

Characters:

Grave

Jaina

Rook

Geiger

Setsuki

Valerie

DeGrey

Midori

Lum

Grave:

Grave is a versatile zoning character. He can keep the opponent out with projectiles, but he also has strong normals and decent offensive tools.

Unique Mechanics:

Wind:

Grave has a **Wind** meter next to his super meter. When this meter is full, he can channel the power of the winds to push himself and his opponent, and power up his projectiles. He does this with his air C move, **Wind Summon**. There are two versions of air C, **forwards** and **backwards**. Wind will blow in the chosen direction for a few seconds, pushing both characters, as well as slowing down projectiles going against the wind, and speeding up those going with it. **This speed alteration lasts as long as the projectile is on the screen, even after wind expires.** Wind also powers up Grave's projectiles (they will beat other projectiles) and his air B Whirlwind.

Basic Strategy:

As Grave, you want to throw Lightning Clouds constantly. Generally, you will try to keep your opponent at bay. If they jump at you, you can use your knife hand (neutral A) or your ground super as an anti-air.

Moves:

A:

Neutral A: Knife Hand

Grave's fastest normal, at 9F startup. Combos into Lightning Cloud. This move is a great anti-air. It's also +4 on block. Can even combo into itself on counter hit. It's very good.

Forward A: Double Palm

A long-range double palm thrust attack that moves you forward. Grave's second-furthest-reaching normal. Can often combo into a fast Lightning Cloud. A little slower than Knife Hand, at 13F startup, and is disadvantaged on block.

Backward A: Sweep

Grave's longest-range normal. This is Grave's slowest normal, at 15F startup. Also minus on block. However, this move knocks down. Also has a fairly low profile. Sometimes useful for interrupting opponents' midrange projectile attempts.

Air A: Jump Kick

A fairly standard jumping attack. It's a reasonable jump-in, and okay air-to-air. If it hits a grounded opponent, you can follow up with neutral A and then a Lightning Cloud for a total of 3 damage.

B:

Ground B: Lightning Cloud

This is Grave's projectile. You will use this move a LOT. It has several modes. First off, you can control the speed of the cloud's flight by pressing neutral/back/forward when you hit B. (Back is slow cloud, neutral is medium, forward is fast.) You can use this to mix up the timing of when the cloud will reach the opponent. Second, if you hold B, you will instead get a large, slow-moving projectile with a short range. This has a LOT of uses; if your opponent is jumping over your Lightning Clouds on reaction, try using this version, which will anti-air them.

During **Wind**, Lightning Cloud is always at large size and will eat other projectiles. (You can still do the charged version, which won't be any bigger but will float in front of you as it normally does.) Since **Wind** affects projectile speeds, your fireballs' speed will be changed depending on **Wind** direction.

Air B: Whirlwind

A fast spinning kick. This move knocks down on hit, and changes your air momentum a little, causing you to move more quickly. It's good at crossing up.

During **Wind**, this move ground bounces on hit, is slightly faster, and causes a lightning strike that hits vertically. (This is useful even if you fly over your opponent's head and don't hit with the kick part.)

Ordinarily, it can't combo into anything after a hit, but during **Wind** the ground bounce offers a chance to combo into ground super for an additional 2 damage. (It's also possible to combo into ground super without wind, but the timing and spacing are very tight.)

C:

Ground C: Sword Slice

A very slow sword attack. This move is invulnerable to strikes and throws, so it can go through a lot of things. It's punishable on block, but it pushes the opponent fairly far, so often they just get one damage. Use this attack if you have a hard read. Also, note that its vertical coverage is pretty bad, and due to the forward-stepping movement, you might pass under your opponent's air attack, in which case they can easily punish you.

Air C: Wind Summon

You can only use **Wind** when your **Wind Meter** is full. It lasts for ~4s and charges in ~12s. There are two versions of **Wind**: Forward and back. (Neutral will cause forward **Wind**.) While active, **Wind** will push both players in the chosen direction, and any projectiles created during **Wind** will have added movement in that direction. (This could make them faster or slower.) As stated above, Grave's B attacks are also powered up by **Wind** in move-specific ways.

