
		<ul style="list-style-type: none"> -Bugs fixed Unnaturally missed the opponent performing a move from a low posture. Expanded the attack hit range downward.
		<ul style="list-style-type: none"> -Bugs fixed The opponent was able to block some specific middle attacks when inputting "□" command while blocking. This is now fixed.
		<ul style="list-style-type: none"> -Bugs fixed Pushback increased to reduce the possibility of passing through when the move is used in a wall combo.
	Back towards enemy 	<ul style="list-style-type: none"> -Bugs fixed After the 1st attack hit the opponent in crouching position, the 2nd attack unnaturally missed the opponent. This is now fixed.
		<ul style="list-style-type: none"> -Bugs fixed The attack hit range of the 3rd attack was different from "□   ". This is now fixed.
		<ul style="list-style-type: none"> -Changed frame advantage when blocked from -6 frames to -3 frames. We reduced the frame disadvantage when blocked to enable her to dodge the opponent's move with sidestep even when blocked.
		<ul style="list-style-type: none"> - Changed the opponent's behavior on counter hit. In order to more easily suppress the opponent's attack at medium range, we made changes so she can try for an aerial combo upon counter hit.
		<ul style="list-style-type: none"> - Distance to the opponent on the 1st hit closer. - Crouching status of the 1st hit changed from 11-29 frames to 9-29 frames. - Now hits continuously. - Now more useful as a means to defeat the opponent's guard, it hits continuously and the start up time of the crouching status is faster. - After the 1st hit, the 2nd attack sometimes unnaturally missed the opponent. This is now fixed.
		<ul style="list-style-type: none"> - Damage changed from 14 to 16. - Since there was no crouching status, and the return was also low, the damage was increased.
		<ul style="list-style-type: none"> - We changed the frame advantage when blocked from -5 frames to -9 frames. - The opponent's behavior upon hit/counter hit is changed. - We increased the frame disadvantage when blocked. No longer able to perform an aerial combo upon counter hit, but now knocks the opponent down, making it a mid attack useful for mixups.
		<ul style="list-style-type: none"> - We changed the frame advantage when blocked from -9 frames to -4 frames. - Distance to the opponent now closer on hit . - We changed the frame advantage on hit from ±0 frames to +5 frames. - Frame disadvantage when blocked reduced to enable her to dodge the opponent's move with sidestep even when blocked. Situation upon hit now more advantageous so she can follow up with attacks more easily.
While crouching 		<ul style="list-style-type: none"> -Changed the opponent's behavior upon hit. In order to have more options with good returns from medium range, she can now go for an aerial combo upon hit.
		<ul style="list-style-type: none"> -Changed the opponent's behavior upon counter hit. -Now easier to suppress the opponent's action from crouch. Can now perform follow up attacks on hit.
	While crouching 	<ul style="list-style-type: none"> - Changed crouching status from 18-47 frames to 10-47 frames. - Since the move got easily interrupted by an opponent's high attack, crouching status now starts earlier.

Pressure Patterns

Since Lili's tracking many times depends on her frame advantage, this section focuses on a handful of popular pressure patterns from some of her important pressure tools. Please note that a gameplay full of patterns is never good because patterns are readable, therefore punishable. These patterns, however, severely limit her opponent's options and the risk/reward ratio is in Lili's favor. Most of these can still be beaten by power crushes and parries despite not being steppable/ interruptable by regular means. Do try to adapt your pressure and defense during matches as they evolve instead of sticking only to these patterns.

