

Shamelessly stolen/borrowed from the DotA2 format of the same name. I've enabled viewers to make comments regarding what I've written down. As of writing now (December 15, 2016) I've completed the guide and am leaving it open for commentary and critique by you, the reader.

Interested in trying out the game but don't have any characters in mind?

Maybe you do, but have no idea where to start?

Fret no more- propelled by the new influx of curious newbies and motivated by sheer boredom, I've decided to write brief entries for every last character available for use that detail a few points to keep in mind:

General pros and cons, Recommended team position, Recommended Assists, Potential Teammates, and Players to watch

Character names with an asterisk notation indicate said character is beginner friendly.

Tip: Looking for a character to fill a specific role? Press ctrl+f, and search "**Recommended Position:** (position)", but without the quotes and replace (position) with the position you want.

e.g.

Recommended Position: Point (First slot)

Recommended Position: Middle (Second slot)

Recommended Position: Anchor (Third slot)

>Captain America *	3
>Deadpool	4
>Doctor Doom *	5
>Doctor Strange	6
>Dormammu *	7
>Ghost Rider	8
>Hawkeye	9
>Hulk	10

>Iron Fist	11
>Iron Man	12
>Magneto	13
>M.O.D.O.K.	14
>Nova *	15
>Phoenix	16
>Rocket Raccoon	17
>Sentinel	18
> She-Hulk	19
>Shuma Gorath	20
>Spider-Man	21
>Storm	22
>Super Skrull *	23
>Taskmaster *	24
>Thor	25
>Wolverine *	26
>X-23	27
>Akuma *	28
>Amaterasu	29
>Arthur	30
>Chris Redfield	31
>Chun-Li	32
>Crimson Viper	33
>Dante	34
>Felicia *	35
>Firebrand *	36
>Frank West *	37

>Haggar *	38
>Hsien-Ko	39
>Jill	40
>Morrigan	41
>Nemesis *	42
>Phoenix Wright	43
>Ryu *	44
>Spencer *	45
>Strider Hiryu	46
>Trish *	47
>Tron Bonne	48
>Vergil *	49
>Viewtiful Joe	50
>Wesker *	51
>Zero *	52

What's that? Do you want some added resources?

https://wiki.supercombo.gg/w/Ultimate_Marvel_vs_Capcom_3

Good for general information and supplementary details regarding system mechanics and character knowledge.

<https://www.dropbox.com/s/s71f1hduqb3q7re/UMvC3.pdf?dl=0>

The UMvC3 Brady Guide. Includes frame data. Not 100% accurate but fairly close.

<https://discord.com/invite/eY2rUC2>

UMvC3 Discord Server. Check the pins before asking for Wright advice.

>Captain America *

Pros

- Charging Star challenges offense and keepaway simultaneously.
- Versatile character that can adapt to different playstyles.
- Dangerous incoming mixups be it midscreen body hopping or cartwheel crossups.
- Damage is very high due to fantastic scaling.

Cons

- Doesn't excel at any particular role.
- Very commitment-heavy character; Cap is usually putting himself at risk whether throwing shields or rushing in.
- Generally linear gameplan.
- Despite two reasonably useful assists, lacks support value.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Charging Star = Shield Slash > Stars & Stripes

Potential Partners: Strider Hiryu, Trish, Spencer, Akuma, Strange, Nova, Rocket Raccoon, Dormammu, Doom, MODOK, Sentinel, Phoenix Wright, Jill, Arthur, Chris, Vergil, Iron Man, Super Skrull, Magneto, Dante

Players to Watch: Elithecurry, Jesse, Hi I'm Nasty, Frutsy, CrownThunder, I Heart Justice

>Deadpool

Pros

- Very effective run and gun style of play.
- Can cover multiple angles of approach on his own.
- Keeps himself safe via Ninja Gifts and a quick teleport.
- Very good normals.

Cons

- Below average health.
- Solo damage/meter build is subpar.
- Support value is slightly underwhelming due to no TAC infinities and safe DHC options.
- Suffers immensely from hitstun decay.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Quick Work > Katana-rama > Happy Trigger

Potential Partners: Jill, Strider Hiryu, Vergil, Frank West, Dante, Ryu, Akuma, Haggar, Shuma Gorath, Hawkeye, Rocket Raccoon, Dormammu, Doom, Strange, Iron Man

Players to Watch: DualKevin, Sykilik, Javibaby, Wedge, Zenpool

>Doctor Doom *

Pros

- Arguably the most useful team cohesive character in the game.
- Few but powerful special moves that help with keepaway in addition to safe DHCs.
- Can convert for big damage off almost anything.
- Possess above average mobility in an eight-way air dash, flight, and a pair of foot dives.

Cons

- Mobility can be incredibly awkward when picking him up.
- His point capability is significantly worse than his support.
- Ground speed is very sluggish.
- Most used character in the game means most are aware of his tricks.

Recommended Position: Middle/Anchor > Point

Recommended Assist: Any

Popular Partners: Doom's support value is universal across the cast.

Players to Watch: Too many to count

>Doctor Strange

Pros

- Exceptional damage engine/combo extender.
- Above average support in Bolts of Balthakk/Eye of Agamotto and frame one Spell of Vishanti DHC to blow up assist calls.
- Slippery to catch between Illusion, teleports, and space control tools.
- Spell of Vishanti tracks, hits multiple characters, and can lead to a won game with X-Factor.

Cons

- Very poor health.
- Mobility is limited- possesses perhaps the most unused flight in the game.
- Incredibly vulnerable to incoming.
- Bad on the defensive- he's a tall target and his only invincible moves are tied to meter.

Recommended Position: Middle/Anchor > Point

Recommended Assist: Bolts of Balthakk = Eye of Agamotto > Daggers of Denak

Potential Partners: Jill, Nemesis, Strider Hiryu, Phoenix Wright, Vergil, Chris, Dante, Zero, Wesker, Trish, Chun-Li, Tron Bonne, Morrigan, Viewtiful Joe, Spencer, Felicia, Amaterasu, C. Viper, Haggar, Hsien-Ko, Shuma Gorath, Hawkeye, Ghost Rider, Nova, Dormammu, Captain America, Rocket Raccoon, Iron Fist, Doom, Iron Man, MODOK, Deadpool, Thor, Storm, X-23, Super Skrull, Spider-Man, Taskmaster, She-Hulk, Magneto

Players to Watch: Miniboss, I Heart Justice, IronGod, Nemo, Will Richards

>Dormammu *

Pros

- Once he gains momentum, his keepaway is nigh insurmountable.
- Above average damage output.
- Neutralizes offense with teleport cancels, flame carpet, and tridash pressure.
- Team friendly supers that either secure kills (Chaotic Flame) or setups (Stalking Flare).

Cons

- Large frame makes opening him up easier.
- Extremely reliant on momentum.
- Despite his mobility, remains a slow-moving character.
- Assists are not terribly useful.

Recommended Position: Middle > Anchor > Point

Recommended Assist: Dark Hole > Purification > Liberation

Potential Partners: Jill, Firebrand, Vergil, Arthur, Wesker, Zero, Dante, Trish, Spencer, Amaterasu, Haggar, Hsien-Ko, Morrigan, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Doom, Wolverine, Thor, MODOK, Spider-Man, Taskmaster, Magneto

Players to Watch: Filipino Champ, Angelic, Jasonkido, Shogun, Streamburger, Paradigm

>Ghost Rider

Pros

- Exceptionally strong ground control.
- Long-reaching normals make you think twice about being safe.
- Button checks with mid-screen frame traps.
- Can defend himself against most keepaway plans between Heartless Spire and Judgment Strike.