Supers:

Ground Super: Dragonheart

Dragonheart is a fast and invulnerable uppercut. It's a great anti-air, and will beat almost any move up close. If you hit deep, you will get a cinematic animation and deal two damage. You can use this move on your wakeup, as a reversal. Like most invulnerable moves, it's unsafe on block, though, so be careful!

Air Super: True Power of Storms

This is a counter super; you will freeze in the air for a moment, and if the opponent hits you with an attack during this duration, you will take no damage and counter them for two damage. Alters air momentum. Can be used as an anti-air or an anti-anti-air.

Matchup Notes:

Jaina:

Jaina is a zoning character who wants to keep the opponent at fullscreen with a barrage of arrows. She can set up an enormous number of projectiles on the screen at once using her air C and her air super, in combination with her ground B. She also has strong defensive options, including her powerful ground C attack and her ground super, both of which are invincible reversals.

Unique Mechanics:

Self Damage:

Jaina has a move that damages herself whenever she uses it: Her ground C, Dragonheart. This self-damage cannot kill her, so it's effectively "free" when she's at one health.

Basic Strategy:

As Jaina, you want to keep your opponent far away with Flame Arrows, and whittle them down with **chip damage**. If they get close or jump at the wrong time, you can use your invincible Dragonheart to knock them away again and resume. Key moves are air C (Sky Arrow), ground B (Flame Arrow), ground C (Dragonheart) and air super (Rain of Fire).

Moves:

A:

Neutral A: Low Kick

Jaina's fastest normal. Can combo into either Flame Arrow or Dragonheart. (Dragonheart knocks down, but costs you one life.)

Forward A: The Knee

A rushing aerial knee. Can be used as anti-air. On ground hit, often combos to air B. On air hit, you can often combo into another Knee and then an air B.

Back A: Roundhouse

Jaina's longest-range normal. Doesn't cancel into specials.

Air A: Divekick

A fairly standard divekick. Changes jump trajectory. Can combo into neutral A or forward A, depending on spacing/timing. Repeated divekick pressure can be quite hard for certain characters to deal with, such as Setsuki, or Valerie (if she doesn't have her super).

B:

Ground B: Flame Arrow

A fairly standard projectile. Can be charged to vary the timing, as well as to gain new properties. At level 2, it will eat other projectiles, and at level 3, it's unblockable.

Air B: Air Flame Arrow

Aerial version of Flame Arrow. This version cannot be charged. Good for challenging opponents who jump at midrange.

C:

Ground C: Dragonheart

An invincible uppercut. **IMPORTANT NOTE: THIS MOVE DEALS 1 DAMAGE TO YOU WHEN YOU USE IT, UNLESS YOU WERE ALREADY AT 1 HEALTH.** Dragonheart is fairly slow, and moves you significantly forward when you use it. This means that it can sometimes pass under your opponent's moves. That's bad news. Also, obviously, it's unsafe on block, so expect to lose a LOT of life if you guessed wrong. However, this move is very powerful, given that it knocks your opponent down far away. Due to its invincibility from the first frame onwards, it can beat most of your opponent's moves, even on your wakeup.

Air C: Sky Arrow

Fires an arrow upwards that will fall down at a steep angle a moment later. This move is very important for Jaina's space control game. If you can keep your opponent blocking Sky Arrows, you'll be in good shape. You can combine this move with Flame Arrows to have a barrage of projectiles on screen at once.

Supers:

Ground Super: Red Dragon

Another invincible uppercut move. This one rises in place, and deals 2 damage on hit. Like Dragonheart, it's fairly slow and very unsafe on block, so you will usually need to guess.

Air Super: Rain of Fire

Shoots three Sky Arrows that will descend one after the other, each one landing further than the previous. This is Jaina's best use of meter; if you can find a time to use this super, do so. This, in combination with Flame Arrows and Air Flame Arrows, is extremely good at keeping your opponent far away. This super is the strategic cornerstone to Jaina.

Rook:

“The Boot is eternal.”

