

Spear Character

Design Table

Difficulty	Medium
Damage	Low/Medium
Range	Medium
Combo	Low/High
Mixup	Medium
Mobility	Low
Defense	High
PlayStyle	Midrange

Range BreakDown:

Far	Mid	Close
Weak	Strong	Average

Unique Mechanics:

Tip Attacks:

Spear Character's attacks will feature special "tip" attacks that deal more damage have more hitstun/blockstun, etc. But these hitboxes are only at the furthest range of the spear characters' attacks.

Stab Cancels:

Spear Character's "Stab" attacks can cancel into each other despite being of the same attack level.

Strengths/Weaknesses

Strengths	Weaknesses
Far Range	High Spacing Requirements
Conditionally Strong Combos	Low Damage Without Tips
Strong Pressure	Low Mobility

Special Moves:

Rising Swing: An Invincible reversal that is extremely unsafe on the block. If hit at the tip, it launches with the potential for a follow-up combo.

Spear Throw: Throws a spear that travels full screen in a falling arc. Has average startup and travel speed, deals decent damage and does not knockdown on hit.

Spear Charge: Runs forward with spear out to stab the opponent. Charge is safe on block and relatively fast but can be jumped. Can be followed up with Spear Toss

Spear Toss: Uppercuts with the spear, launching opponent into the sky for a followup. Highly unsafe on block.

Spear Slam: Slams down the spear onto the ground. A slow overhead that knocks the opponent down. Ground bounces if hit at the tip.

(Air) Diagonal Spear Throw: Throws the spear at a diagonal angle down. Fast but slightly unsafe.

Input Normals:

Neutral Stab: A generic stab, has no specific strength or weakness

Up Stab: Angles high, great for anti-airs and juggles, can hit standing targets for plus frames.

Down Stab: Low hitting stab

Forward Stab: Farthest reaching stab with the highest startup

Back Stab: Fastest stab with the smallest range