Cons

- Virtually zero aerial presence whatsoever.
- Low damage output.
- Slow-starting normals and below average movespeed.
- Lack of good anti-air means he suffers defending against anyone coming in from above.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Chain of Rebuttal > Hellfire = Heartless Spire

Potential Partners: Vergil, Arthur, Dante, Spencer, Akuma, Haggar, Hsien-Ko, Shuma Gorath, Strange, Rocket Raccoon, Captain America, Iron Man, Dormammu, Doom, MODOK, Sentinel, Taskmaster, Magneto

Players to Watch: Sacktap, IGT, JakoMan64, Nicholas Cage (Austalian FGC), Alternate Timeline FChamp, Nicholas Cage (The Actor)

>Hawkeye

Pros

- Slew of different projectiles that help distance Hawkeye from his foes.
- Very solid normals between stM, slide, aimable stH arrows, and jH.
- Deceptively tricky grounded mobility via slide and acrobatics specials.
- Fast-startup super that tracks regardless of screen position.

Cons

- Poor damage output, even with bars.
- Slightly below average health.
- Completely vulnerable to incoming.
- Floaty regular jumps leave him susceptible to being rushed down whenever he leaves the ground.

Recommended Position: Point/Anchor > Middle

Recommended Assist: Quick Shot > Ragtime Shot > Trick Shot

Potential Partners: Strider Hiryu, Vergil, Arthur, Dante, Zero, Trish, Spencer, Haggar, Morrigan, Shuma Gorath, Nova, Dormammu, Captain America, Rocket Raccoon, Iron Fist, Doom, Deadpool, MODOK, Spider-Man, Sentinel, Hulk, Taskmaster, She-Hulk, Magneto

Players to Watch: DualKevin, Flocker, Paulow3b, Punisher, lilmonix3, pat33ble

>Hulk

Pros

- Retains high damage output with minimal spending of resources.
- Tied for second highest health in the game.
- Armored normals/specials and Gamma Crush make mounting a counteroffensive risky.
- His 99 second (Round start) options are very dangerous.

Cons

- Huge size makes opening him up a breeze.
- Very sluggish normals- fastest ground normal is 9(!) frames.
- Armor is limited: multi-hitting moves can carve through it like butter and moves that inflict a capture state ignore armor entirely.
- Heavily reliant on momentum; if he can't win the initial round start exchange, Hulk usually has to brute force his way in with the help of assists.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Gamma Wave = Gamma Charge (Anti-Air) > Gamma Charge (Ground)

Potential Partners: Nemesis, Firebrand, Wesker, Tron Bonne, Haggar, Shuma Gorath, Nova, Rocket Raccoon, Doom, Sentinel, She-Hulk

Players to Watch: KaneBlueRiver, Jan, JDog, Fooblat, 2DaMaxx, Tong

>Iron Fist

Pros

- Very high damage output with fantastic meter build.
- Exceptional footsies game.
- Extremely quick grounded movement.
- Quick Kick glitch opens up for tricky high/low mixups.

Cons

- Zero air presence whatsoever.
- A rushdown character with the most commitment heavy offense in the game.
- Inconsistent normals result in neutered damage versus anyone not on the ground.
- Very limited options against an incoming character.

Recommended Position: Anchor > Point > Middle

Recommended Assist: Rising Fang > Crescent Heel > Dragon's Touch

Potential Partners: Arthur, Dante, Ryu, Chun-Li, Trish, Akuma, Spencer, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Rocket Raccoon, Doom, Wolverine, Sentinel, Magneto

Players to Watch: Weeberman, Punisher, Spartan Throne, Heroic, Sacktap

>Iron Man

Pros

- Between Unibeam/Repulsor Blast and TAC infinities, very much a team player.
- Capable of rushing down and playing keepaway on a dime.
- Few key normals that assist in poking the opponent to death.
- Fast-acting super in Proton Cannon helps blow up assist calls.

Cons

- Gimped mobility from vanilla makes maneuvering with him difficult.
- High execution curve; simple grounded confirms require flawless use of fly/unfly commands.
- Cannot rushdown nor keepaway that effectively on point.
- Defense is essentially limited to hoping the enemy runs into Repulsor Spread.

Recommended Position: Middle/Anchor > Point

Recommended Assist: Unibeam = Repulsor Blast > Smart Bomb

Potential Partners: Jill, Firebrand, Strider Hiryu, Phoenix Wright, Chris, Arthur, Vergil, Dante, Zero, Wesker, Trish, Viewtiful Joe, Amaterasu, C. Viper, Felicia, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Dormammu, Captain America, Rocket Raccoon, Iron Fist, Doom, X-23, Spider-Man, Taskmaster, Magneto

Players to Watch: Dapvip, Joker, Jeopardy, CorkyJay, Skyhighclaw

>Magneto

Pros

- Smothering rushdown between plink Magnetic Blasts and tridash pressure while capable of maintaining a competent keepaway game with Mag Blasts and Disruptor.
- Possesses some of the best option selects in the game.
- Fantastic normals that suit a variety of purposes.
- Extremely quick mobility be it ground or air.

Cons

- Very low health, dies to most characters off one hit.
- Slightly below average damage output; usually requires his team to finish people off.
- Higher execution floor than average for optimal combos.
- Lacks a consistently safe DHC in.

Recommended Position: Point > Middle/Anchor

Recommended Assist: Electromagnetic Disruptor > Hyper Gravitation > Force Field

Potential Partners: Vergil, Frank West, Arthur, Wesker, Dante, Chun-Li, Trish, Tron Bonne, Morrigan, Akuma, Spencer, Haggar, Amaterasu, Morrigan, C. Viper, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Nova, Dormammu, Rocket Raccoon, Iron Fist, Doom, Iron Man, MODOK, Storm, Sentinel, Spider-Man, Phoenix, Taskmaster

Players to Watch: Filipino Champ, RayRay, Priest, EM Pony, Takumi, MilkyNRCO

>M.O.D.O.K.

Pros

- Eight second flight and eight-way air dash make catching him very difficult.
- Possesses both a highly technical rushdown as well as a zoning game that almost feels impassable.
- Jamming Bomb is godlike.
- Three worthwhile assists, TAC infinities, and useful supers give him team position versatility.

Cons

- Very high execution barrier; the lack of a normal jump/ability to chicken block is imposing at first.
- Without access to levels of understanding (Analyze Cube stacks) his defense is slightly more limited and damage output is lesser.
- Giant hitbox makes opening him up easy.
- If you can slip past his projectiles and barrier, his defensive options are piss poor.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Any

Potential Partners: Jill, Strider Hiryu, Vergil, Frank West, Arthur, Dante, Zero, Wesker, Trish, Chun-Li, Morrigan, Spencer, Akuma, Viewtiful Joe, Amaterasu, C. Viper, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Dormammu, Nova, Captain America, Rocket Raccoon, Doom, Sentinel, Taskmaster, Magneto, Phoenix

Players to Watch: Priest, Punisher, Hitbox Dustin, Frutsy, MythicVerbosity, Mothman

>Nova *

Pros

- Very intuitive character- he wears the helmet so you don't have to.
- Dangerous up close mix between high/low/throw mixups.
- Possesses excellent multifaceted normals for offense, defense, and mobility.
- Can maintain a somewhat solid keepaway game via Gravimetric Pulses and Energy Javelins, all while threatening with Human Rocket for when the opponent attempts to counterzone.