Rook is a grappler. He wants to get in there and throw! Most people want to keep him out; therefore, you'll spend most of the match trying to approach. His enormous size is a drawback, but his massive eight HP and his armored moves are there to compensate.

Unique Mechanics:

8HP:

As it says, Rook has two more health than most characters. This is because of...

Armored Moves:

Some of Rook's moves have **Armor**. When Rook suffers a hit during one of these attacks, he'll take damage, but he won't be interrupted. However, certain moves can break through armor, including supers and DeGrey's Pilebunker.

Better Throws:

As a grappler, Rook's basic throws have more range than most people's, and they also deal TWO DAMAGE. His Yomi Counter likewise deals two damage.

Basic Strategy:

As Rook, you need to get up close so you can throw your opponents. You have various tools to make this easier. For example, your ground B attack can go through projectiles using its armor, and your air C can knock opponents down at range. Once you do get close, your terrifying C throw can armor through almost anything the opponent does, and grab them for a mighty two damage! Your normal throw also does two damage, so make sure to get in there and throw!

Moves:

A:

Neutral A: Sweep

This move is fast (9F) and knocks down on hit. Unlike most normals, it does a point of **chip damage**. It's also +3 on block; even if the opponent blocks this, you can run your offense.

Forward A: The Boot

This move does two hits, for a total of two damage, and the second does a point of **chip damage**. However, this move is unsafe on block if used up close. It also has very long active frames, so your opponent may get hit if they try to whiff punish you. This move is very good for

catching opponents who try to jump out of your throw attempts. It is also a reasonable combo ender after a jump-in.

Back A: Thunderclap

This move is slow. Like Rook's other ground normals, it does a point of **chip damage**. This move's special property is that it destroys projectiles. (It even works on some super projectiles, like Valerie's Rainbow Disc. It doesn't work against Geiger's Cycloid Revolution, though.) You can press C after this move hits to do a followup for one more point of damage. Thunderclap is also a reasonable anti-air, though it is slow.

Forward/Back Jump A: Splash

This is your primary jump-in attack. It has a good hitbox and can be used air-to-air as well. If it hits, you will want to combo into either The Boot, for a total of 3 damage, or a sweep, for 2 damage and a knockdown. Jump back A is one of your few ways to try to answer crossups.

Neutral Jump A: Rock Punch

This move has a great horizontal reach and is excellent at preventing your opponent from approaching on the ground. Also has some air-to-air uses.

Normal Throw:

This wouldn't be listed for most characters, but since Rook is a grappler, his normal throw deals two(!) damage. It's also one of your best knockdowns, giving you ample time to set up whatever you want. Normal throw is also your best punish (aside from super).

B:

Ground B: Landslide

Landslide is a dashing punch that has one point of armor. (That is, it can absorb one hit before being interrupted.) It can be an answer to projectiles, but it's very slow (41F startup!), so if you want to actually punish your opponent's projectile with this, you have to predict. If you react, they will be able to block. It's -4 on block, so if you're too close you can be thrown. (Remember that throws have 3F startup.) That said, you should normally use this from far enough away that this isn't an issue.

Air B: Vine Spiral

A spinning lariat move. Has very good priority air-to-air, and can **pass through projectiles**. Also, changes your air momentum slightly. This move is not really safe on block. You might be able to space it to be sort of safe, but it's never gonna be great to let them block this.

C:

Ground C: Windmill Crusher

This is where things get exciting. Windmill Crusher is a **Command Throw**, so it has some special properties above and beyond normal throws. First off, **Command Throws** are immune to **Yomi Counters**! However, they can **always be jumped out of**. If your opponent is in prejump frames, they will be **immune** to command throws. In addition to **Command Throw** properties, Windmill Crusher has one hit of armor and does a mighty two damage! This means that if your opponent did a move, you will often tank it and then grab them, taking one damage but dealing two and scoring a knockdown. This move is a great anti-air, since its long active frames will easily grab the opponent once they land. Also, this move is very slow for a throw (13F), but still fast enough that the opponent can't really react to it, so it's effective on the opponent's wakeup. They could jump to avoid it in that case, but if you suspect they'll do that, you can use a normal attack instead to catch their prejump frames. Lastly, Windmill Crusher's knockdown is relatively short, so you will have less time to set up than if you had used a normal throw or a sweep.

