I have made a list of my issues with Zdrada's toolkit and provided multiple solutions as to how to fix them. Among the more reasonable solutions to choose between, I've also added some spicy solutions that are expressly intended to make Zdrada more interesting to play as or fight against (sometimes at the cost of traditional fighting game theory) as well as explanations as to why I thought these would be good ideas. Without further ado, let's get started.

1. Zdrada's backdash is slow and covers very little distance. As is, it has no practical use. Defensively, its slow speed and lack of distance is almost guaranteed to punish her for attempting to backdash out of a bad situation. Offensively, its slow speed and lack of distance doesn't cover enough ground to put her in her ideal range from up close.
    1.1. Solutions
        1.1.1. Increase backdash distance.
        1.1.2. Make backdash overall faster.
        1.1.3. Give Zdrada's backdash armor on startup.
            1.1.3.1. Giving Zdrada's armor would effectively turn the biggest weaknesses of her backdash into strengths.

            If timed correctly, this would allow Zdrada to make hard reads on enemy attacks that would knock her down and put her at disadvantage, while also keeping her close enough to retain the threat of her powerful 5B/2B normals.

            A tool as powerful as this comes with the temptation to use it; greedy Zdrada players would be willing to give up an advantageous position in an attempt to snuff out enemy resistance, which could then get punished due to the horrible frame data of her backdash.

1.2. Aesthetically, this plays into Zdrada's sadomasochistic personality, which currently isn't represented in-game. Zdrada is someone who loves being hurt as much as she loves hurting others.

2. 5D has no practical use, which is pretty amazing for a standing overhead. No links, no cancels, no combos without 214A, no range, jank hitboxes in range. A pathetic overhead; instant air jD outclasses this move in every way except raw damage.
   2.1. Solutions
      2.1.1. Remove knockdown. Force crouch on standing enemy.
      2.1.2. Chargeable. (Unblockable at maximum charge?)
      2.1.3. Armor on startup.
      2.1.4. Increase damage.
         2.1.4.1. Again, turning weaknesses into strengths. If Zdrada's overhead CHUNKS on hit, then its bad range and frame data are justified.
         The enemy will be scared to block low, which allows Zdrada to fish for 2A confirms or 2D>214A oki.

3. 2D has the same range and startup as her 3C, and it's the only move that cancels into 214A, so it's pretty good. The only issue I see with this move is that it falls out of combos due to its multihit.
   3.1. Solutions
      3.1.1. Change 2D to be one single hit that's extremely active and sweeps.

4. 4/6D. Throws in general are good. Decent damage, good oki, but the buffer window for throws is too generous.
   Throw attempts also have infinite range, which is something I personally don't like unless the throw input is a double button press.
   4.1. Solutions
      4.1.1. Shorten the buffer window of throws. Especially for 6D which has an infinite buffer.
      4.1.2. Change throws to either be a proximity trigger or change the command to something else (A+D).

5. jA is some fuckshit. I can only assume that all of Zdrada's air normals have the same hitbox because air normals were only implemented recently and we're just testing that they work normally. Still, jA is some fuckshit.
   5.1. Solution
      5.1.1. Shrink the hitbox.

6. 214A is simply overpowered.
   28 frames of startup, 27-33 frames of hitstun, 0 frames of recovery and no limit on the amount.
   Offensively, it can lead to an infinite. Defensively, it can create a minefield that the enemy can't bypass.
   6.1. Solutions
      6.1.1. Increase startup and recovery.
      6.1.2. Limit number of on-screen Smoke Bombs to 1.
      6.1.3. Have a hard limit on the number of times she can use 214A in a match. Similar to a real pack of cigarettes.
      6.1.4. 214A does no damage, but obscures vision.

6.1.5. New Subsystem. Zdrada will need to pull out and light up a new cigarette during the fight in order to use 214A more than once. This change should be reflected in her sprites as well; Zdrada wouldn't have her cigarette until she lights one up.

6.1.5.1. Smoking Zdrada is considered a buff state. Without her cigarette, Zdrada is unable to use 214A, 6A and jD.

6.1.5.1.1. 214A, 6A and jD all share commonalities as being Zdrada's best tools: 6A is Zdrada's best anti-air (low risk/insane reward due to its jump cancel) and jD is her best overhead (instant air jD has less startup, recovery, and pushback than 5D, it can also lead to ambiguous crossups on its own or in tandem with 214A).

Temporarily removing these options would allow these moves to stay as powerful as they are without changing their properties.