Cons

- Slightly below average health.
- Overall damage output is subpar due to crummy scaling.
- Certain moves drain red health, rendering Nova more frail than at first glance.
- Overall support value is not particularly noteworthy.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Gravimetric Pulse = Centurion Rush > Nova Strike

Potential Partners: Strider Hiryu, Phoenix Wright, Chris, Arthur, Frank West, Vergil, Dante, Ryu, Zero, Wesker, Trish, Chun-Li, Akuma, Spencer, Amaterasu, Haggar, Shuma Gorath, Strange, Hawkeye, Dormammu, Rocket Raccoon, Doom, Iron Man, MODOK, Storm, Hulk, Sentinel, Taskmaster, Magneto

Players to Watch: Marvelo, Coach Steve, Jeopardy, Mundank, Nemo

>Phoenix

Pros

- One of the most threatening anchors in the game due to Dark Phoenix.
- On point, possess almost every tool imaginable- fast air dashes, high/low/throw mixup options, projectile destroying Psycho Crushers that are safe, etc.
- Essentially gives you four characters on a team instead of three.
- Even if she's forced in before five bars, can keep herself safe with Phoenix Inferno and X-Factor.

Cons

- Has the lowest health in the game- Hulk can kill her from full life with literally one move.
- Demands peerless play- one mistake can cost you the character.
- Her very presence demands you to play conservatively; an enemy character that could have died with the use of one bar might need to live for Dark Phoenix's sake.
- Abundance of anti-Phoenix tech means Dark Phoenix may only make a brief appearance.

Recommended Position: Anchor > Point/Middle

Recommended Assist: TK Shot = TK Overdrive > TK Trap

Potential Partners: Wesker, Zero, Wolverine, Doom, Chun-Li, Morrigan, Viewtiful Joe, Magneto, MODOK, Amaterasu

Players to Watch: Filipino Champ, RyanLV, Quackbot, GoldenBoyNeo, Prodigy

>Rocket Raccoon

Pros

- Aggravating ground control with ground traps and shockingly effective air control with log/bear traps.
- Small size and skittery mobility options with rocket skates/teleports make catching him difficult.
- Support value in Log Trap/Spit Fire is immense and Launch Pad is one of the best supers in the game.
- Several aforementioned tools allow for himself and teammates to tag in/out safely.

Cons

- Tied for second lowest health in the game.
- Low mid screen damage output and finicky confirms due to the way jM works.
- Demanding execution- you'll constantly be on the move laying down obstacles.
- Has difficulty catching opponents that remain at super jump height or possess superior range/projectiles.

Recommended Position: Middle/Anchor > Point

Recommended Assist: Pendulum = Spitfire Twice > Claymore

Potential Partners: Jill, Nemesis, Strider Hiryu, Vergil, Frank West, Arthur, Chris, Wesker, Zero, Ryu, Dante, Trish, Chun-Li, Morrigan, Tron Bonne, Felicia, Spencer, Akuma, Viewtiful Joe, Amaterasu, C. Viper, Haggar, Morrigan, Felicia, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Dormammu, Captain America, Iron Fist, Doom, Iron Man, Deadpool, MODOK, Thor, Super Skrull, Hulk, Sentinel, Spider-Man, Taskmaster, She-Hulk, Magneto, X-23

Players to Watch: Zakca, Jesse, IronGod, Punisher, Wolfstreet, Tonosama

>Sentinel

Pros

- Drones, TAC infinite, safe DHCs, and alpha counter Hard Drive grant his team invaluable support.
- Hard Drive means he's not completely vulnerable to incoming.
- Armored, long-reaching, projectile-destroying normals that also chip alongside mouth beams grant him an above average footsies game.
- Fast ground speed, reasonably layered close range mix, and solid damage output mean he isn't a slouch when allowed to be put on the offensive.

Cons

- Gigantic size combined with below average health leave Sentinel on the defensive relatively worse off.
- Limited air mobility due to a sluggish flight speed.
- Slow-starting normals that are very dangerous to whiff.
- While invulnerable, Hard Drive is also unreliable and may drop opponents out before the final hit.

Recommended Position: Anchor/Middle > Point

Recommended Assist: Sentinel Force (Drones) > Sentinel Force (Air Raid) > Rocket Punch

Potential Partners: Jill, Nemesis, Arthur, Chris, Dante, Ryu, Zero, Wesker, Trish, Spencer, Felicia, Amaterasu, C. Viper, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Dormammu, Captain America, Rocket Raccoon, Iron Fist, Doom, Iron Man, MODOK, Thor, Storm, Super Skrull, Hulk, Spider-Man, Taskmaster, She-Hulk, Magneto

Players to Watch: RayRay, GCYoshi, KaneBlueRiver, 1nside, Tong

> She-Hulk

Pros

- Ability to cancel into Runner's Start (Her stance) makes her offensive strings safer.
- Rewards good reads and possesses the tools to land them: two anti-air command throws, a regular air throw that she can combo by herself, and ground command throws/overhead that's safe on block.
- High health lets her live longer.
- Above average ground speed due to plink dashes.

Cons

- Outside of her air throw, has no presence off the ground.
- Low damage output.
- Reliant on reads and resets in a game that reveres one touch kills.
- Beyond her slide and lamp post, lacking in range.

Recommended Position: Point > Anchor > Middle

Recommended Assist: Torpedo > Somersault Kick > Clothesline

Potential Partners: Strider Hiryu, Arthur, Trish, Chun-Li, Tron Bonne, Spencer, Amaterasu, C. Viper, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Rocket Raccoon, Doom, Iron Man, Thor, Storm, Sentinel, Taskmaster

Players to Watch: ABEGEN, GoukenRespek, mrice, Nashfan, Steek

>Shuma Gorath

Pros

- Excellent corner damage.
- Odd hurtbox properties make certain combos outright fail against him.
- Mystic Ray assist that hits full screen and OTG.
- Strong normals that are mostly plus on block and grant a high/low game due to jump cancels.

Cons

- Mobility is very poor; approaching can be difficult.
- Fullscreen chip damage is laughable.
- Inconsistent corner carry means he has difficulty transitioning into his high damage combos.
- Has a noticeable lack of air presence; his only real option is either air throw or attempting to chain into his extremely unsafe jS.

Recommended Position: Point/Anchor > Middle

Recommended Assist: Mystic Ray > Mystic Stare > Mystic Smash

Potential Partners: Jill, Firebrand, Strider Hiryu, Frank West, Trish, Tron Bonne, Akuma, C. Viper, Haggar, Vergil, Dante, Strange, Amaterasu, Morrigan, Rocket Raccoon, Captain America, Dormammu, Nova, Wolverine, Doom, Thor, Spider-Man, Sentinel, Hulk, MODOK

Players to Watch: Angelic, Streamburger, Jan, Rokmode, salutexmo

>Spider-Man

Pros

- Extremely slippery character- between air dashes, Web Swing, and web zip cancels he can stay untouched for a very long time.
- Said tools also grant him a very potent rushdown game in tandem with assists.
- Above average damage output thanks to good scaling and web throw loops.
- Capable of remaining airborne for a very long time despite lacking flight mode or an eight-way air dash.