Air C: Earthquake

Rook turns into a stone in Kirby fashion and slams into the ground. If the opponent is standing anywhere on the ground, at any range, they will be knocked down. This happens whether or not they're blocking. This means you will have time to get closer (probably using Landslide). Also, this move completely halts your lateral air momentum and causes you to fall immediately. Thus, you can use it to avoid certain anti-airs. If Rook collides with the opponent, he'll deal one damage and knock them down. (This part is blockable, and if they block it, they won't be knocked down.)

Supers:

Ground Super: Checkmate Buster

Rook's ground super is his ultimate command throw; it is extremely fast, has infinite hits of armor, and does three(!) damage. It is a very powerful anti-air, and it's great against anyone who likes to push buttons. This grab goes active immediately when the super flash ends; if the opponent isn't already in jump startup, they CANNOT jump on reaction. They have to guess!

Air Super: Head Crush

A fast, invincible headbutt attack that does two damage if it connects cleanly. Extremely powerful air-to-air. Difficult to punish and has basically no recovery when landing.

Matchup Notes:

Vs. Geiger:

The key move in this matchup is air C to score knockdowns. If Geiger is using long-range gears, you can jump over them and j.C. Or ideally, jump and j.C to catch the recovery of gear throw,

then jump over the gear, then j.C AGAIN when Geiger is getting up. Etc. Use j.C over and over to close distance.

It's also important to know how to deal with Geiger's anti-airs. His Flash Gear is very powerful, but you CAN deal with it. For example, you can use j.C to halt your forward momentum, causing Flash Gear to miss. His other good anti-air is Backhand, but you can beat this with the direct hitbox of your j.C.

Lastly, if you have a life lead, you can use Thunderclaps and/or repeated j.C to try to stall for a timeout victory.

Geiger:

“Geiger! Geiger! Geiger! Geiger Uppercut!”

Geiger is a zoning character who likes to throw Time Spirals from long range and anti-air you with his Flash Gear. His gear meter makes him relatively immobile, but his defense is very strong and he has a great midrange poke in his forward A. He can also shut down a lot of offense on reaction if he has gear meter.

Unique Mechanics:

Gear Meter:

Geiger has a gear meter next to his super meter. This fills up over time. While it's full, you can use it to perform your ground B, ground C, or air C specials. However, if you press FORWARD, your gear meter will instantly drain. Thus, you will spend a lot of time standing still. Note that it's pressing forward, not moving forward, that causes you to lose gear meter; you can gain gear meter just fine while in a forward jump, for example, so long as you don't press forward again. For this reason, make sure to let go of forward whenever you jump.

Basic Strategy:

As Geiger, you generally want to keep your opponent out. Your most basic move for this is Time Spiral, your projectile. Learn to use this alongside Flash Gear, which is your best anti-air. Because these moves require full gear meter, you must be careful when deciding to walk towards the opponent, because it means you're giving these moves up for a time. However, some of your most powerful moves like the almighty Backfist require pressing forwards. You can gain gear meter while pressing back to block/move backwards, but this is often not as good as merely standing still. If you are holding back and your opponent somehow gets behind you, you will lose your gear meter; however, if you're standing still, you'll keep it! For this reason, knowing when NOT TO MOVE is key.

Your most basic gameplan is this: Throw a Time Spiral. If your opponent jumped over it, then use Flash Gear if possible. Then, throw another Time Spiral. Etc.

Moves:

A:

Neutral A: Low Punch

This move is tied for Geiger's fastest normal at 11F. Cancelable into specials. Will combo into either ground special if you're close enough. -2 on block, so it's safe. (Remember that throws are 3F.) Though usually you'll cancel into Time Spiral on block.

Forward A: Backhand

Also 11F startup. This is your best whiff punish; they say they gave Geiger a gun. Incredible range. Very good followup to throwing a Time Spiral. Can sometimes anti-air from long-ish ranges. -5 on block, so it's safe at the ranges you should use it. Overall a fantastic move.

