

Skullgirls 2nd Encore Character Overview

(By MPGame)

This guide is meant to show a person new to Skullgirls a brief overview of how each character plays and highlight their strengths and weaknesses.

This guide IS NOT for learning how to play a character. It is only for telling you what they do and how they do it. If you want to learn more about how to play them join the main discord or read the wiki, both linked at the bottom of the Q&A section.

This guide IS NOT a team synergy or team building guide. Although I briefly explain how these characters work in teams, the focus of the guide is telling you what characters do, not how they synergize together. If you want a guide for synergy click [here](#).

Q&A

Q: Who's top tier/low tier? How balanced is this game?

SG is a very well balanced game and all characters have seen success at the highest level of play. While there is a tier list just like any other game, tiers are incredibly close and it's not something to worry about when picking characters to play. Especially when you're first starting out

Q: Are there any characters I should avoid if I'm new? How hard is this game to play?

Execution wise no one in SG is exceptionally hard to play. If you have any experience in other fighting games you can pick up SG no problem. Even if you're a brand new player to fighting games you can just pick whoever you think looks cool and do fine. If I were to say who the hardest characters were I would say Peacock, Ms.Fortune, and Painwheel. The easiest would be Double or Annie.

Q: Should I play solo, duo, or trio?

Trios are competitively the best by far, are the most common team type, and the game is balanced with trios in mind. I'm not saying you shouldn't play duos or solos but they are a fair bit weaker. Don't let that stop you though there's been players who've seen success and even won tournaments as duos and solos.

Q:Where can I learn more about this game?

Main SG discord: <https://discord.gg/skullgirls>

This is the official discord, many players and even developers hang out here and discuss the game. The community is very friendly and open to everyone so don't be afraid to pop in and ask questions. Everyone there is more than happy to help

Mizuumi Wiki: <https://wiki.gbl.gg/w/Skullgirls>

This is the gameplay wiki for Skullgirls. A perfect place to learn the game as a beginner. This is constantly updated and goes into every detail about the game. If you ever want a refresher on how something works a quick little wiki dive should be able to answer your question.

Q:I don't feel like reading each and every character's profile, can you TL;DR it?

Sure thing, If you like...

Rushdown - Filia, Ms. Fortune, Beowulf, Annie, Cerebella

Zoning/Keepaway - Peacock, Robo Fortune, Parasoul, Valentine, Fukua, Dahlia, Marie

Neutral Control - Parasoul, Valentine, Painwheel, Double, Fukua, Dahlia, Marie

Big Buttons- Para, Dahlia, Eliza, Valentine, Band, Dahlia, Marie

Shotos/All-rounder - Double, Annie, Parasoul

Baiting and punishing/whiff punishing opponents - Big Band, Valentine, Painwheel, Eliza, Squigly (in a very unique way)

Grapplers - Cerebella, Umbrella to an extent. (Contrary to how he looks visually, Beo IS NOT a grappler)

Big Body - Band

Exploding opponents when you land a hit - Cerebella, Annie, Big Band, Beowulf, Umbrella, Painwheel

High mobility and moving around - Valentine, Ms. Fortune, Filia, Robo Fortune, Painwheel

Strong mix/setplay (everyone in SG has good mix but these are the stand outs) - Filia, Beowulf, Fukua, Cerebella,

Suffocating pressure - Ms. Fortune, Eliza, Peacock (from fullscreen)

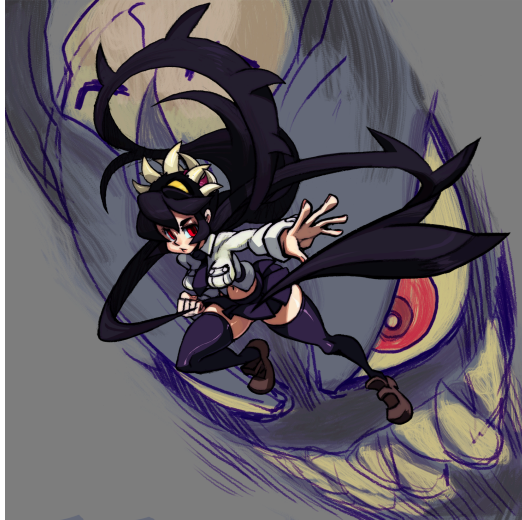
Being a gorilla - Cerebella, Beowulf, Annie

Weird gimmicks - Squigly, Umbrella, Beowulf, Fortune, Dahlia

Q:When are you gonna start talking about characters???

Right now! Scroll down to the next page and get started.

Filia



Playstyle: Mix-up oriented rushdown

Gameplan:

Filia is a speedy aggressive character who uses her great mobility to get in the opponent's face and overwhelm them with an onslaught of lighting fast mixups. Although her stubby range and lack of a traditional projectile can make neutral feel difficult, she more than makes up for it with her ability to make life hell for the opponent once she is in. If you enjoy moving at the speed of sound while doing 20 mixups in 5 seconds, Filia is the character for you.

Team Position: Point/Mid

When playing filia you often are choosing between running her point and enabling her with assists that help in neutral or putting her mid and letting another character benefit from her good assists while allowing her to still have an assist to use once she's on the field. Both options are great so it's down to personal preference and what your goal for the team is. Anchor Filia is okay

- **Pros**

- **Fantastic Resets and mixups**- Arguably the best pre hit mix in the game, once she's in you have to guess for you life.
- **Great Mobility**- one of the fastest characters in the game with several movement options
- **Decent Assists**- Hairball is a fantastic pressure assist while Updo is a strong DP assist.
- **Strong Defensive Options**- Surprisingly, filia has one of the best overall defensive kits in the game with a faster than average 5 frame jab, a meterless reversal, a ground and air super with invincibility that she can combo after, and an air dash to get out of setups that aren't tight

- **Cons**

- **Linear Neutral**-Very few options in neutral, often has to just IAD or use airball to get in. Both are easily dealt with by most characters.
- **Stubby Normals**-The short range on many of her attacks means she often has to be breathing on the opponent to be effective.
- **Below Average Damage**- Filia often has to reset the opponent more times than other characters to get the kill.

Cerebella



Playstyle: Grappler, Gorilla

Gameplan:

Cerebella is the game's residential grappler and a fantastic one at that. She has one of the most versatile toolkits in the game and has fantastic normals that let her ape out and brute force her way in and destroy the opponent with her strong reset game. Her mobility is pretty slow and she can struggle in neutral pretty bad sometimes, but aside from that she has everything a grappler can ask for. If you enjoy grapplers and playing like a gorilla, Bella is a fantastic pick.

Team Position: Any (Typically Mid or Anchor)

Bella is considered a very strong teammates due to her fantastic assists, strong level 3 DHC, and great comeback potential with meter. Any team with Bella on it is automatically better. Due to this Bella is typically played mid or anchor so other characters can benefit from her insane utility. The exact position to put her in depends on what the other characters want.