Cons

- Underwhelming range on normals.
- Chip damage is borderline nonexistent.
- Requires somewhat high execution for optimal play.
- Absolutely needs to be on point due to reliance on assists and lacking any meaningful support.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Web Ball > Spider Sting > Web Swing

Potential Partners: Strider Hiryu, Vergil, Wesker, Dante, Shuma Gorath, Strange, Hawkeye, Dormammu, Rocket Raccoon, Doom, Sentinel, Magneto

Players to Watch: Broshadian, Bottleofmoe, Geobraun, Yahel, lilmonix3, Sanity

>Storm

Pros

- Mobility is fantastic- can weave in and out of danger almost at will.
- Strong normals overall sans stL.
- Above average support value due to Hail Storm/Elemental Rage DHC's and TAC infinities.
- Can remain airborne longer than anyone else sans MODOK.

Cons

- Damage output is underwhelming and her meter gain is even worse.
- Very low health.
- While a good support via Hail Storm and TAC infinities, her assists are not particularly noteworthy.
- Save Lightning Sphere, special moves are somewhat lacking in one way or another.

Recommended Position: Middle > Point/Anchor

Recommended Assist: Whirlwind > Double Typhoon > Lightning Attack

Potential Partners: Jill, Vergil, Arthur, Dante, Wesker, Trish, Chun-Li, Morrigan, Akuma, Amaterasu, C. Viper, Strange, Shuma Gorath, Hawkeye, Rocket Raccoon, Doom, Iron Man, Wolverine, Sentinel, Magneto

Players to Watch: Justin Wong, GoukenRespek, xero18, Halle Berry

>Super Skrull *

Pros

- Able to call assists during his many command normals to cover multiple scenarios.
- A rapid fire standing light that hits low, a safe hit-confirm standing heavy, half-screen command grabs that have ground/anti-air variations, and Meteor Smash's left/right nature give him above average mixups.
- Meteor Smash leaves opponents disconcerted, especially combined with assists or X-Factor.
- Niche support value that grants unblockables to certain characters.

Cons

- Outside of said niche, his assists are mostly limited to combo extension.
- Beyond those aforementioned normals, the rest of them are pretty bad.
- Limited ability to defend against incoming setups.
- Requires conservative inputs at the risk of accidentally mashing out Tenderizer.

Recommended Position: Point/Anchor > Middle

Recommended Assist: Depends on Team

Potential Partners: Firebrand, Frank West, Arthur, Dante, Wesker, Trish, Spencer, Amaterasu, Haggar, Shuma Gorath, Strange, Hawkeye, Nova, Dormammu, Captain America, Rocket Raccoon, Doom, Iron Man, MODOK, Thor, X-23, Sentinel, Taskmaster

Players to Watch: Apologyman, Dragoomba, Hi I'm Nasty, Rubeks, Maxout, imashbuttons

>Taskmaster *

Pros

- Extremely generalist character- he can fill most any role you need.
- Great normals that help with cutting down defenses, nullify projectiles, anti-air, and convert off most any stray hit.
- Possesses some very effective option selects.
- While nerfed from Vanilla, his damage output remains very strong; a super that can combo into itself and supers that work well in a THC/DHC help ramp up the damage.

Cons

- Mix-ups remain almost absent in his gameplan.
- While he can do most things, he's not particularly GREAT at them.
- Slow moving and, outside of Spidey Swing, lacks mobility options.
- While he has counters, successful conversions off any of them are difficult.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Aim Master (Horizontal Shot) = Aim Master (Vertical Shot) > Aim Master (Parabolic Shot)

Potential Partners: Jill, Nemesis, Vergil, Frank West, Arthur, Chris, Wesker, Zero, Ryu, Dante, Trish, Chun-Li, Akuma, Spencer, Amaterasu, C. Viper, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Dormammu, Rocket Raccoon, Iron Fist, Doom, Iron Man, MODOK, Thor, Super Skrull, Hulk, Sentinel, Magneto, She-Hulk

Players to Watch: ImmaAriesBaby, RonanHealy, KillerKai, Sondelight, Moises

>Thor

Pros

- Has the highest health value in the game.
- Tri-dash pressure, air-OK command throw that allows self-conversion, and projectile-destroying Mighty Strike lend a very threatening offense.
- His throws in general are also fairly dangerous between a fully invincible grab super, one frame command throw, and ground throws that are easy to convert from.
- Off the field, his support value is strong; Mighty Spark is a beam with a high hitstun spark at the origin point, Mighty Smash is a combo extender that's also an invincible alpha counter, and consistent TAC infinities are always nice.

Cons

- Ground normals are straight booty outside of crouch medium.
- His normals in general are mostly bad on their own merits.
- X-Factor does not provide any kind of speed bonus, hampering his comeback ability.
- Regardless of his mobility options, none of them are particularly fast.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Mighty Spark = Mighty Smash > Mighty Strike

Potential Partners: Vergil, Frank West, Dante, Zero, Wesker, Trish, Chun-Li, Tron Bonne, Viewtiful Joe, Amaterasu, Haggar, Shuma Gorath, Strange, Dormammu, Rocket Raccoon, Doom, Iron Man, MODOK, Sentinel, She-Hulk

Players to Watch: Streamburger, ABEGEN, SOCAL IRONGOD, Game650, RoyalFlush

>Wolverine *

Pros

- Relentless rushdown pressure due to incredible speed, instant overhead jump lights, left/right mix ups with Berserker Slash, and regular throws that allow full conversions with assists or X-Factor.
- With meter, can make his offense safe and boost his damage output to character-killing capacity.
- In possession of one of the most potent option selects in the entire game (Dive kick/throw).
- Good selection of normals and has one of the best normal jump arcs in the game.

Cons

- Air mobility, outside of Drill Claw and dive kick, is limited.
- Support value is nonexistent outside of TAC infinite I guess lol.
- Loss of invincibility on Berserker Slash makes getting in by himself difficult.
- Without meter, his offense becomes riskier and damage output less severe.

Recommended Position: Point > Middle/Anchor

Recommended Assist: Tornado Claw > Berserker Barrage > Berserker Slash

Potential Partners: Vergil, Frank West, Arthur, Dante, Trish, Chun-Li, Akuma, Spencer, Shuma Gorath, Dormammu, Rocket Raccoon, Iron Fist, Doom, Storm, Phoenix

Players to Watch: Justin Wong, SumBrwnKid, Angelic, SJ, Clegg Madness

>X-23

Pros

- Has smothering offense- blinding ground speed, left/right mixups due to Mirage Feints, continuous pressure with dive kicks, and a command throw identical in animation startup to her slices.
- Surprisingly versatile aerial movement due to angled dive kicks, falling claw, and uppercuts.
- Her level 3 is an unblockable that can lead to guaranteed death; optimizing around this "300%" game plan can guarantee wins.
- Her other two supers retain immense invincibility frames, allowing for easy DHCs out to save X-23 or salvage a bad read.

Cons

- Very low health.
- Has difficulty getting conversions versus opponents at super jump height.
- She's 100% focused on rushdown- defensive play is not recommended.
- Her support capabilities are present but not exactly anything special.

Recommended Position: Point/Anchor > Middle

Recommended Assist: Crescent Scythe = Ankle Slice > Neck Slice

Potential Partners: Strider Hiryu, Dante, Akuma, Trish, Chun-Li, Amaterasu, Shuma Gorath, Strange, Dormammu, Rocket Raccoon, Doom, Iron Man, Storm, Sentinel

Players to Watch: Dapvip, Merkyl, Jayto, Rambam, Wandles

>Akuma *

Pros

- Very high damage output in addition to above average meter build.
- Good support value in Tatsu assist, helping with rushdown and beam DHC punishing enemy assist calls.
- Respectable air mobility with Demon Flips.
- Can switch up his playstyle from relentless offensive mixup game to runaway fireball game.