Back A: Step Kick

This is your step kick, to move forward without losing charge. It's extremely slow at 29F, but it's a monstrous +9 on block. On normal hit, you can combo into Time Spiral or Flash Gear. On counter hit, you can combo into neutral A and then a special for a total of 3 damage. (This is also much easier to confirm.)

Air A:

Geiger's jumping kick is pretty straightforward. It has really good range and is a great air-to-air and an okay jump-in. This and Flash Gear are your main anti-airs.

B:

Ground B: Time Spiral

Geiger's projectile. Requires full gear meter to use. Has very good startup and recovery. You can hold B to get a delayed version. The delayed version is very powerful.

Air B: Phase Out

Geiger will become immaterial for a moment. Halts air momentum and is invulnerable. Used for baiting anti-airs. Unlike ground specials, DOES NOT REQUIRE GEAR METER.

C:

Ground C: Flash Gear

Geiger's invulnerable anti-air. Requires full gear meter to use. Knocks down on hit. This move can be used as a reversal, but note that its invulnerability doesn't last very long, so it often trades. Against characters who want to cross you up, if you want to use this move on reaction, it is VERY IMPORTANT not to block, because if you get crossed up you'll lose your gear meter. However, if you are just standing there, you can still react with a Flash Gear. Also, at 9F, this is your fastest non-throw punish. Lastly, when comboing into Flash Gear, **Be Careful**. Its range is not that great, so if your neutral A was too far, you'll miss and get punished! If you think you might be out of range for Flash Gear, just use Time Spiral instead, which is safe on block.

Air C: Drop Gear

A downward arcing kick attack. Requires full gear meter to use. Changes air momentum. Easily combos into neutral A. Minimum of around +10 on block, as far as I can tell. Back jump -> Drop Gear is a good fade -> hit setup. If you neutral jump from close enough, you can sometimes cross up with this move.

Supers:

Ground Super: Time Stop

Stop time and walk forwards a fixed distance. Has a short vulnerable period at the end. This move is monstrous. You can use it to whiff punish all sorts of things, most effectively projectiles. It's fairly easy to react with this. You can also use it to escape the corner/to escape knockdown.

Air Super: Cycloid Revolution

Send a slow ball of gears at your opponent. Homing, but slow. Will launch the opponent on hit; you will get a partial combo. If your opponent blocks this move, they will be locked down and you can bombard them with Time Spirals and Drop Gears for massive chip damage. Often, they can back up to avoid this, but then you've gained screen real estate, which is good. Does up to four hits; only the final one does chip. Also has a time limit of 5 seconds.

Matchup Notes:

Vs. Grave:

The key to this matchup is punishing Grave's fireballs correctly. First off, you can react to his fireballs with Time Stop at many ranges. This can get you a 2-damage punish (Neutral A into Flash Gear). Sometimes, though, you'll only have time for a throw punish. You can also throw a fireball which will cancel his, then use Backhand to punish his recovery.

Vs. Jaina:

Jaina's projectile game is actually better than yours. Thus, you will generally have to try to approach. The key is to punish properly with Time Stop. You can punish medium-range ground arrows, as well as air moves like j.C and j.S. (Against air moves, you will only get a one-damage

punish with Flash Gear, though against ground moves you may get two damage from neutral A into Flash Gear.)

Vs. Setsuki:

Setsuki is very good at crossing you up. This means that you want to **avoid pressing back**. This way, even if she crosses you up (for example with her B special), you can react with Flash Gear.

Vs. Valerie:

Valerie is also very good at crossing you up, so not blocking is also good versus her.

Setsuki:

Setsuki is a tricky rushdown character. She has a lot of gimmicks and crazy setups, as well as extremely high mobility and strong damage. Even if the individual parts of her mixups aren't the strongest, the sheer weight of options means your opponent has to be looking for more things than they can possibly be paying attention to at any given time.

Unique Mechanics:

5HP:

Setsuki has only 5 HP, to compensate for her excellent strengths in other areas.