- **Pros**
 - **Versatile toolkit-** Cerebella has a large move list that allows her to always have an answer for any situation she's in.

- **Strong Reset and Mixup Game-** Bella's long reaching low, command grabs, and instant overhead make her one of the scariest characters in the game once she's in on you.
- **High Damage-** She has one of the highest damage outputs in the game and can consistently output it in any situation, allowing her to quickly melt health bars.
- **Great Normals-** Bella's normals are both very large and are often disjointed which can be very frustrating to deal with once the opponent is in range of them.
- **Strong Team Value-** Very strong teammate, brings a lot of value to any team she's on

- **Cons**

- **Lackluster Mobility-** Slow ground dash and lackluster air mobility can make it very difficult for her to approach some of the more mobile characters.
- **Mediocre Pressure-** Bella gets pushblocked away easier than most characters and might have to take some risks to get back in.

Peacock



Playstyle: Lockdown oriented zoning

Gameplan:

Peacock is a fantastic zoner who can turn the game into a bullet hell. Peacock can easily keep opponents locked down from fullscreen and chip away at their health. If the opponent does get hit, she can occasionally convert stray hits into good damage. Once you're in on her she's in a pretty rough spot but you can avoid that with smart play. If you enjoy filling the screen with projectiles and never letting the opponent play, look no further than Peacock.

Team Position: Point/Fake Anchor (Fake anchor is putting a character on anchor and tagging them in the second you get an advantage.)

While Peacock has a very strong neutral assist with L George. You often want to play her point to avoid the risk of her being forced in during a bad situation where her lackluster defense and need for space can get exploited easily. Peacock can also be pretty weak at round start range so some teams opt to have another character with a better roundstart be point and then tag immediately to peacock once they get a chance to do it safely.

- **Pros**

- **Dominates neutral-** Zoning is incredibly oppressive and extremely difficult for most of the cast to deal with
- **High meter gain-** Peacock's constant use of specials means she's constantly building meter for herself and the rest of the team.

- **Good Damage-** While her meterless damage is only average, supers add a lot to her damage output. Combine this with her ability to convert stray projectiles into good damage and your health bar will quickly melt.
- **Scary Setplay-** With an assist she can set up a powerful and safe resets and easily setplay someone to death.

- **Cons**

- **Poor Defense-** M bang is her only reversal and it can be exploited due it's slow startup and lack of verticality.
- **Needs Space to Get Started-** Roundstart can be difficult for peacock and she can struggle to get far enough away from the opponent to start her terrifying zoning.

Parasoul



Playstyle: Space control/All Rounder/Charge Character

Gameplan: Parasoul is a space control character with a well-rounded tool kit. Para uses her large normals and great projectiles to control the neutral while looking for an opportunity to transition into her strong offense and make quick work of the opponent. Para lacks both a double jump and an air dash so her mobility can be an issue in certain situations, but she can play around this and still be a threatening character. If you enjoy large disjointed normals and being a bully in neutral then Parasoul is your girl.

Unique Mechanics:

TEARS

Several of para's special moves spawn tears on the screen, these tears will explode after a set amount of time or if para detonates them with napalm pillar or if any of her moves with a flame effect on them touch a tear. They go away on hit but not on block. These tears are essential to para and are very important to her neutral and offensive gameplan.

Team Position: Point/Anchor

Para's is one of the best characters at roundstart and with proper assists can be very frustrating to deal with so a lot of players run her point to fully enable her. However, her well rounded toolkit combined with her good assists and strong level 3 make her a great anchor. You typically want to avoid mid with para due to her lack of a safe DHC and weak incoming options.

- **Pros**
 - **Long Range Normals and Strong Neutral-** Para has one of the best set of normals in the game and can safely bully many characters in the mid-range

- **Great mixup-** Para has 2 standing overheads and 1 standing low so she can be very tricky to block once she's in.
- **Well-Rounded Toolkit-** Para can both rushdown and zone effectively and be a threat at any range.
- **Solid Team support-** Para has two strong assists, and solid DHCs (espically her level 3) allowing her to easily slide into most team comps.

- **Cons**

- **Few Mobility Tools-** Despite having a great forward and back dash, Para is lacking in every other area when it comes to mobility options which can be problematic in certain situations.
- **Mediocre Defensive Options-** Her meterless reversal is a bit slow which can be exploited if the opponent is smart (she can make it hard to punish with meter though). Her lack of air options also make her very susceptible to air resets
- **Weak to Pushblock-** Para lacks multi hit moves and many of her normals are minus on block which make her pressure risky due to the threat of PBGC.

Ms. Fortune



Playstyle: Puppet/Rushdown

Gameplan:

Fortune is a 2-in-1 character who can play as a mobile rushdown character or take her head off and turn into a scary puppet character. They can arguably be considered different characters and some players exclusively use one over the other but I don't recommend it. Players that master both have one of the scariest characters in the game at their disposal. Head-on Fortune is a traditional rushdown character who can do everything and do it well, while headless Fortune excels at locking the opponent down and keeping them in what can feel like endless pressure. Fortune also has a very good tool kit and is a very self-reliant character who doesn't need anything from others. Fortune's only real weakness is her bad team support but everything else she has makes that a pretty fair trade-off. If you enjoy rushing people down and keeping them in infinite blockstun while you go for mixups, then fortune is for you.

Unique Mechanics:

HEADLESS

Like mentioned earlier, fortune can take off her head and control it independently of the rest of her body and become a puppet character. While her head is off Fortune's HP button is used to control her head and all of her previous HP moves are now disabled. Some of her other moves also get different properties or even become completely different moves. One of the most notable changes is that her minimum IAD height becomes higher making her mixups a bit easier to block. When starting out you can ignore headless if you want since head-on fortune is a

strong character on her own. However I do recommend that you add headless to your skillset as soon as possible to make a good character even better.

Team Position: Point

Like mentioned earlier, Fortune has pretty bad team support with mediocre assists and terrible DHC options, because of this many players simply place her point and make an already amazing character even better. Occasionally some players use the fact that she's self-sufficient to place her in other spots if another character wants the point position more but that's the exception not the rule.

