

Falke - The Guardian Hawk*collected by Bao Special (https://twitter.com/Bao_Special)*

Health: 950
Stun: 950
F.Dash: 20f
B.Dash: 25f

MOVE NAME	STARTUP	ON HIT	ON BLOCK	KD ADVANTAGE
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STANDING NORMALS

st.LP	4f	+3f	+2f	~
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(decent poke - long 4f for checking the opponent in neutral - true tick throw - useful for getting small -4f punishes - cancellable into fireballs, VS, or PP when close)

st.MP	6f	+8f	+3f	~
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(main combo starter - good frame-trap tool used after st.lk on block - huge pushback makes it difficult to pressure after - links into st.hp on CH)

st.HP	10f	+4	-3f	~
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(decent ranged poke - great punisher for moves out of range of cr.hp - good normal for shimmies - starts a combo when linked into st.lp or cr.lp, but only at point blank range - can be used to punish blocked DPs by linking into st.mp on CH)

st.LK	5f	+4f	+3f	~
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(good pressure and frame trap normal at +3f oB when followed by st.mp - good shimmy starter - medium range special cancellable poke)

st.MK	8f	+2f	-2f	~
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(non-confirmable medium range poke - decent when buffered into KK in footsies - good punisher that moves her forward so that short ranged enders like VS or PP don't whiff)

st.HK	12f	+4f/+26f	-3f	~
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(Spinning Crush Counter - whiffs on crouchers - good poke, especially against tall characters - faster startup/recovery and higher reward than f.HP - buffer into VT1/2 specials)

CROUCHING NORMALS

cr.LP	4f	+3f	+2f	~
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(slightly longer than cr.lp - true tick throw - cancellable into fireballs, VS, or PP when close)

cr.MP	10f	+2f	-4f	~
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(great poke from medium to far range - it becomes the opponent's turn on block - can link into CA on CH - buffer into VT1/2 specials)

cr.HP	8f	-2f	-6f	~
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(good high anti-air - most damaging normal punisher - lacks horizontal range on the ground - special cancellable)

cr.LK	4f	+3f	+2f	~
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(standard fast low starter - true tick throw)

cr.MK	6f	+2f	-2f	~
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(main low poke - can link into CA on CH - buffer into VT1/2 specials)

cr.HK	10f	KD/HKD	-12f	73/24/29
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(Hard KD Crush Counter - after CC can get a free df.HK OTG - hitting with an OTG df.HK causes them to recover with you at +11f frame advantage)

UNIQUE ATTACKS

f.HP	14f	0f/KD	-10f	94/35/40
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(Psycho Spitze aka "towards fierce" - Juggle Crush Counter - long CC poke normal that's good for stopping people from walking forward - fish for CC or normal hit buffered with VTC or VT1/2 specials - can be spaced relatively safe if blocked on the tip)

df.HK	15f	+6f	+2f	~
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(Blaukraehe aka "standing low" - hits low - high damage combo starter linking into st.mp - decent pressure starter at +2f oB - can OTG hit the opponent after CC cr.hk and some other knockdowns: PP/VS then dash df.HK anywhere / after KK in the corner)

(AIR) d.MK	~	~	~	~
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(Luftjagd aka "divekick" - can be used to fall straight down in the air after a forward, neutral or back jump - can use standard air normals on hit or block after bouncing back into the air - can combo into standard air normals after counter-hit/meaty hit setups - fall fast to bait anti-airs or jump over projectiles)

THROWS

LP+LK	5f	~	~	60/11/11
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(meaty f.HP or st.hk on Normal Recovery - meaty fireballs)

b.LP+LK	5f	~	~	68/19/19
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(meaty down fireball)

V-SYSTEM

MP+MK	14f	KD	-10	87/28/33
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(Psycho Trombe aka "v-skill" - absorbs single-hit non-EX projectiles - can be cancelled into from special cancellable normals - gives a small amount of V-Meter on hit/block, granting 1/3rd of a bar on hit or 1/6th of a bar on block - if the last hit builds VT, it can still be cancelled into VT1 to make VS safe on block - cancels into VT fireball specials in VT1 - reflects projectiles and cancels into other specials in VT2)