Basic Strategy:

Setsuki wants to make her opponent block so she can start her tricky offense. Whenever the opponent blocks a move, she can threaten strike vs. throw with Starlight Tumbler. The opponent has to be constantly on guard for these moves.

Moves:

A:

B:

C:

Supers:

DeGrey:

DeGrey is a high-damage strike-based character. When you score counter hits with certain moves, you can deal incredible damage. DeGrey also has several tricks up his sleeve, like his counter super and his Counter-Point Step, which can be used to beat your opponent's attacks if you have the right read.

Unique Mechanics:

Ghost:

DeGrey's ghost stays near him, slowly following. When you launch her with one of your C moves, she will go forward and try to hold the opponent, then come back and be on **cooldown** for a couple of seconds. After this, you can use her again. She will launch from **whatever point she's at**, so through clever movement you can change the location of your ghost attacks. Ghost attacks will briefly stun the opponent, but do no damage.

Counter-Hit Properties:

Many of DeGrey's moves have unique properties on counter hit, such as wall bounces, ground bounces, and even bonus damage.

Basic Strategy:

DeGrey wants to put on the pressure. If you can get up close and force your opponent to make a mistake, you can deal immense damage with a counter-hit. DeGrey also has very high mobility, so you can get in even against strong zoning characters.

Moves:

A:

Neutral A: Punch

A simple punch. This is DeGrey's fastest ground normal. It's +5 on block, so your opponent should be afraid to push buttons. Can be special-canceled. If you press A again, you'll get...

Neutral A, A: Additional Punch

A second punch, after neutral A. These moves will combo. This move is +3 on block, so you're still at an advantage. You can cancel into specials, such as C to score an easy hit of **chip damage**.

Forward A: Elbow

A rushing elbow. This move is invulnerable to throws from frames 11-34. It's also a reasonable anti-air. On an air hit, you can often combo into Tyrant Crusher. This move is +1 on block.

Back A: Ground Pound

A fast and long-ranged move. Use it when you have frame advantage. This is because, on counter hit, this move **ground bounces**. You can then combo into an Elbow and then a Tyrant Crusher, for a total of four damage. (If you're in the corner, you can then add a neutral A afterwards for a total of *five*.)

Neutral Jump A: Overhead Swing

A fairly normal jumping attack. Causes ground bounce on counter hit.

Forward/Back Jump A: Double Punch

A fairly normal jumping attack. If you're close enough, can combo into neutral A, A.

B:

Ground B: Counter-Point Step

DeGrey will retreat a moment, then dash forwards. This move has some invulnerability to strikes. With the invulnerability and the movement, you can use it to dodge and counterattack. Its main property, however, is its three followups, which we will discuss in a moment. A fourth, however, is to do empty Counter-Point Step and then a *throw*.

Ground B, A: Daggerfall Thrust

This move is fairly fast. On counter hit, you can walk forwards and combo into neutral A, A. However, this move's most important property is that it's +10 on block. This means that it's really not your opponent's turn to push buttons.

Ground B, B: Tyrant Crusher

A heavy-hitting punch attack. Tyrant Crusher deals 2 damage on hit. On counter-hit, it wall-bounces the opponent, so you can often combo into another Tyrant Crusher, for a total of four damage. Tyrant Crusher is also invulnerable to throws and can break armor, making it useful against Rook. Lastly, it's unsafe on block unless you space it correctly and hit with just the tip. (This depends upon your opponent's character as well.)

Ground B, C: Double Axe Kick

An invincible aerial kick. Can go through most opponents' moves. Also unsafe on block, but again, can be safe if spaced correctly. This is a good answer to enemy projectiles, if you get the spacing/timing correct. Can also be used if you just think they pushed a button. Knocks down on hit.

Air B: Flying Kick

A forward-moving straight kick. Changes air momentum, obviously. Very good for approaching. If you got the spacing/timing right, you can land and continue pressure or attempt a throw. You can also cancel into...

Air B, B: Flying Double Kick

Followup to air B; basically the same move again. However, this is unsafe on block. You should only do this if the first one hit, or if you need more forward movement and are confident this move will hit.