1,2 and ws1,2 on hit (+8F) :

f+4 - i17 safe KND mid, CH launches

d/f+3 also cannot be SS/SW, CH launcher and gives better frames on block than u/b+1 but can be interrupted by jab strings or magic 4s. I generally go for d/f+3 unless they start interrupting it, then i condition them with f+4

1,2 at +8, 10f highs cannot be crushed, not even by a duckjab and you basically reset the situation

d/f+3 on block (+3F)

1 is the safest option since it is hard to punish on whiff, can go for 1,2 as well

d4 - i12 low poke frame trap, catches SS/SW to both sides vs most chars

d/f+1 - i13 mid poke

f1+2 i14 and safe, good range, will interrupt most stuff at this speed and gives a free hit on CH that is why it is a popular followup

d/f+4 i15, safe, CH confirmable follow up, prevents SS/SW to her right and SS to her left and also interrupts most retaliation due to the speed

1+2 works as an i12 frame trap and prevents opponents from stepping to her right but is -12 on block. Generally resort to this option if I know they will mash or I take my chances at the wall

u/f+3 i15 hopkick and prevents SS/SW to her left

ff+4 on hit (+4F)

generally the same follow ups as after d/f+3 on block

d/f+4 catches SS/SW to both sides here

BT 1+2 frame traps as an -13 mid launcher but is steppable to both sides

BT 2 i14 safe CH mid that will counter most retaliation and catches SS/SW to her right

BT d4 i12 low poke for better frames and damage than neutral d4, also catches SS/SW to both sides

qcf 3+4 on block (+6f)

d/f+4 catches SS/SW to both sides vs most characters and works as a safe frame trap

u/f+3 works as a frame trapping launcher that catches SS/SW to her left, can catch SS to her right if qcf 3+4 was blocked at range 0. Use for big reward vs impatient players

qcf 3+4 on hit (+17k)

d/f+3 cannot be stepped nor interrupted, rage arts will not work, AFAIK power crushes will not work either

d+4 similar to above + this is a low option that cannot be low parried at such frame advantage, thus greatly reducing the risk of this move

W! F+4 Okizeme

- credits to Kane

Wall combos ending with f+4 instead of 1+2 give better oki since f4 recovers faster. The main oki choices that follow up are between f+4 and u3+4. Wall combos that give this oki are W! 4,1 W! f+4, W! 1,2 f+4 W! f3+4 (into f4 oki)

W! f3+4 - f+4 here hits every retaliation option + backwards wake up and tapping up, tech rollers are forced to block the f+4 and if staying grounded, the only real whiff punish option against f+4 is a get up kick

W! 4,1 f+4 / W! 1,2 f+4 - a F+4 here catches get up kicks, spring kicks, tech rollers, standing up and backwards are forced to block f+4. u 3+4 reliably catches toe kicks and hits grounded

W! BT 4 3+4 Okizeme

- credits to Kane

The last hit's dmg in the BT string can be reduced by mashing spring kick in between but this will break the floor on floor break stages.

BT d+4 - hits everything except staying grounded. Most times, if blocked, the opponent's ws4 punisher does not reach and you can whiff punish them with 3,1

BT 1+2 - a direct mid mix up to d+4, can be toekicked in between but will catch get up kicks and spring kicks

BT hold d/b then tap back - Lili recovers back to neutral and backdashes - used mostly for whiff punishing toe kicks, get up kicks and spring kicks (you can whiff punish spring kicks with d3+4 here for big damage)

BT d3,4 - rewallsplats toe kicks, get up kicks, spring kicks. Guaranteed on grounded opponents that do not tech roll after the first hit (BT d3)

Throw Okizeme

1+3 throw

u/f+3 - hits everything except backwards wake up and staying on the ground

3 - same as above + except sideroll left

d+3 - hits sideroll to both sides, can be blocked

d/f1+2 throw

u/f+3 - whiffs on sideroll, wake up backwards and sideroll, but launches tapping up

3,1 - the string hits wake up backwards, standing 3 whiffs on sideroll left and staying on the ground. Standing up by tapping up blocks 3,1

d+3 - hits sideroll to both sides, can be blocked

2+4 throw

u/f+3 - whiffs on sideroll, wake up backwards and sideroll, but launches tapping up

3 - hits sideroll right, tapping up, backwards wake up

d+3 - hits sideroll right, can be blocked

Players To Watch

Experienced tournament players:

Kane

Shine

LiliMan

Ali Qureshi

Ice Beam

Kalak

Special Thanks

Kane for being such a huge inspiration and help

LifeWillChange for letting me use their Xiaoyu guide as a reference for my Lili guide