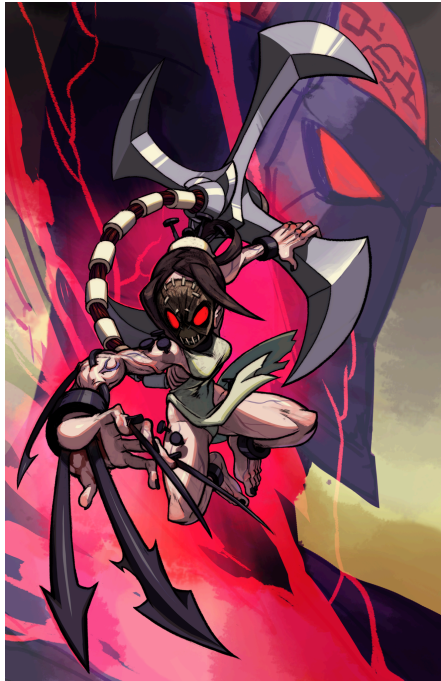
- **Pros**

- **Strong Pressure-** Fortune has the strongest pressure in the game and can make the opponent feel like they never have a chance to retaliate.
- **Good Damage-** Head-on fortune does a decent amount damage while headless has some of the highest in the game allowing her to kill players very quickly.
- **Good Mobility-** Fortune has a fast dash that low profiles, an air dash, a double jump and a DP that is also a mobility tool giving her a lot of options to move across the screen.
- **Well-Rounded Tool Kit-** There's not a lot fortune doesn't have and there's never a moment where she is helpless.
- **Good Defensive Options** – Fiber upper is the best meterless reversal in the game due it to giving her a full combo on hit and being safe on whiff (yes that is correct). She also has some tools to deal with air resets with her double jump, air dash, and air super.

- **Cons**

- **Bad Team Support** – Fortune's assists are lackluster and her bad DHC options often feel like she brings nothing to the rest of the team.

Painwheel



Playstyle: Flight/Bait and Punish

Gameplan:

Painwheel is a unique character that flies around patiently and waits for an opening before pouncing on the opponent with her large armored normals and strong offense. Painwheel is the only character in the game with the ability to fly, giving her very strong air mobility and unique pressure and mixups. Painwheel also has a very powerful install she can enter where her damage output dramatically increases. Although Painwheel can struggle to find that opening she needs, once she does her damage and mixups will quickly chew through her opponent. If you enjoy flight-based characters as well as patient play, Painwheel is for you.

Unique Mechanics:

FLIGHT

Painwheel has the ability to fly giving her unparalleled air mobility. While flying, Painwheel can travel in any direction she pleases, making her unpredictable at times. Painwheel can also cancel many of her moves with her flight giving her some unique options during neutral and offense. Flight is essential to painwheel and you will be using it in every part of her character.

HATRED GUARD

Painwheel can charge up several of her normals which give them additional properties. While these attacks are charging, Painwheel will be covered in lighting and temporarily have armor. If she gets hit while she's armored, she will store a portion of the damage she took and dish it back at the opponent if she does another charged up move. This mechanic is known as Hatred Guard and gives Painwheel some unique ways to deal with pokes in neutral or people mashing during her offense. Using her armor to go through the opponents' attacks is a very important tool for her and is a godsend in neutral.

HATRED INSTALL

Painwheel also has an install called Hatred Install that drastically increases her damage. During this install many of PW's moves get altered properties allowing for higher damage combos. The armor on her normal also start up much faster during this mode. The lower Painwheel's health is, the longer the install lasts (if it would run out mid combo Painwheel will stay in the install until the combo is over). Although it's a powerful install, Painwheel typically only enters it by being DHC'ed in and using the opportunity to safely start her offense or add a massive amount of damage to a combo her teammates started.

Team Position: Mid

Painwheel exclusively wants the mid position in pretty much any team she's in. Her install is one of the best DHCs in the game giving you both damage and safety. Painwheel also can use this to skip neutral and instantly start the game on favorable terms. Point Painwheel can work but there's not really a situation where putting her mid wouldn't be better. Anchor painwheel is a bad idea all around due to her terrible assists, weak defensive options and difficult neutral.

- **Pros**

- **High Damage-** Painwheel does very high damage and it becomes even higher once she's in install.
- **Large Normals-** Painwheel has very big normals with disjointed hitboxes that can be annoying to deal with
- **Amazing DHC-** Hatred Install is one of the best DHCs in the game and allow painwheel to skip neutral and start her game in a very strong position
- **Unique Armor Mechanics-** Armor allows Painwheel to go through some of her opponents attacks which can be very useful in the right situation

- **Flight-** Flight allows Painwheel to have a very unique neutral that can be annoying to deal with if you aren't prepared. It also gives her some nice mixups and resets for when she's on the offensive.

- **Cons**

- **Slow Normals-** Painwheel has some of the slowest normals in the game which can make punishing things very difficult.
- **Multi-Hit Moves Shut Down Armor-**Characters with multi-hit moves can go through her armor and punish some of painwheel's strongest options
- **Weak Defense-** Painwheel lacks a meterless reversal and her ground super has very little reward on hit. Her air super is one of the best though
- **Terrible Assists-** Painwheel has the worst assists in the game and only a small handful of characters get meaningful benefit from them.

Valentine



Playstyle: Bait and Punish/Runaway/Neutral Control

Gameplan:

Valentine is a highly mobile character that excels at neutral and dictating the pace of the match. By using a combination of her mobility, good air normals, and projectiles, Valentine can play very passive and force the opponent to take risks to catch her. She can then punish them for taking risks and then transition into her strong offense filled with amazing mixups and resets. Valentine's main weakness is her weak defensive options and lack of team support but she's still a threat. Valentine is a great character if you enjoy playing a non-committal style and dominating the neutral.

Unique Mechanics:

VIALS

Valentine can load a variety of vials that she can then throw at the opponent and cause a variety of status effects. The three types of vials she has are a poison vial that does unscaled damage over time, a hitstun vial that increases the amount of blockstun and hitstun the opponent is in, and an input lag vial that delays the opponent's inputs. All 3 vials get their effects increased each time you load another one, up to a maximum of 3 levels. Val can only store one vial at a time, and she will always throw the last one she loaded.

Team Position: Point

Valentine is one of the best point characters in the game and doesn't have a single match up she struggles in. When properly enabled she becomes a monster. This combined with her terrible team support due to lackluster assists and bad DHC options make her a permanent point character and you can probably count on one hand the number of times you want her not on point.

- **Pros**

- **Best Mobility in the Game**- Valentine can super jump, double jump, air dash, and air back dash all in the same jump. This combined with her fast ground dash and several of her air normals changing her momentum lead to her having the best mobility in the game.
- **Top Tier Neutral**- Val's mobility combined with her fantastic air normals and projectiles allow her to do whatever she wants in the neutral while the opponent struggles to catch her.
- **Fantastic Mixups and Resets** – When she's close Val can easily threaten high/low/throw/crossup and convert from all these options into a full combo. Her reset game is also one of the best especially when lag vial is involved.

- **Cons**

- **Lackluster Reversal options**- Val's main reversal is EKG, which costs meter and gives less reward than most other reversal options.
- **Terrible Team Support** – Poor assists and bad DHCs mean she does nothing for the rest of her team.