C:

Ground C: Ghost

DeGrey will tell ghost-chan to attack; she will move forward. Ghost-chan is a projectile. If she is blocked, she deals a single hit of **chip**, like most other projectiles. If she hits, however, she will grab hold of the opponent and put them in a special stun state for a moment, likely resulting in you getting a free hit. Ghost-chan destroys other projectiles that she touches along the way, making her an invaluable asset against projectile characters. Against Grave, Geiger and Jaina, use her a LOT. Ghost-chan also has a cooldown; when she returns after being launched, she will appear darkened for a moment. Once her color changes back, she can be used again.

Air C: Air Ghost

Same as ground ghost, but at a downward angle. Changes your air momentum on use.

Supers:

Ground Super: Ghost Riposte

A counter move. If your opponent hits you with a strike, you will counter them for 2 damage. Fully vulnerable to throws, and doesn't work on projectiles. This move doesn't care about range, though; any non-projectile strike can be countered this way. Invulnerable from frame 1, so can be used as a reversal. However, it is NOT active immediately, so it can be safe jumped.

Air Super: Final Arbiter

A very fast dashing aerial punch. Obviously, changes your momentum on use. This move is great for punishing your opponent's aerial moves. Can also cross up against ground opponents, if you use it right. Finally, on counter hit, this move will deal a mighty **3** damage.

Midori:

Midori is a grappler who can turn into a dragon! While in his human form, he's the weakest character, but don't be deceived! He still poses a massive threat. With his super, he assumes the mighty **Dragon Form**, and his moves become incredibly powerful. As a dragon, he has flying armored grabs, high-priority headbutts, and enormous normals.

Unique Mechanics:

Dragon Form:

Midori's super turns him into **Dragon Form**, and then his super bar starts draining. When it's entirely gone, he turns back into a human. While in **Dragon Form**, many of his moves are upgraded and the rest are outright replaced with even stronger ones.

7HP:

Midori has slightly more health than average characters.

Armored Moves:

Midori's **Dragon Form** C throw has **Armor**. When Midori suffers a hit during this attack, he'll take damage, but he won't be interrupted. However, certain moves can break through armor, including supers and DeGrey's Tyrant Crusher.

Better Throws:

As a grappler, Midori's basic throws have more range than most people's, and they also deal TWO DAMAGE. His Yomi Counter likewise deals two damage.

Stored Throw:

When you hit with the strike part of Midori's parry (human form ground C), he'll turn yellow. In this state, he has a **Stored Throw**. When he is close enough to the opponent and they're throwable, he will **automatically** throw them. However, this move is a special throw, so it can't throw the opponent out of jump startup. This means they can always jump to avoid it. Also because of this, it can't be Yomi Countered.

Basic Strategy:

Midori wants to get close to his opponent so he can throw them. However, he also becomes very powerful over time, because he is constantly gaining super meter, and his super is the most powerful in the game. While in **Dragon Form**, he wants to attack even more, since his time in that mode is limited. While human form has to sneak around opponents' projectiles using the tricky movement of air B and air C, **Dragon Form** can blow right through with armored moves.

Moves:

A:

Neutral A: Chop

This is Midori's fastest normal, at 10F startup. It's +4 on block. It's also a reasonable anti-air.

Neutral A, A: Hundred Hands

A flurry punch attack. Will combo from neutral A. It's minus on block, but it can cancel into itself. It also deals a point of **chip damage**. You can cancel to Hundred Hands on whiff.

Forward A: Double Thrust

A two-hit punch attack, for two damage. Good for jump-in combos. It's also +3 on block, though it usually leaves you fairly far away. This move is also faster than you think, at only 12F startup.

Forward A, A: Hundred Hands

Forward A can cancel into Hundred Hands **before** the second hit. This is the same move as neutral A -> Hundred Hands.

Back A: Sweep

A long-ranged attack that knocks down on hit. Also pretty fast, at 12F startup. It's only -1 on block, so it's extremely safe.

Neutral Air A: Axe Kick

A downward chopping kick. This move's unique property is that it can be **steered**. Try pressing forward or back while this move is going, and you'll move forward or back in the air. This is very useful for gaining distance when jumping over projectiles.