SPECIAL MOVES

Psycho Kugel

hold [P], release P	13f	+1f	-3f	~
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(store by holding down a punch button, release to fire - can only store and release one Kugel, Kanonen, or Feder projectile at a time - the 3-hit shotgun blast is good for clashing with single hit projectiles and breaking grappler armor)

Psycho Kanonen

hold [P], release d+P	22f	+4	-3f	~
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(store by holding down a punch button, release to fire - can only store and release one Kugel, Kanonen, or Feder projectile at a time - release late to low profile enemy fireballs and shoot at their feet - can link into st.lp or cr.lp for a combo up close)

Psycho Feder

hold [P], (AIR) release P	~	~	~	~
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(store by holding down a punch button, release to fire - can only store and release one Kugel, Kanonen, or Feder projectile at a time - can be shot while jumping forward, up, or back - becomes more advantageous on hit and block the farther and higher up you shoot from)

Psycho Schneide

PP	8f	KD	-17f	86/27/33
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(her best combo ender for damage and midscreen okizeme - decent anti-air - hitbox follows the line of the pole, making it good against high and far jumps, but bad against cross-ups even with cross-cut timing - has short range and whiffs in some combos)

PPP	12f	KD	-17f	77/18/23
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(invincible DP - slower than normal, but can anti-air deeper jump-ins - no follow-ups midscreen - same strengths and weaknesses as the normal version)

Katapult

KK	16f	KD	-10f	75/16/21
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(worse damage and okizeme than PP, but does more corner carry - longer reach to stop combo whiffs)

KKK	20f	KD	-10f	111/52/57
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(massive corner carry - combo filler that knocks up into the air for a juggle - can follow-up juggle with KK, PP, PPP, VS or a stored projectile shot)

Psycho Schrot

VT1 HP+HK	14f	KD	+4f	101/42/47
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(enhanced Psycho Kugel - initial blast knocks down when fired from close range - can be cancelled into from VS - recovery is cancellable into Psycho Panzer)

Psycho Panzer

VT1 d+HP+HK	20f	KD	-6f	96/37/42
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(enhanced Psycho Kanonen - great anti-fireball tool - grants a knockdown on hit - can be cancelled into from VS - recovery is cancellable into Psycho Schrot)

Psycho Jaeger

(AIR) VT1 HP+HK	~	~	~	~
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(enhanced Psycho Feder - bounces on the floor once before continuing back upwards at a 90 degree angle - can be cancelled into from jumping punch normals - can be spaced to be incredibly advantageous on hit/block)

Psycho Angriff

HP+HK	6f	KD	-42f	83/24/29
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(starts up automatically when Falke activates VT2 - can be cancelled into from any grounded normal or special move - cancellable into CA - has a fast startup and a long hitbox going all the way to the tip of the staff, making it useful for punishing at long range e.g. versus safely spaced blocked overheads)

Psycho Sturm

VT2 HP+HK	15f	KD	-11f	88/29/34
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(huge horizontal range - cancellable from all normals and specials - cancel into from KK in combos to increase damage and extend corner carry - space to hit at the tip for a huge and relatively safe poke - has a huge recovery so don't whiff it - buffer this into long and usually non-cancellable pokes like f.HP and cr.mp for long range conversions into knockdown)

Psycho Klinge

VT2 d+HP+HK	34f	+6f	+2f	72/13/18
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(slow overhead with airborne frames - high damage combo starter linking into st.mp - can be cancelled into from PP to increase combo damage - can be cancelled into from normals to extend pressure - airborne frames can be used to bait throw attempts - good pressure starter when blocked at +2f)

Psycho Fluegel

qcf,qcf+P	4f	HKD	-35f	13/13/13
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(very fast invincible super - great invincible anti-air hitbox - good long range punishing tool - grants a hard knockdown, allowing for meaty f.HP - can be cancelled into from all grounded special moves)