Double



Playstyle: Jack of all trades/Balanced

Gameplan:

Double is a simple yet effective character who has a tool for any situation that arises. Double is also has great team synergy with solid assists, amazing DHCs, great comeback potential, and a self-sufficient gameplan. The only area where double is lacking is in mixups due to her lack of a grounded overhead and an air dash however, her fantastic low/throw game means opponents still have to be on their toes. If you want a simple and strong character and never want to feel like you're missing something that Double is for you.

Team Position: Any (Typically Mid or Anchor)

Double is both a well-rounded character and has above average teams support so when it comes to team building you can do whatever you want with her. She's typically played mid or anchor so other characters can benefit from her amazing support. However if you do want to play her point she's still pretty good.

- **Pros**
 - **Versatile Moveset**- Double has everything a character wants with a tool for every situation. Very self-reliant.
 - **Solid team support** – Double has a couple of good assists while also having several strong DHCs. Notably, catheads, which allows her to steal her turn back from a blocked super.

- **Strong Setplay**- Double has great setplay and can easily mix the opponent to death once she lands a hit.

- **Cons**

- **Weak pre-hit mixup**- Although she has some nice left/rights with assists because of flesh step. An assistless double's only way of opening people up is with low/throw.

Squigly



Playstyle: Resource Building/Mid-Range

Gameplan:

Squigly is a unique mid-range character based around spending resources to force interactions to be in her favor. Squigly typically wants to go into her stances to power up her special moves and then use these buffed special moves to overpower the opponent. Outside of her resource building playstyle, Squigly has some pretty good buttons to control space along with good damage and mixups. Squigly can be very annoying with resources but without them she's not very threatening and can struggle to get her game started. If you enjoy building up resources and then cashing out with powerful tools then squigly is for you.

Unique Mechanics:

STANCES

Squigly's defining feature is her stances. When Squigly does any of her grounded special moves she will first enter a stance before executing them. Her P special moves put her in one stance while her K special moves put her in another. If you hold down the button, squigly will stay in the stance instead of executing the move. While in her stances, Squigly can move backwards and forwards but she can not jump or do any attack except the special related to the button she is holding. She can exit the stance by pressing any button except the one you are currently holding down. This gives her some unique offensive tools by being able to stance cancel all of her normals.

After being in her stance for a brief period of time Squigly will visually power up and all special moves related to that stance will be enhanced. Squigly can only hold one charge for each

stance and doing any enhanced special move spends that charge for its respective stance. Squigly also stores her current charge level when she exits her stances so it's possible to charge up in multiple chunks instead of all at once. If squigly exits her stances while charged, she will keep the charge and be able to instantly do the enhanced version of her moves the next time she performs them. These powered up moves are incredibly strong and are key to squigly's gameplan.

Team Position: Mid

Squigly relies on having meter to be a threatening character while also having great assists and DHCs to help the rest of her team, meaning you typically don't play her point. However, her lackluster defense can make anchor a really risky position for her. So playing her mid can work as a best of both worlds situation where she has the meter to enforce her gameplan, the point gets to benefit from her assists, and squigly will get support from the anchor. She's not terrible in the other positions but mid is a clear best.

- **Pros**

- **Charged Sing-** Charged Sing into her SBO super allows Squigly to punish the opponent for pressing a button at full screen as well as pressure them if the opponent blocks. This is her defining move and makes neutral against her very frustrating.
- **Good Normals-** Squigly's normals have a nice mix of speed, range, and disjoints giving her some options at most ranges.
- **High Damage-** With a charged store Squigly can pump out some very nice damage numbers
- **Great Assists and DHCs-** Squigly has some nice lockdown assist options as well as a very strong DHC option with SBO. Squigly has something for everyone as a teammate

- **Cons**

- **Resource Reliant-** Squigly is very meter hungry and needs to be able to consistently build charges to be a threat. A squigly with no meter or no charges is not very threatening at all

- **Poor Defense-** Squigly's only meterless reversal requires her to have a charge first and both her level 1 supers with invincibility can easily be countered by the opponent.
- **Bad Approach-** Squigly's movement is on the slower side and she struggles getting in without having a charged sing to skip neutral for her
- **Low Damage DHCs-** Despite SBO being a great super for utility, she lacks damage for her DHCs. Her level 3 is okay but it's expensive.

Big Band



Playstyle: Defensive Wall/High-Risk High Reward/Big Body

Gameplan:

Big Band is a defensive high-risk high reward character that uses his powerful callout tools to punish predictable opponents. Band has many tools that let him quickly turn the tide of the match and start his simple yet effective offense. While his large and relatively quick attacks are quite powerful, they are often very unsafe if blocked and Band can be easily punished if he's not careful. If you enjoy having powerful options and always being one read away from a win, Big Band is for you.

Unique Mechanics:

PARRY

Band is the only character in the game with a parry. By tapping forward or down just before an attack hits will have Band parry it and recover almost immediately. This allows him to punish many attacks that are normally safe. He also takes less chip damage and can not die from chip with his parry. He also moves forward when parrying an attack giving him tools to deal with zoners. Parry is a strong defensive option and can let him turn the tides in many situations.

Team Position: Anchor (Mid if someone else needs Anchor REALLY bad)

Band has multiple top tier assists and everyone loves him as a teammate. He also spends meter very well and has some of the best comeback potential in the game with his high damage supers. Due to this Band is almost exclusively played anchor so other characters can benefit from his amazing support value while he makes a comeback for the rest of the team.

- **Pros**

- **High Damage**- One of the highest damage outputs in the game, even simple combos do high damage.
- **Amazing defensive options** – Band has a meterless reversal he can combo after, the best reversal super in the game, a strong air reversal super, and a parry that he can OS. All these tools mean that Band can get himself out of bad situations much easier than other characters.
- **Amazing team support** – Has multiple top tier assists and some of the highest damage DHCs in the game making him one of the best teammates in the game.
- **Long range**- Band has some of the largest attacks in the game and can threaten knockdowns from almost full screen away.

- **Cons**

- **Large hurtbox** – Band's large size makes him susceptible to instant overheads from the whole cast.
- **Very Unsafe**- Many of band's best attacks are unsafe if blocked and leave him vulnerable.
- **Low mobility**- Band is very slow and can struggle approaching characters without taking massive risks.

Eliza



Playstyle: Mid-Range Pokes/Rushdown

Gameplan:

Eliza is a character that excels at bullying others in the midrange before transitioning into a rushdown character with strong pressure. Eliza has several fast and long range attacks as well as an excellent whiff punish tool with Upper Khat which can make her very annoying in the mid-range sometimes. She's also no slouch on the offensive boasting very good pressure and good mixups. However she is not without her flaws. While Eliza's normals are fast and long, they aren't disjointed so many characters can just hit her out of them so she has to be very careful with how she places them to truly be a menace. If you enjoy whiff punishing and strong offense, then Eliza is your character.