Forward/Back Air A: Straight Kick

A bog standard air attack. Fairly unremarkable.

Normal Throw:

This wouldn't be listed for most characters, but since Midori is a grappler, his normal throw deals two(!) damage. Also, unlike most characters' throws, Midori's leaves the opponent standing, rather than knocking them down. You still have various followups available, such as sweep, or walking up and throwing again.

B:

Ground B: Flying Kick

A horizontally-moving flying kick. Can travel across the whole screen. Knocks down on hit. Not remotely safe on block. If you time this move just right on the opponent's wakeup, it can hit as a crossup.

Air B: Air Flying Kick

Basically the same move as the ground version, though obviously it has totally different uses. Can be used to catch the opponent jumping, or just to alter your jump trajectory and avoid anti-airs.

C:

Ground C: Parry

Midori will extend his hand and catch non-projectile strikes for a moment. If he catches a strike, he will counterattack. If this counterattack hits, he will turn yellow and gain his **Stored Throw**. While in the yellow state, if he is ever close enough to the opponent and they're throwable, Midori will throw them. However, this throw is unique in several ways. It's faster than his normal throw. It only deals one damage. And also, it's a special throw, so the opponent can't Yomi Counter it, but they can jump out of it. Lastly, if Midori is hit, he will lose his **Stored Throw**.

Air C: Butt Slam

Quickly rise, then fall on the opponent. This move is very important because it gives Midori unique air mobility. It can be used to dodge all sorts of moves. It knocks down on hit. It's also great if the opponent blocks it, being usually around +9.

Supers:

Ground and Air Super: **Dragon Form**

Midori will turn into a dragon, upgrading his various moves, and his super meter will begin to drain. When it empties, he will transform back into a human. The transformation into **Dragon Form** is instant and fully invulnerable, and the super flash gives you more than long enough to confirm what's going on and potentially punish your opponent if they pressed a button. The transformation back into human form, however, is briefly vulnerable. Midori's super meter takes the most time to fill of all characters.

Dragon Form Moves:

A:

Neutral A: Headbutt

Midori headbutts the opponent and crashes his wings together above his head. Has an ENORMOUS upwards hitbox. It's slightly slower than human form A, and it's neutral on block.

Neutral A, A: Dragon Mountain

Midori flies upwards for a second hit. Will combo from neutral A and will knock down on hit. This move is also giant and, like neutral A, is great at catching people out of the air. You can cancel to it even on whiff. This move leaves you airborne and you retain your air options.

Forward A: Bite

A fairly long-ranged chomping attack. Like most dragon moves, has a big hitbox.

Forward A, A: Acid Spit

Midori spits a cloud of acid. Also has long range, and deals a point of **chip damage**.

Back A: Tail Sweep

Slightly faster than his human-form sweep, and **much** longer range. As before, knocks down on hit. This move is great for challenging people who want to throw fireballs.

Air A: Double Claw

A two-hit air move. Like all dragon normals, it's huge. Deals two damage, of course.

B:

Ground B: Dragon Torpedo

Midori flies forwards, much like his Flying Kick. If he hits the opponent, he bounces back and up, and he **retains air options**. Technically minus on block, but you fly far enough away that you can't be punished, and you more or less retain the initiative. Like most dragon moves, this move has very high priority and is huge, so it's very hard for your opponent to beat it or get around it. Lastly, unlike human form Flying Kick, this move does not knock down on hit.

If your opponent is knocked down and you have time, you can set up Dragon Torpedo to pass over them and hit them as they rise for a nasty crossup.

Air B: Air Dragon Torpedo

Similar to the ground version. You don't bounce back the same way or retain air options, though. This is a good move for catching people who jump, whether that's in neutral or after they block ground B.

C:

Ground C: Dragon Buster

A rushing, armored special throw. This move is fairly slow, but it travels a great lateral distance. As a special throw, your opponent can avoid it by jumping, but can't Yomi Counter it. This move has unlimited **armor**.

Air C: Talon Swoop