Cons

- Tied for the second lowest health in the game.
- Stubby normals make challenging opponents at range very risky.
- Requires meter to become more of a threat.
- Despite being an anchor character, is outclassed as an anchor somewhat.

Recommended Position: Anchor > Point/Middle

Recommended Assist: Tatsumaki Zankukyaku > Gohadoken > Hyakki Gojin

Potential Partners: Jill, Phoenix Wright, Arthur, Chris, Wesker, Zero, Ryu, Dante, Trish, Chun-Li, Spencer, Amaterasu, Morrigan, Shuma Gorath, Hawkeye, Nova, Captain America, Rocket Raccoon, Iron Fist, Doom, Wolverine, Deadpool, Storm, X-23, Taskmaster, Magneto

Players to Watch: Justin Wong, Clegg Madness, SumBrwnKid, livinlegend, Zenpool

>Amaterasu

Pros

- Aerial mobility is excellent between weapon switches, three-way air dashing, her glaive dive command normal, and the quirk of gaining an air dash after an air super.
- Her unusual hurtbox makes hitting her difficult but her counter moves, fast starting normals, and power slash leave the opponent guessing if they should bother.
- Fantastic support value via Cold Star assist, Veil of Mist and Okami Shuffle DHC/THC's, and consistent TAC infinities.
- Very potent anchor due to speed bonus, X-Factor infinite, and strong usage of meter.

Cons

- Has the third lowest health in the game.
- Below average damage output outside of X-Factor
- Knowledge regarding her three different weapon stances is necessary to succeed.
- Very linear approach options.

Recommended Position: Anchor > Middle > Point

Recommended Assist: Cold Star > Bloom > Solar Flare

Potential Partners: Jill, Firebrand, Frank West, Arthur, Dante, Zero, Wesker, Trish, Chun-Li, Morrigan, Viewtiful Joe, Spencer, Felicia, C. Viper, Hsien-Ko, Shuma Gorath, Strange, Nova, Dormammu, Rocket Raccoon, Doom, MODOK, Storm, X-23, Spider-Man, Taskmaster, She-Hulk, Magneto, Phoenix

Players to Watch: Full Schedule, Zak Bennet, MarlinPie, Moons, skillzdatkillz, Rokmode

>Arthur

Pros

- Arsenal of projectile specials let him cover space effectively.
- Combination of size, a fast-acting shield parry, invincible uppercut, and three supers with varying amounts of invuln frames grant an above average defense.
- Jump S gives unusual yet swift vertically-inclined mobility as well as a deceptive high/low mixup game.
- Support value is above average between Dagger assist, Goddess Bracelet making bad decisions safe, and a level 3 that hits full screen and happy birthdays.

Cons

- Despite his size, has slow-starting normals: his fastest one is 6 frames.
- Damage is okay, but his meter gain is poor.
- Golden Armor can essentially be your death sentence.
- Ground mobility is literally nonexistent; man can't dash.

Recommended Position: Middle/Anchor > Point

Recommended Assist: Dagger Toss > Fire Bottle Toss > Heavenly Slash

Potential Partners: Jill, Nemesis, Firebrand, Strider Hiryu, Vergil, Frank West, Chris, Wesker, Zero, Dante, Trish, Chun-Li, Tron Bonne, Morrigan, Spencer, Viewtiful Joe, Amaterasu, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Dormammu, Captain America, Rocket Raccoon, Iron Fist, Doom, Wolverine, MODOK, Hulk, Taskmaster

Players to Watch: Sacktap, Kinderparty, BananaMan, PermaVermin, Dang, doplghost

>Chris Redfield

Pros

- In spite of poor scaling, he possesses an incredible damage output/meter build.
- Very strong ground control through land mines, grenades, and high durability weapon fire.
- Magnum punishes assist calls and incendiary grenades can interrupt combos.
- Above average health keeps him alive a little longer.

Cons

- Has no way of changing his aerial momentum; he's usually putting himself at risk when he jumps.
- No dedicated anti-air projectile means he has difficulty hitting anyone above him.
- Mobility in general is doody.
- Below average incoming options.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Gun Fire = Grenade Toss > Combination Punch

Potential Partners: Nemesis, Strider Hiryu, Frank West, Arthur, Wesker, Dante, Akuma, Spencer, Haggar, Strange, Nova, Rocket Raccoon, Doom, Iron Man, Sentinel, Taskmaster

Players to Watch: GCYoshi, npf, Heroic, livinlegend, LLND, SenorTaxi

>Chun-Li

Pros

- Can remain airborne for a seemingly unlimited amount of time: triple jump, wall jump, up kicks, spinning bird kick, air-OK lightning legs, etc.
- Two frame up kicks and an invincible EX spinning bird kick that can be made safe give her an amazing meterless defense.
- Support is useful between Lightning Legs assist and consistent TAC infinites.
- Rushdown is very strong: can confirm all her throws solo, jump cancelable normals make her approach safe, can use Kikoken/assists to cover her approach, and her crumple allows other characters to act as damage engines.

Cons

- Very low health means when she's hit, she's usually done.
- Doesn't use meter very effectively in comparison to other characters.
- Below average solo damage.
- In spite of her support value, lacks any safe DHC's.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Hyakuretsukyaku > Kikoken > Tenshokyaku

Potential Partners: Jill, Strider Hiryu, Arthur, Ryu, Dante, Trish, Morrigan, Akuma, Amaterasu, Shuma Gorath, Strange, Hawkeye, Rocket Raccoon, Doom, MODOK, Sentinel, Magneto, Phoenix

Players to Watch: RyanLV, Brian Kasugano, Arithmetic, Ludovic, Acecentric

>Crimson Viper

Pros

- Supreme offense thanks to absurd minimum damage scaling, throws that she can convert from solo, high/low mixup options, and unblockable Focus Attack in tandem with some assists.
- Fast air dashes lend well to offensive momentum and mobility in general.
- Rapid Seismo spam and Optic Blast give her a ranged presence/solo assist punishment potential.
- EX normals give her offensive and defensive options for the cost of one bar.

Cons

- Heavily meter reliant to become more of a threat.
- Poor reach on her normals make challenging offense without EX specials risky.
- Her support value is kinda bad due to awkward assists and DHC/THC unfriendly supers.
- Slightly below average health.

Recommended Position: Point > Anchor > Middle

Recommended Assist: Burning Kick > Seismo Hammer > Thunder Knuckle

Potential Partners: Strider Hiryu, Arthur, Dante, Trish, Chun-Li, Morrigan, Spencer, Amaterasu, Hsien-Ko, Strange, Hawkeye, Doom

Players to Watch: Full Schedule, Unknown, 7110, Static Alpha, MarlinPie

>Dante

Pros

- Support value is top tier between Jam Session, timer scam TAC infinities, and Devil Trigger DHC.
- Over two dozen special moves give Dante almost every tool imaginable.
- Sword normals give him great priority and above average range.
- Good mobility due to quick ground/air dashes and tracking teleport.

Cons

- Pitiful damage scaling results in low damage combos.
- With all his tools, Dante himself remains on the slow side.
- Defensive options are underwhelming.
- Requires extensive knowledge of the character in addition to good execution to succeed.