Unique Mechanics:

SEKHMET

When you do certain attacks, Eliza's skeletal parasite Sekhmet will jump out of her body and will be under your control while Eliza anchors herself to her staff. While in Sekhmet mode Eliza gets permanent hyper armor and a new set of attacks, the ability to backdash cancel said attacks and a new super. Every time Eliza hits the opponent with a Sekhmet move, a drop of blood will appear on the screen. If you run over the blood outside of Sekhmet mode, Eliza will heal herself.

However, being in Sekhmet mode rapidly decreases your health and doing attacks causes it to drain even further. Inputting 214P while in this mode will have Sekhmet crawl back to Eliza's body. The only way to force Sekhmet to go back to Eliza and beat her hyper armor is with throws, hitgrabs, snapbacks, sweeps or a burst. Successfully landing any of these on Sekhmet will cause her to turn back into eliza.

Sekhmet is great at forcing opponents to play passive and stop swinging out of fear of Sekhmet just going through their attack. This can be very stressful for the opponent to deal with since sekhemet has a fast overhead and low to open opponents up if they just sit there and block. It's a very powerful mode but the constant health drain can make it risky. If you never hit the opponent, you end up just wasting your health and putting yourself in a bad spot. If you do land a hit though, the blood puddles created will often be enough to refund the health you spent and even give you more than what you started with depending on the situation. Sekhmet moves also become excellent assists due to them keeping their hyper armor properties. Overall Sekhmet is a nice tool that compliments Eliza's gameplan, but improper usage can lead to you being in a worse situation than before

Team Position: Point/Anchor

Eliza is a great point due to her solid neutral game and offense and having assists can help patch up some of her flaws. She also works as an anchor since it allows the rest of her team to benefit from her good assists and her level 3 gives her a much needed reversal with some decent comeback potential. However, avoid mid with her as much as you can. Her terrible DHCs and lackluster defense can make it difficult for her to play the game on her own terms.

- **Pros**

- **Large Normals-** Eliza has both fast and long range attacks that allow her to do well in the mid-range.
- **Good Whiff Punish Tools** – Upper Khat and Sekhemet allow Eliza to punish many things in the neutral while letting Eliza convert into her strong offense.
- **Strong Pressure and mixups** – The combination of Eliza's long range and her IAD allow her to stick to the opponent like glue and never give them a chance to breathe. Her mixups are also good so she can be a little scary when she gets going.
- **Great Assists-** Eliza has some very strong assists that are some of the best in their category. Sekhemet's assists having hyper armor can be VERY frustrating to deal with.

- **Cons**

- **Hurtboxes on Normals** – Many of Eliza's best normals have the hurtbox appear before the hitbox which forces Eliza to be very careful with how she places her attacks
- **Can Kill Herself**- Bad Sekhmet usage can waste a lot of health and help the opponent kill her
- **Lackluster Defensive Options**- Eliza's meterless reversal is vulnerable to throws and hits at awkward angles making defense hard. Her only other reversal is her level 3 which is quite costly.
- **Weird DHC interactions** - Lady of Slaughter is eliza's main combo ender super but it ends at a weird spot making DHC-ing to other characters after it harder. You usually have to end the DHC early and give up on some damage to DHC to other characters.

Fukua



Playstyle: Space Control/Setplay

Gameplan:

Fukua plays a defensive space control game until she gets a hit and transitions into her powerful setplay. Fukua has a strong ground and air fireball, a double jump, and some incredible normals that make her a force to be reckoned with in neutral. Once she lands a hit Fukua wants to use her clones to be able to put the opponent in a never ending blender. Fukua's low damage may force her to hit the opponent several times to kill them, but her terrifying setplay makes that a very small hurdle to hop over. If you enjoy strong neutral and doing layered mixups over and over again, play Fukua.

Unique Mechanics:

CLONES

Fukua's clone special moves can all be held by holding down any K button. When you release the button, the clone will attack independently of Fukua. Fukua's health will drain while you're holding the clones but if they hit she'll have the health refunded. Several of her moves like her command grab or bff super also refund her some of the health she spent so smart usage of clones basically don't have any consequences.

The clones allow Fukua to set up strong setplay by timing her overhead or low clones with a high or low attack from herself. Proper usage of clones also lets Fukua to combo off her command grab and her regular throws without assists or spending meter. It's also pretty scary in pressure since the threat of Fukua letting go of her clone can make the opponent hesitant to

retaliate. A big part of Fukua's gameplan is controlling the clones and proper usage can make the opponent never feel safe when defending fukua.

Team Position: Any

Fukua has a well-rounded toolkit and is comfortable in most situations. She has good assists and DHCs while also being a very self-reliant character. She can go wherever you want if it doesn't mess with the rest of your characters.

- **Pros**

- **Fantastic Neutral**- Fukua has good projectiles, great normals, and a double jump which allows her to safely beat most of the cast in neutral without putting herself at risk of anything.
- **Amazing Setplay**- Fukua's setplay is unrivaled and she can easily mix entire teams to death while also being safe from reversals. Having to worry about so many different options at once can easily overwhelm the opponent.
- **Well Rounded** – Fukua can do anything and do it well. Doesn't need much help from others to start her gameplan
- **Good Assists and DHC options**- Fukua has good options for assists while and a diverse pool of supers for DHC purposes. Her options may not be the best but they're all good and there's something for everyone.

- **Cons**

- **Low Damage**- Fukua's damage is on the lower end and starting combos with a clone scale them even further so she needs to hit the opponent a lot to secure a kill.
- **Clones drain health**- If you're not careful your clones could drain too much of your health and you might screw yourself.
- **Somewhat Meter hungry** – Fukua needs meter to convert after some of her tools which can make her burn through meter at times. This can be alleviated with assists or proper clone placement

- **Weak pre hit-mix** - Fukua's mixups are amazing once she lands a hit but before hand she's limited to strike/throw and even then she must spend meter to convert after the throws.

Beowulf



Playstyle: Rushdown/Resource/Okizime

Gameplan:

Beowulf is a high damage rushdown character that specializes in oki. (**HE IS NOT A GRAPPLER**, this is a very common misconception due to the way his moves look but playstyle wise he is not a grappler at all) Beowulf wants to get in the opponents' face and threaten them with unreactable high/low/throw mixups and then convert into a hard knockdown where he can force the opponent into reversal safe 50/50s. Beo struggles in neutral against most of the cast but once he's in he can kill characters from one or two wrong guesses for little to no meter. If you enjoy high damage and okizime then you'll enjoy Beowulf.