6.1.5.2. Smoking Zdrada functions similarly to Street Fighter V's post V-Trigger state: the meter is always draining; 6A or jD will remove a large chunk of the bar, 214A will use up all of the bar.

The amount of remaining bar could (maybe) determine the effectiveness of 214A. A larger bar would give 214A a bigger hitbox and frame advantage at the cost of having a longer fuse, while a shorter bar would do the opposite. This allows 214A to be an effective move in a variety of situations.

6.2. Zdrada's smoking vice (like Malina's drinking vice) is a key element of her visual identity, so I think it should also be a key element in her gameplay identity.

7. 22A/B/C has no real function. Even with its triple hit glitch, the move is too slow to justify using in any situation.
   The move is +4 on hit, so you could conceivably use this point-blank in the corner, link into 5A and kill someone with a corner combo.
   7.1. Solutions
      7.1.1. Faster startup for special cancel combos.
      7.1.2. Faster recovery for pressure and links.
      7.1.3. Hits low. Knockdown on hit.
      7.1.4. Launch on hit.
      7.1.5. Restand on hit.
      7.1.6. Special cancelable on hit.
      7.1.7. Unblockable/guard break.
   7.2. 22A/B/C should have one of two functions: a move that is only be used sparingly and in a situation where Zdrada somehow finds herself outside of stabbing range, or combo/reset filler for twitter clip combos.
      As is, the move does neither.

8. 214C: the Genocide Cutter... isn't all that great as either a DP, reversal, or a combo ender. It has slow startup, stubby range, and hits at an odd angle.
   While having a general purpose, jack-of-all-trades special isn't a bad idea in theory, in practice, this move won't see much use because Zdrada has multiple, easier tools that outclass 214C for any given situation; 6A & 3C are better anti-airs, jD is a better air combo ender, 236C is a better ground combo ender.
   Another thing, j214C is superior to the grounded in every way. Instant air j214C works better as an anti-air and has up to 15 less frames of recovery than grounded. Even if done at the apex of a jump, j214C has a maximum of 31

frames of recovery, which is still less than the 35 frames of the grounded version.

8.1. Solutions

8.1.1. Decrease startup, increase landing recovery (Reversals, Combo, Anti-Air)

8.1.2. Strike invincibility on startup. (Reversal)

8.1.3. Increase enemy blowback on hit. (Corner Carry)

8.1.4. Faster startup. Air special only. (Youzansen)

8.1.5. Increase vertical distance, but she fully recovers while still midair, allowing for extended combos and/or pressure while falling down. (Ground 214C only)

8.1.5.1. Zdrada to use a very risky and unsafe move to bully in the corner.

8.1.5.2. Double 214C combos sound like fun lol.

9. 236C is tied with 214A as Zdrada's best move. Fast, great damage, safe at max range, leads to easy infinites, loud: basically a grounded Sidewinder. As fun as this move is, it needs to be normalized a bit.

9.1. Solutions

9.1.1. Smaller hitbox. Make it so the hitbox is just on her hand instead of the surrounding flames. High; does not hit crouching enemy.

9.1.2. Clean Hit. Keep the obscene damage and wallbounce properties when the move hits while super close to the grounded enemy (throw range or closer) but at farther ranges or during juggles, the damage is lessened and the wallbounce is removed.

9.1.3. Literally Fafnir. Longer startup, longer recovery, still chunks.

9.1.4. Keep the fast startup, but add more recovery, and keep her moving forward while recovering so that it's still possible to punish her

even if she uses this move at maximum range. The ultimate high risk, high reward move.

9.2. 236C is clearly meant to be one of, if not, *the* defining move in Zdrada's arsenal and it should stay that way. 236C always needs to be an omnipresent threat that instills fear into the heart of her enemy, But right now, the move is simply too good at everything and has no downsides at all.

10. 214D is mostly fine as is. My only issue is the 10 frames of startup between the superflash and the grab itself. Those 10 frames make it possible for the enemy to react to the superflash (+20 frames?) and jump out of the throw.

10.1. Solutions

10.1.1. More frames of startup, but the grab activates 1 frame before the superflash.

10.1.2. Proximity super. The grab super will only activate if in range. Has no whiff animation, but will still use meter.

11. 236D is a wild super. Fast startup and a whopping 400 points of damage for only one EX bar!

I'm approaching this super with the assumption that it will cost 3 bars in a later revision.

My only issue with the move is that it doesn't blow back the enemy fullscreen, which makes the move a bit anticlimactic in terms of visual spectacle.

11.1. Solutions

11.1.1. Send the enemy flying fullscreen when it hits.