Recommended Position: Middle > Anchor > Point

Recommended Assist: Jam Session > Weasel Shot > Crystal

Potential Partners: Jill, Chris, Arthur, Frank West, Vergil, Zero, Wesker, Morrigan, Tron Bonne, Chun-Li, Trish, Viewtiful Joe, Akuma, Spencer, Felicia, Hsien-Ko, Haggar, C. Viper, Amaterasu, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Rocket Raccoon, Dormammu, Doom, Iron Man, Wolverine, Deadpool, X-23, Storm, Thor, MODOK, Super Skrull, Spider-Man, Magneto, Taskmaster

Players to Watch: Cloud805, Flux, KBrad, Jibril, Cross

>Felicia *

Pros

- Possesses fantastic offensive game- Delta Kick helps nullify pushblock, safe-on-block Cat Spike, fast crouch light and long-reaching command throw give her mixup options, made only stronger via Kitty Helper.
- Somewhat good mobility thanks to Delta Kick, fast ground dashes, and “teleport.”
- Kitty Helper incoming unblockables are very deadly.
- Generally quick character overall.

Cons

- Has difficulty contending with characters that are proficient zoners or those in the upback corner.
- Without Kitty Helper to set up combos, her damage output is underwhelming.
- Low health combined with her rushdown plan means one mistake can be fatal.
- Terrible support value outside of Kitty Helper DHC.

Recommended Position: Point > Anchor > Middle

Recommended Assist: Rolling Buckler > Cat Spike > Sand Splash

Potential Partners: Strider Hiryu, Arthur, Vergil, Dante, Morrigan, Akuma, Amaterasu, Shuma Gorath, Strange, Rocket Raccoon, Doom, Iron Man

Players to Watch: Dr. Salt, DJ Huoshen, crispytaco, MrOrchazm, Vlafaris

>Firebrand *

Pros

- Unblockable setups make dismantling teams a breeze so long as you get the hit.
- Getting the hit isn't that difficult- mobility via air command dashes and grounded plinks is great.
- Very deadly high/low mixup game that, combined with his install or assists, make achieving his game plan more manageable.
- Wall cling fireball grants him a shocking degree of keepaway.

Cons

- Terrible damage output; requires a damage engine to compensate.
- Low health means if he's hit, he's done.
- Crummy options for assist choices.
- Demands a team built around his weaknesses.

Recommended Position: Point > Middle/Anchor

Recommended Assist: Demon Missile M > Demon Missile H > Hell Spitfire

Potential Partners: Frank West, Arthur, Dante, Trish, Haggar, Amaterasu, Shuma Gorath, Strange, Rocket Raccoon, Dormammu, Iron Man, Doom, Thor, Hulk, Super Skrull

Players to Watch: Apologyman, Kresent, Dopghost, imashbuttons, Zak Bennet, Skyhighclaw

>Frank West *

Pros

- Strong normals made even better with levels.
- Zombies give Frank an offensive/defensive plan, even without levels.
- Levelling up is made inconsequential with teammates.
- Shopping Cart assist is very helpful when he's not getting leveled up.

Cons

- You're essentially starting out a match 2.5v3 with Frank.
- Even with levels, his mobility remains fairly substandard.
- Lacks a quick low, meaning his high/low mixup game is bad.
- Extremely vulnerable to incoming setups.

Recommended Position: Middle/Anchor > Point

Recommended Assist: Shopping Cart > Tools of Survival > Pick Me Up

Potential Partners: Jill, Firebrand, Strider Hiryu, Vergil, Arthur, Chris, Wesker, Zero, Dante, Trish, Chun-Li, Tron Bonne, Spencer, Akuma, Viewtiful Joe, Amaterasu, Haggar, Hsien-Ko, C. Viper, Shuma Gorath, Strange, Ghost Rider, Nova, Rocket Raccoon, Dormammu, Doom, Wolverine, MODOK, Thor, Super Skrull, Sentinel, Taskmaster, Magneto

Players to Watch: Rika, Bee, Vairo, PokChop, EMP Obama

>Haggar *

Pros

- Tied for the second highest health in the game.
- Lariat acts counterintuitive to Marvel's message of "get in that ASS!"
- Between pipe command normals and generous hitboxes, is very good at defending space surrounding himself.
- Deadly incoming options between crossup Violent Axe, aerial command throws to catch double jumpers, air pipe to catch air dashers, etc.

Cons

- Overall mobility is poor; can be outrun by almost everyone else.
- Difficulty in dealing with dedicated keepaway teams or characters.
- Many characters can bait out Lariat to help Haggar along the way to death.
- Large hurtbox combined with limited air options makes resets against him viable.

Recommended Position: Point/Anchor > Middle

Recommended Assist: Double Lariat > Steel Pipe > Violent Ax

Potential Partners: Nemesis, Phoenix Wright, Vergil, Frank West, Arthur, Chris, Wesker, Zero, Dante, Trish, Tron Bonne, Felicia, Spencer, Amaterasu, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Iron Fist, Rocket Raccoon, Dormammu, Doom, Iron Man, MODOK, Thor, Super Skrull, Hulk, Sentinel, Taskmaster, She-Hulk, Magneto

Players to Watch: KaneBlueRiver, Paradigm, Jan, TA Wolf, Jasonkido, Ranmasama

>Hsien-Ko

Pros

- Possesses strong anti-air normals in her command normals, stand medium, and crouch medium.
- Gong special can reflect projectiles, throwing a wrench in many keepaway gameplans.
- Her armor super means her Pinwheel special becomes an unstoppable Lariat.
- Awkward teleporting forward dash, in addition to instant air dashing and good grounded throws, means Hsien-Ko has a solid mixup game up close.

Cons

- Her mobility is very bad- sluggish two way air dash and gimpy ground speed.
- Very low meterless damage output as well as poor meter gain in general, made worse by the fact her install disables meter build.
- Due to her mobility woes, she cannot outright evade nor chase characters as easily.
- Extremely limited as a solo character.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Senpu Bu > Anki Hou > Henkyo Ki

Potential Partners: Jill, Nemesis, Phoenix Wright, Vergil, Frank West, Arthur, Chris, Wesker, Zero, Dante, Trish, Chun-Li, Tron Bonne, Morrigan, Haggar, C. Viper, Amaterasu, Shuma Gorath, Strange, Hawkeye, Nova, Iron Fist, Ghost Rider, Rocket Raccoon, Dormammu, Doom, MODOK, Super Skrull, Sentinel, Taskmaster, Magneto

Players to Watch: LLND, Rikir, pat

>Jill

Pros

- Has one of the most varied mixups in the game between double overhead/fast rapid fire low, left/right Feral Dash crossups, a command throw she can combo out of, and an invincible reversal that's jump cancelable.
- Top notch ground mobility- her normal dashes are already good but due to the nature of Feral Crouch she can essentially turn almost any normal or special into a sudden crossup dash.
- Machine Gun Spray helps her teammates get in and out of battle.
- Possesses a very efficient and hilarious looking TAC infinite.

Cons

- Member of the 850K health club.
- Air presence is almost nonexistent outside of knee drop.
- Below average damage output.
- Loses rather convincingly to immense space control/keepaway.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Dependent on team

Potential Partners: Vergil, Frank West, Arthur, Chris, Dante, Trish, Spencer, Amaterasu, Hsien-Ko, Morrigan, Shuma Gorath, Strange, Dormammu, Nova, Rocket Raccoon, Doom, Iron Man, Captain America, Deadpool, MODOK, Storm, Sentinel, Taskmaster, Magneto

Players to Watch: CorkyJay, WindZero, Paulow3b, Jsoledout, mrice

>Morrigan

Pros

- Amazing defensive normals make her offense/defense simultaneously among the best in the game.
- Astral Vision soul fists render conventional approach or defense options by most characters ineffective.
- Very strong air mobility, small size, and zero frame unfly make catching or punishing her difficult.
- Support value is high tier- her TAC infinite can be done anywhere, Dark Harmonizer builds meter for the team, and Astral Vision/Shadow Servant DHCs make getting in and out of point play a cinch.