Unique Mechanics:

CHAIR-ON AND CHAIRLESS

Beo can switch between two modes. One with his chair equipped and one without. Beo starts the match with the chair on and has better neutral tools, higher damage combo routes, and a good meterless reversal. Certain moves have Beo throw the chair and he'll be in chairless mode until he picks it back up. The chair will be greyed out for a few seconds after throwing it but once that's over, Beo can pick up the chair by pressing any 2 kicks while next to it. Chairless Beo is weaker than Beo with the chair overall but gains access to some strong armored moves and the ability to cancel your normals into chair pickup for some tricky combos and setups. You typically

want to have your chair in neutral and only be chairless during certain offensive setups where you can get his chair back with relative ease.

HYPE

Beo has his unique hype resource that builds up to a maximum of three levels. Several of his moves build hype but the most consistent way is to taunt, which instantly gives him all 3 levels of it. Beo can then spend his hype to power up his grab stance moves, perform extra wulf blitzers, or recall his chair. The main usage of hype will be to increase beo's damage but the extra blitzers and chair recall are very strong in neutral.

GRAB MODE

Some of beo's moves on hit have beo hold the opponent up in the air somewhat like a beat'em up game. This stance is called grab mode and is where beo gets a lot of his damage in combos. While holding the opponent up beo can pummel the opponent with headbutts for meter or kicks for damage before performing a finisher that ends the stance. He has different finishers for sideswaps, damage, and oki and you'll pick the finisher you want depending on the situation. Although the finishers are kinda lackluster at base, by spending 1 level of hype you can do an EX version of a finisher which gives you a stronger version of that finisher that you can typically combo after. EX finishers are where Beo gets a majority of his damage so try to always have hype to spend on them.

Team Position: Point

Beowulf is one of the neediest characters when it comes to team support. Without the ability to consistently build hype, Beo's offense can be lacking. If you have an assist that allows him to build hype mid-combo, he goes from an underwhelming character to one of the scariest in the game. So, despite his good assists and DHCs options he's often forced to be point cause of how weak he is without assists himself.

(Note: Band's Take the A-train assist is considered by many to be mandatory for Beowulf to be good. There's a handful of assists that also let Beowulf build hype but nothing comes close what Band can do for him)

- **Pros**

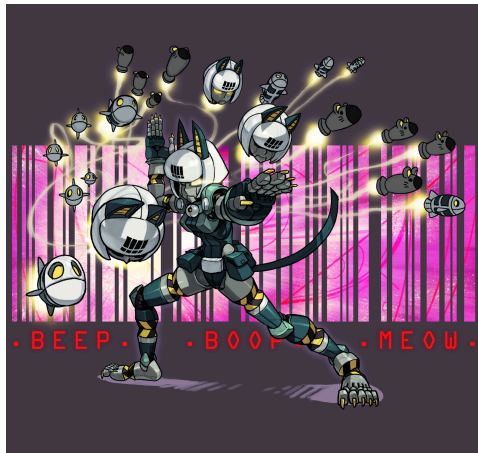
- **High Damage-** A properly enabled Beo does some of the highest meterless damage in the game and can kill a character from one or two wrong guesses for no meter.
- **Strong Mixups-** Beo's hop dash gives him easy unreactable overheads making everything a high/low/throw mixup when he's close to you. He also has a command grab to catch people that aren't paying attention.

- **Fantastic Okizeme** – Beo is the only character in the game with a focus on okizeme and it's very strong. Beo can end combos in EX wulf press for oki and do a high damage reversal safe 50/50 he can loop.

- **Cons**

- **Rough Neutral** – Beo's approach is very predictable, and many characters can wall him out without much effort.
- **Limited Mobility Options** – Beo lacks both a double jump and an air dash so he can be forced to take a linear approach for what he wants to do.
- **Chairless Mode**- When Beo does not have his chair he loses his best neutral tool and his meterless reversal. His damage output also drops dramatically. You want to avoid being chairless during neutral as much as possible.

Robo-Fortune



Playstyle: Hit and Run Zoning

Gameplan:

Robo-Fortune is a zoner/keepaway character that uses her amazing mobility and projectiles to keep the opponent at bay and force them into an annoying game of cat and mouse.

Robo-Fortune can run circles around most of the cast while being able to check them with a beam when they think they see a chance to move. If you manage to catch Robo she can fall apart very quickly but that's easier said than done. If you like moving all over the screen and running away from the opponent, then Robo-Fortune is for you

Unique Mechanics:

HEAD SUMMONING

Robo can summon flying robot heads with her 2HK. A maximum of 3 heads can be summoned and they will float around Robo. She spends these heads to use her headrone special moves. The LK and MK versions both consume one head while the HK version will consume all the current heads you have. A cool thing about heads is that they still attack even if Robo is getting hit, making them very useful as an emergency get off me tool. Just remember that it takes a while for the head moves to become active and if Robo gets hit before then they won't attack. She can also spend a head to convert after her 5HK overhead without meter or assists.

SYSTEMIC CIRCUIT BREAKER (DET MODE)

Robo has an install called systemic circuit breaker (det mode). While in det mode a timer appears above her head counting down to when she explodes. During this countdown Robo becomes much faster and loses her double jump in exchange for an air dash giving her very strong offensive options. Her beams also gain new properties allowing her to convert her zoning into full combos and new combo routes. She also gets a new special move called warranty

extension where she can spend heads (that also summon faster during install) and some of her health to add time to countdown. When the countdown hits zero Robo will explode (as long as she's not being thrown) and do damage to herself and opponents hit by the explosion. Robo can combo after this explosion if the opponent gets hit by it and is mostly safe if the opponent blocks it but a whiffed explosion leaves Robo wide open for a combo from the opponent so avoid that at all cost. Although the install is powerful the risks that come with are also very high ultimately making it a desperation super that you use as a last resort to save a bad situation.

Team Position: Any

Robo Fortune is in a weird spot where she has one of the best assists in the game and overall strong team support while also wanting a lot from the rest of her team. You can choose between playing her point and enabling her to be a fantastic zoner, putting her mid and letting another character benefit from her amazing assists while having one for her once she's in, or putting her anchor and letting two characters abuse her assists at the risk of robo exploding if she's forced to play by herself.

- **Pros**

- **Fantastic Mobility-** Robo has the fastest ground dash in the game and fantastic air mobility which let her quickly go to any part of the screen she wants.
- **Good Zoning/Neutral-** Robo's beams allow her to constantly poke at the opponent from fullscreen without the fear of counterattacking.
- **Strong Team Value-** H beam is one of the best assists in the game and can win matchups on it's own. On top of that she has a safe DHC and one of the highest damage DHCs in the game.

- **Cons**

- **Low Damage-** Robo has some of the lowest damage in the game and will have to hit the opponent a lot to kill them.
- **Bad Defensive options** – Robo arguably has the worst defense in the game and can quickly fall apart once put on the defensive.
- **Weak Pre-Hit Mixups-** Robo lacks ways to open up the opponent and the few ways she does have require meter or an assist to combo after them.

Annie



Playstyle: Rushdown/All-Rounder

Gameplan:

Annie is an offensive all-rounder who wants to get close to the opponent and overwhelm them with simple but effective offense. She has an extremely versatile kit and has a tool for any situation that comes up. She also has some of the best team support in the game and can be a powerful asset to any team. Annie can struggle a bit getting started herself with her weaker neutral but sometimes all she needs is one good hit to swing a game into her favor. If you enjoy a balanced jack-of-all trades rush down character, try out Annie

Unique Mechanics:

STAR POWER

Star Power is Annie's install that makes her generally stronger character for a brief period. All her specials get better properties, her HP normal shoot out stars when held down, a one time use roman cancel, and a install only super that doesn't cost meter. It lasts for a set amount of time but doing enhanced specials or shooting out stars takes a chunk of the time, doing the super also instantly ends the install. There's nothing in particular that's crazy when she's in star power but it's really fun. It's not really worth the meter but it is cool!

Team Position: Any

Annie has a very strong and very diverse set of assists and has at least one thing every character wants. She also has some high damage DHC options and tag combos which makes her one of the best teammates in the game. Her lackluster neutral and pressure make her a bit weaker by herself compared to other characters but she's still a fantastic anchor.

- **Pros**

- **High Damage**- Annie hits like a truck when you add assists to her combo routes, and she can very easily one reset kill a lot of characters for little investment
- **Large tool kit**- Annie has a little of everything in her kit and can deal with a large variety of situations
- **Amazing team support** – her diverse and strong assists make her a good option for pretty much any team. One of the best support characters

- **Cons**

- **Weaker Neutral**- Annie gets bullied by a lot of the cast in neutral due to her somewhat stubby normal and weak approach. Struggles against zoning without meter
- **Weak Pre-Hit Mixups** - Annie doesn't really have a fast overhead so she relies on strike/through to open people up to get started.

Umbrella



Playstyle: Rushdown/Grappler/Mode Change

Gameplan:

Umbrella is an unorthodox resource and mode change character whose move set changes depending on how hungry her Hungren is. Despite how her move set changes based on hunger, at her core she wants to use her big normals to bully her way and then explode her opponent once she lands a hit. She's an incredibly scary character once she gets started but her weak mobility can make that a problem. If you enjoy big buttons, high damage, and weird gimmicks, Umbrella is for you.

Unique Mechanics:

PUDDLES

Several of Umbrella's moves involve bubbles that leave puddles on the ground when done. Umbrella can interact with these puddles with her MK normals. 5MK has her kick the puddle which sends it flying forward and puts the opponent in lengthy hitstun if it hits. 2MK has her stomp on the puddle, knocking the opponent high in the air which can be very useful for certain combos/resets. Lastly held jMK has umbrella fall on the ground with a low attack and if she lands on a puddle, it'll knock the opponent in the air, allowing her to combo after it.

HUNGER

Umbrella's defining characteristic is her hunger mechanic. Almost all of Umbrella's attacks get different properties depending on how hungry Hungren is. The hunger gauge is shown under Umbrella's portrait in the UI and is divided into 10 different pips. By default, it starts at 5 pips and slowly drains over the course of the match. Her attacks that eat the opponent will increase the gauge. Before her rework the moves would add pips to her gauge but now they will always push her into the next state up.

Umbrella has 4 different states she can be in depending on her hunger levels. The four states are satiated, overstuffed, starving, and ravenous. Satiated (3-7 pips) is the state you start the match in and is a basic state that doesn't really have anything special. Overstuffed (8-9) is when her hunger is close to full and her moves get slower startup but higher damage and properties that enable more combo routes. Starving (0 pips) is when her hunger is at zero and in this state most of her moves have slow startup, bad properties, or don't even come out at all, avoid this at all cost. Lastly, she has ravenous (1-2 pips), which is when she's at low hunger but not in starving. In this form most of Umbrella's moves faster and her moves much faster startup, very good properties, and good frame data. The one weakness is that bubble attacks are weaker in this mode but that's because she would just be broken otherwise. This is Umbrella's strongest mode but comes with the risk of becoming starving if you don't land a hit. Managing your hunger levels to be at the right mode at the right time is key to Umbrella

Team position: Mid/Point

Umbrella has several unique and strong assists that when combined with her strong DHCs make her an excellent teammate to several characters. She can struggle to get something started without an assist so I would avoid putting her anchor but her assists can make that risk worth it. You can also play her point and enable her so she can explode teams easier than she already can

- **Pros**

- **High Damage** – Umbrella has one the highest damage outputs in the game and can quickly chew through health bars
- **Solid Neutral**- Her big buttons and unique bubble projectiles that don't go away on hit can make neutral very annoying for the opponent
- **Great Offense**- Umbrella has both strong pre-hit mixups and solid
- **Good team support**- Umbrella has above average assists and strong safe DHCs making her a solid teammate for most of the cast

- **Ravenous**- Ravenous Umbrella is the best character in the game an

- **Cons**

- **Lackluster mobility** – Like her sister Parasoul, Umbrella lacks both a double jump and an air dash which can make getting in very difficult at times
- **Needs meter to deal with zoning**- Umbrella can struggle to deal with zoners without using her supers to create space for her. If she lacks meter or an opponent knows how to play around her supers, getting started can be very hard for her.
- **Starving**- If you're not careful you can enter starving and become the worst character in the game and struggle hard.

Black Dahlia



Playstyle: Space Control/Zoning

Gameplan:

Black Dahlia is a space control character who's gameplan revolves around placing projectiles and other tools that linger on the screen for long periods of time to control the opponents' options and make them play predictably. Her unique reload mechanic also gives her random but powerful bullets that you can use to create powerful setups. Playing Dahlia involves a lot of planning ahead while also being able to adapt on the fly with random bullets or if things don't go how you intended. While she can be underwhelming if she never gets the chance to set everything up, once she does, she can make the opponents feel like they never got the chance to play. If you like controlling the opponent like a toy, then the deadly assassin Black Dahlia is for you.

Unique Mechanics:

ONSLAUGHT

Dahlia has a unique movement option with onslaught. By pressing any 2 kicks Dahlia will jump towards the opponent at an arc. The exact arc depends on how far you are from the opponent (Similar to Under Night In-Birth's assault mechanic). Despite being a special move, you cannot cancel moves into onslaught like other specials in the game. It's used somewhat similarly to a double jump or air dash other characters have but not being able to cancel it or go backwards means it used mostly in neutral to make your movement a bit more unpredictable at times or to convert after hitting bullets at weird angles. It has some offensive use since onslaught into j.lk is an unreactable overhead but you can't combo after it without resources or assists.