Cons

- Ground mobility is nonexistent; she outright lacks a regular dash.
- Below average damage in her combos.
- Her normals are lacking in reach.
- Needs good execution to fulfill her full potential.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Dark Harmonizer > Soul Fist = Shadow Blade

Potential Partners: Jill, Strider Hiryu, Vergil, Arthur, Zero, Dante, Trish, Chun-Li, Viewtiful Joe, Akuma, Amaterasu, Ryu, C. Viper, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Dormammu, Rocket Raccoon, Doom, MODOK, Storm, Magneto, Phoenix, C. Viper

Players to Watch: ChrisG, RyanLV, RF, BassVII, Cosmos

>Nemesis *

Pros

- Very strong air normals help him swat opponents out of the sky or defend his descent.
- Initial burst damage is very strong.
- Long reaching command throws allow for deadly- sometimes guaranteed- resets.
- Tentacle command normals, armored moves, and soft knockdown rockets lend to a very potent defensive style of play.

Cons

- Huge size makes him a target dummy on par with Sentinel.
- Despite his size and burst damage, his scaling is awful; overall combo damage is low.
- Ground normals are lacking in speed and range while all normals suffer immensely from hitstun decay.
- General mobility is very below average.

Recommended Position: Point > Middle/Anchor

Recommended Assist: Clothesline Rocket > Rocket Launcher > Launcher Slam

Potential Partners: Chris, Arthur, Vergil, Wesker, Haggar, Hsien-Ko, Shuma Gorath, Strange, Dormammu, Rocket Raccoon, Doom, Hulk, Sentinel, Taskmaster

Players to Watch: Scamby, Sacktap, JDog, Double A, motion51

>Phoenix Wright

Pros

- Specials are strong defensively- Maya Shield allows Wright to change stances or find evidence, Paperwork has long active frames, and evidence- while random- can fill the battlefield with high durability projectiles.
- Turnabout Mode turns Wright into a legitimate threat- in spite of lacking a ranged low, his damage output becomes far more respectable and his range/speed increases.
- Certain normals possess unusual qualities that nonetheless benefit him: crouching normals low profile many beams/projectiles, Trial stand heavy is a fantastic anti-air, and he has a special cancelable overhead in forward medium.
- Assist value is viable- dog assist travels very low to the ground, hits low, and OTGs. Maya super allows for easy DHCs in/out for Wright's team and Order in the Court has tons of invulnerability frames, though it can be highly punishable.

Cons

- Normals are lacking in any sort of acceptable reach.
- Relies on RNG to determine his Trial Mode projectiles.
- Even if he gathers all his evidence, an Objection is not guaranteed.
- Mobility is befitting of a lawyer that's never been in combat before.

Recommended Positions: Point/Middle > Anchor

Recommended Assist: Get 'Em, Missile! > Paperwork > Press the Witness

Potential Partners: Spencer, Haggar, Captain America, Strange, Doom, Rocket Raccoon, Amaterasu, Trish, Akuma, Iron Man, Nova, Hsien-Ko

Players to Watch: I Heart Justice, Wolfstreet, Aonien, UglyWhen, Raid, Lythero

>Ryu *

Pros

- With meter stocked, can kill almost any character off one hit.
- Shinku Hadoken super is very strong at sniping assists.
- Approach options covered by good grounded mobility, quick air-to-ground transition in light jump tatsu, and solid fireball.
- Good defensive moveset for when the other guy has to approach you.

Cons

- Despite his point stereotyping, extremely reliant on meter to become a threat.
- Outside of air tatsu, aerial presence is negligible.
- Loses to any character with superior keepaway, normals, or mobility.
- Requires team presence to succeed on point.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Hadoken > Tatsumaki Senpukyaku > Shoryuken

Potential Partners: Arthur, Trish, Chun-Li, Spencer, Akuma, Amaterasu, Shuma Gorath, Strange, Dormammu, Morrigan, Nova, Hawkeye, Iron Fist, Rocket Raccoon, Captain America, Doom, Super Skrull, Sentinel, Magneto

Players to Watch: Brian Kasugano, Weeberman, Vortex, JohnPauliuk, Zenpool

>Spencer *

Pros

- Unscaled up grapple renders conventional scaling moot and his corner damage obscene.
- Incoming options are diverse and, given his damage output, usually fatal.
- Possesses two very strong supers- a reversal and a powerful combo ender, both of which he can convert off by himself.
- Grapple zip provides Spencer some degree of mobility alongside one of the best plink dashes in the game.

Cons

- Reliant upon assists to make his approach safe.
- Conventional air mobility is very stiff.
- Aside from his slant shot assist and Bionic Arm super, Spencer's support value toward neutral is almost negligible.
- His mixup game is as potent as it is unsafe.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Wire Grapple (Slant)> Wire Grapple (Horizontal) > Armor Piercer

Potential Partners: Strider Hiryu, Phoenix Wright, Frank West, Arthur, Chris, Wesker, Zero, Ryu, Dante, Tron Bonne, Akuma, Amaterasu, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Nova, Iron Fist, Rocket Raccoon, Captain America, Dormammu, Doom, Iron Man, Wolverine, MODOK, Super Skrull, Sentinel, Magneto, She-Hulk, Taskmaster

Players to Watch: KyleP, Mundank, GCYoshi, Nemo, TA Wolf, motion51

>Strider Hiryu

Pros

- Vajra is a very polarizing assist; it can single handedly decide how matchups are won.
- Offensive rushdown is very strong- can cover himself with animals/bird bomb, make committed pushes safe with satellite orb, convert off all his throws, and double jump overheads can take people by surprise.
- Mobility is pretty damn good too: ground movement is fast, has a wall and double jump, air-only dashes to quickly reposition himself, and two teleports.
- Anchor potential is very high with X-Factor and Ouroboros.

Cons

- Tied for second lowest health in the game.
- Overall damage output is among the lowest thanks to bottom tier scaling.
- Low durability on all his projectiles; Hsien-Ko can REFLECT part of Legion.
- Many characters can punish Vajra as an assist, meaning Strider can die before he even reaches point play.

Recommended Position: Anchor > Point > Middle

Recommended Assist: Vajra > Gram > Ame-no-Murakumo

Potential Partners: Chris, Arthur, Frank West, Vergil, Dante, Zero, Wesker, Morrigan, Chun-Li, Spencer, Felicia, C. Viper, Amaterasu, Shuma Gorath, Strange, Hawkeye, Nova, Rocket Raccoon, Captain America, Doom, Iron Man, Deadpool, X-23, MODOK, Super Skrull, Spider-Man, Taskmaster, She-Hulk

Players to Watch: Clockwork, Marvelo, CrazyJoe, Static Alpha, Amongst Shadows

>Trish *

Pros

- Very good normals oriented for close/mid range.
- Solid ground mobility but her air mobility is where it's at: swift eight-way air dashes and an incredible dive kick grant her a strong aerial presence.
- Peekaboo/Hopscotch are great at establishing space control while Low Voltage is a sluggish yet durable projectile to challenge at a distance.
- Support value is niche but powerful- Round Harvest allows for a few seconds of free high/low mix ups or a moment to land a guaranteed unblockable. On the assist side of things, Peekaboo is a tricky space control tool while Low Voltage is a strong horizontal multi-projectile.

Cons

- Another 850K health character.
- Has difficulty dealing with characters in the super jump corner or those with stronger zoning.
- Solo damage is fairly underwhelming.
- Incapable of picking up after any of her throws by herself or without X-Factor.

Recommended Position: Point/Middle > Anchor

Recommended Assist: Any

Potential Partners: Jill, Phoenix Wright, Vergil, Frank West, Arthur, Chris, Wesker, Zero, Dante, Chun-Li, Morrigan, Spencer, Akuma, Amaterasu, C. Viper, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Nova, Rocket Raccoon, Captain America, Dormammu, Doom, Iron Man, Wolverine, Storm, MODOK, Super Skrull, Sentinel, Magneto, She-Hulk, Taskmaster

Players to Watch: GreenAce, Wolfstreet, KBrad, Pink Lemonade, SMG Precision

>Tron Bonne

Pros

- Awkward hurtbox plus second highest health in the game means Tron has far more durability than at first glance.
- Disjointed hitboxes on her normals, some of which destroy projectiles, allow Tron to land hits and convert off many different angles.
- Very high damage output.
- Her low/throw mixup game is very potent since she doesn't care for scaling anyway.

Cons

- In spite of her earlier hurtbox benefit, she's still a big and easy to hit target.
- Lost her vanilla support value- as such she's more or less a dedicated point character.
- Her zoning capability is laughable.
- Requires meter and assists to pull off her prestigious damage.

Recommended Position: Point > Middle > Anchor

Recommended Assist: Bandit Boulder > Gustaff Fire > Bonne Drill

Potential Partners: Vergil, Frank West, Arthur, Dante, Spencer, Haggar, Hsien-Ko, Shuma Gorath, Nova, Rocket Raccoon, Doom, Thor, Sentinel, She-Hulk

Players to Watch: ABEGEN, FatTreeWizard, BananaMan, SurgingStorm, MadRobot00

>Vergil *

Pros

- Spiral Swords is amazing- it negates your opponent from taking their turn, grants Vergil high damage output through sword loops, can provide an additional layer of mixups through their follow ups, etc.
- Long reaching, high priority, and projectile destroying sword normals give Vergil a near omniscient presence.
- The “Round Trip glitch” provides meterless pressure that’s almost unparalleled.
- Team versatility is top tier- can play point, middle, or anchor (Which is arguably his best position).

Cons

- Low health, in addition to his inability to deal with incoming mixups safely, make him a popular target for snapbacks.
- Very meter reliant to become Satan.
- Cannot afford to whiff a button unless he wants to get blown up.
- A very popular character- most people will know what to expect when they see Vergil.

Recommended Position: Anchor/Middle > Point

Recommended Assist: Rapid Slash > Judgement Cut > Rising Sun

Potential Partners: Jill, Nemesis, Strider Hiryu, Frank West, Arthur, Chris, Wesker, Zero, Ryu, Dante, Trish, Chun-Li, Tron Bonne, Morrigan, Spencer, Viewtiful Joe, C. Viper, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Ghost Rider, Nova, Rocket Raccoon, Captain America, Doom, Iron Man, Wolverine, Deadpool, MODOK, Super Skrull, Spider-Man, Taskmaster, Magneto

Players to Watch: ChrisG, Cloud805, Flocker, Takumi, Clockwork

>Viewtiful Joe

Pros

- Triple jump, differently angled dive kicks, and rapid fire float special give Joe an incredible amount of air time.
- Plays offense and defense almost simultaneously- instant air vooms can cover his retreat or approach while charged vooms are a nuisance to deal with, jump S is a very strong multi-hitting tool that can cross up, and V-Dodge gives him a window of opportunity for reversal.
- Combination of small size, roughly average health, and evasive nature make killing him very troublesome.
- Viewtiful God Hand (AKA the Slowjob) is amazing.

Cons

- Damage output leaves much to be desired.
- Range on many normals leaves even MORE to be desired.
- Ground mobility is very sluggish.
- Outside of very niche uses for his bomb assist, support value is below average.

Recommended Position: Point > Middle/Anchor

Recommended Assist: Voomerang = Shocking Pink > Groovy Upper

Potential Partners: Vergil, Frank West, Arthur, Dante, Trish, Morrigan, Amaterasu, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Nova, Rocket Raccoon, Dormammu, Doom, Iron Man, Thor, MODOK, Sentinel, Magneto, Taskmaster

Players to Watch: Kusoru, SnakeTits, Wero, IReidYou, RoyalFlush

>Wesker *

Pros

- Blinding ground speed with serviceable air mobility to match via teleports, in addition to fast-acting normals/specials.
- Can transition between offense and defense fluidly- one moment he's shooting you with air gunshot into teleport before rushing in with a one frame command throw or surprise crouch medium.
- Counters provide some degree of defensive utility and can take the opponent off guard.
- Gets a free X-Factor bonus once his glasses are off.

Cons

- Support value is underwhelming thanks to limited assist options, no TAC infinites, and unsafe DHC options.
- Has difficulty against dedicated rushdown/keepaway due to a lack of good defensive options and weak projectile durability.
- Lower damage output thanks to poor minimum damage scaling.
- Supers are mostly underwhelming- Phantom Dance deals wildly varying damage, Counter super lost its startup invincibility, and his level 3 has short range for the amount of resources you're spending.

Recommended Position: Point > Middle/Anchor

Recommended Assist: Jaguar Dash = Samurai Edge > Ghost Butterfly

Potential Partners: Nemesis, Strider Hiryu, Vergil, Frank West, Arthur, Chris, Ryu, Dante, Trish, Spencer, Akuma, Amaterasu, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Nova, Rocket Raccoon, Captain America, Dormammu, Doom, Iron Man, MODOK, Thor, Storm, Spider-Man, Sentinel, Hulk, Super Skrull, Taskmaster, Magneto

Players to Watch: Unknown, Scamby, Hitbox Shogun, livinlegend, Chowder

>Zero *

Pros

- Fantastic normal moves- almost everything he has is an anti-air, jump heavy is an amazing tool to cover his descent/cross up, crouch medium is one of the best low pokes in the game, etc.
- Equally amazing special moves- Level 3 Buster's applications are endless, Raikousen (Lightning) loops allow impeccable damage, Hadangeki is a very good fireball, command teleports are extremely fast and allow Zero to block after the startup, etc.
- Incoming mixups are absolutely bonkers.
- Damage output is positively obscene.

Cons

- Very low health means Zero can die on a dime.
- Limited support value; the extent of it is Sougenmu DHC being safe.
- Above average learning curve, mostly due to storing buster in neutral
- Risky options as an incoming character.

Recommended Position: Point > Middle/Anchor

Recommended Assist: Ryuenjin = Hadangeki > Shippuga

Potential Partners: Strider Hiryu, Vergil, Frank West, Arthur, Dante, Trish, Morrigan, Spencer, Akuma, Amaterasu, Haggar, Hsien-Ko, Shuma Gorath, Strange, Hawkeye, Nova, Rocket Raccoon, Dormammu, Doom, Iron Man, Thor, Sentinel, Magneto, Taskmaster, Phoenix

Players to Watch: Cloud805, Evasion, JoeyD, Flux, Flocker, Jibril