EMPOWER

After landing her special move Empower or using her Last Call Super, Dahlia will enter the empower state and have a red glow. While empowered Dahlia's HP attacks as well as her ground throw gain additional properties when held. Empowered 5HP explodes after the first hit, dealing high damage and launching the opponent in the air for a combo while also making the move much safer on block. Empowered 2HP adds a sliding knockdown effect to 2HP, enabling strong oki you wouldn't have access to otherwise. Empowered jHP has several mini explosions come from her gun. These explosions allow you to combo after onslaught jLK, giving you a safe and unreactable overhead option in mixups. Her empowered throw explodes her gun during the grab, launching the opponent in the air for an easy conversion. Dahlia can't normally convert after her throw midscreen without spending meter or using specific assists, so this is very useful.

RELOADING AND BULLETS

Dahlia's defining characteristic is her ability to equip her gun with a variety of bullets with different effects that can enhance her gameplan. At the start of the match Dahlia starts with 6 standard bullets and they are used any time you use her special move Order Up! or her tag in. If you run out of bullets Dahlia will shoot but nothing will come out. To prevent this from happening Dahlia can reload her gun with her special move Another Round. The L version of Another Round reloads your gun with 6 standard bullets. The M version reloads your gun but the second bullet will be a randomly chosen special bullet. The H version is the same but makes your second and fifth shot both random special bullets. While the bullet you get is random, the bullet type won't repeat until all 5 special types are seen. Her super Last Call lets the player choose what 6 bullets they want by pressing the button associated with the bullet type during the super freeze. You can always see your current bullet loadout by looking under Dahlia's portrait.

The bullet types are the following.

- Standard (LP) - A slow moving projectile that travels at an arc. Knocksdown airborne opponents.
- Fire (LK) – Travels at the same speed and arc as standard but has less hitstun and doesn't knockdown opponents in the air. Explodes and launches the opponent in the air when it hits the ground.
- Shotgun/Buckshot (MP) – Shoots a short range shotgun blast instead of a projectile. Does high damage and wall/ceiling bounces the opponent on hit
- Ice (MK) – Shoots at the same angle and speed as standard and fire but freezes the opponent on hit. On block it has lengthy blockstun
- Laser/Rail (HP) – Shoots a beam in a straight line. Knocksdown on hit
- Electric (HK) – Shots a slow-moving projectile in a straight line. Has longer hitstun and blockstun than most shots

Knowing how to adapt to your random bullets and picking the best bullets for the situation with Last Call is key to being a strong Dahlia.

Team Position: Point/Mid

Dahlia has several strong roundstart options and enabled with proper assists can be a very strong character so putting her point is a good idea. She also has a great assist with 2MK and when she has a ton of it she can be very frustrating to deal with so putting her mid to let the point benefit from the assist and her benefit from the meter is also a strong option. Just avoid anchor because dahlia has weak comeback potential.

- **Pros**

- **Strong Neutral** – Dahlia has fantastic buttons, and her projectiles are excellent at controlling space while also being decent zoning tools. She can bully most of the cast in neutral and can teleport out of bad situations with Tea Time.
- **Good Okizime** – Empowered 2HP gives dahlia a knockdown with enough time to setup easy mash safe left/right 50/50s, once the opponent is scared to mash you can start doing things to make it even more ambiguous or even add layers with high/low mixups too.
- **Strong metered options** – Dahlia supers are all utility supers and can put the opponent in annoying spots. A Dahlia with a lot of meter can be very tough to deal with

- **Cons**

- **Low Damage**- Dahlia's damage outside of very specific circumstances is low and she'll have to hit opponents a lot more than other character to kill. Her supers are all pretty bad as combo enders too so it's even worse in DHC situations
- **Weak Defensive Options** – Dahlia's main reversal is her counter and while counter is fine, she can not cancel it into supers which mean she can't use safe

DHCs like other characters. Combine this with her being tall and susceptible to instant overheads and defense can feel very rough with her.

- **Weak to Zoning** – Dahlia's lack of conventional movement options usually isn't an issue in most MUs but against other zoners it can become a very big problem. Zoners also don't give her time to put bullets on the screen or don't care that they're there because they won't reach them.

Marie



Playstyle: Keepaway/Setplay

Gameplan:

The Skullgirl is finally playable after over 10 years. Marie is a keepaway character that uses her extremely good air mobility to run away and let her summons do all the fighting for her. Her buttons are also fantastic so she can still be very hard to fight once you're closer to her. Marie's main issue is her low damage but her neutral and setplay can let her get the extra hits she needs. If you enjoy staying in the air the whole match and making your opponent second guess their actions, the Skullgirl herself is for you.

Team Position: Point/Mid

Marie has great neutral and with assists to help her lower damage she can be a very threatening character, making point a great spot for her. However, she has solid assists so she's still valuable in the mid position. While she has a great level 3, her weak defense and low damage can make anchor a rough position for her.

- **Pros**
 - **Strong Neutral** – Marie's large buttons and projectiles give her a nice space control game that's hard for a lot of characters to deal with

- **Great Air Mobility** – A lot of Marie's specials and air normals drastically change her air momentum while also covering her landing. It's almost impossible to anti air this character
- **Good Setplay**– Marie has a fast overhead, command grab, and can easily setup left/right mixups so she can be very tricky to deal with once she gets started

- **Cons**

- **Low Damage-** Marie's damage is on the lower end and this is before taking into account that a lot of her common starters will heavily scale the combo.
- **Weak Defensive Options** – Marie's only meterless reversal has a single hit or armor that can be easily dealt with and her 1 bar reversal is a command grab which means it whiffs if the opponent is ever in the air. Her level 3 is a great reversal but very costly
- **Weak Forward movement** – While Marie is great in the air and moving backwards, she's actually very slow when she has to move forward so in matchups against other zoners/defensive characters she can struggle

Conclusion

Thank you for taking the time to read this guide. I hope it helped you understand the difference between all the characters and helped you find a main. Skullgirls is a super cool game with super cool characters so I tried my best to make them all sound fun and interesting.

I want to thank HVS and Future Club for supporting this game and breathing new life into it. Without them I probably would have never thought to make this guide.

Lastly if you see any errors or typos please contact me on twitter @mpgame99

CHANGELIST

3/7/2021: Guide completed (typos and and grammatical errors will be corrected once noticed)

7/7/2021: Added Annie, Reworked for Eliza, Robo and Beo changes, Added details for Painwheel install, Minor Formatting changes

1/29/2022: Added Umbrella, changes to reflect the annie patch.

3/7/2022: Added a TL;DR section for picking a character

3/29/2023: Added Black Dahlia, made some adjustmet to pros/cons for some characters to reflect current community thoughts, hyperlinked mizuumi wiki page to each character.

6/8/2024: Added Marie, added umbrella rework, updated characters based on latest patch.