

Vatista BBTAG Guide

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Overview

Vatista is a balanced character who can be played in either the Point or Anchor position on a team and excels at controlling the screen with long-ranged attacks and specials. Her specials are projectiles that offer options for a multitude of situations, allowing her to cover herself with a slow projectile orb or punish opponents with an instant beam. Her normals have an excellent balance of speed, range, and ease of use due to their multi-hitting nature, while also having the unique trait called Reverse Beat, allowing for more pressure options. Vatista struggles to convert much damage off her combos with or without assists, requiring smart meter usage to deal any significant amounts, but her zoning options somewhat make up for the lack of combo damage. Vatista has a large toolkit and learning how and when to use her orbs or lasers is critical to playing Vatista at a high level.

Strengths:

- Exceptional zoning tools
- Strong neutral
- Reverse Beat
- Cannot be Counter Hit
- Great assists
- Builds meter super fast
- Strong DP
- Decent active switch tools

Weaknesses:

- Has no head invulnerable attack (a.k.a Anti-air)
- Lasers are quite unsafe
- Very limited combo theory

- Limited solo mixup options other than j.C/j.[C] and tick throws
- Weak damage output
- As of 2.0, she no longer has the large bouncing orb as a solo move.

Gameplan

Vatista is one of the best zoners in the game and has many tools to play a heavy keepout based neutral game. Not only that, she also has the tools to play up close as well, giving her variety in how you wish to play her. She has the ability to punish raw assist calls on reaction with 236A and keep opponents away with tkj.214A and 236B. The game plan with Vatista in the neutral game is to try to control your opponent's movement by stuffing out every move they make with the correct special, then turn up the heat when the opportunity presents itself to go in. Make them play your game while you build insane amounts of meter. Going air-to-air as Vatista is good, but I would not recommend using j.236B except in very specific situations where you have a partner to active switch to. After firing j.236A or j.236B, Vatista can not do any actions until she lands on the ground which leaves her in a very vulnerable position without proper cover. Orbs are a lot more safe to use as they have much less recovery, but still make sure to be aware of your opponent and the characters they use. Those with fullscreen/near fullscreen supers like ziodyne (Yu), carnage scissors (Ragna), pale bringer (Hyde) and Vatista's own laser super can punish orbs on reaction. As for more team oriented gameplans, Vatista can really take advantage of the Cross Combo/Active Switch system as she has multiple long lasting moves and great assists that can each serve a purpose. Her most applicable long lasting moves include the following: 5BB, j.C, j.[C], 2C, j.214A and her lasers. Her 5p and 6p assists are also really good and have decent blockstun along with 4p being a decent anti-air.

2.0 UPDATE

As of the 2.0 update, Vatista no longer has the large orb as her 214C/j.214C. Her new move is now her gems from UNIB. One can be placed both on the ground and in the air allowing her to have two at a time on the playing field. To detonate them, Vatista needs to hit them with one of her moves (this can be done via calling her as an assist as well).

Important things to note about her gems:

1. Partner characters can **not** detonate gems, only Vatista can.
2. Gems do **not** stay out forever, they stay out for 5 seconds before phasing out of existence.
3. Vatista can **not** combo into them by herself, not even out of counter hit. Example being like 5B > 214C > etc.
4. They do not increase her damage by much. In fact, they scale pretty poorly. However they can boost damage in some cases if they go off immediately after the opponent has been hit by a really damaging starter.
5. Gems do not have an active hitbox until they are hit. This is how it was back in the UNIB games.
6. There is no gem limit other than the fact that each one costs a meter. Popping 3 consecutively will not trigger the large explosion like in UNIST.

Moveset Explanation

Normals:

5A: Standard poke and is safe on block. An 8f button that is also her fastest normal along with 2a.

5AA: Multi-hitting move that is cancellable on any of the hits. A good substitute for 2B if that is unavailable through reverse beat. Max Hits: 3

5AAA: Long-ranged move with heavy knockback. Hard to follow-up on at certain ranges and will whiff at times on aerial opponents.

5AAAA: Not a good ender on its own, but is fine to reverse beat into when ended with cross raid. Max Hits: 5

5B: Great poke attack that moves Vatista forward and is her best starting normal for damage.

5BB: Multi-hit long move. Is a pretty common point that people like to burst into, but you can dp them on reaction if an assist is not available. Otherwise, it's not cancelable until the 2nd to last hit and the last hit. Risky move to use on block because of its long lasting nature. Max Hits: 6

5C: Universal Overhead. Has great range and can jump some lows. Normal UNI 5C that replicates their j.A. Reactable, but safe on block (-4).

2A: Also 8f, it's a quick low that can gatling and lead into a full combo. It now combos into 5b.

2B: NOT an anti-air and is best used to convert after 2C. Can also be used to pick-up after j.[C] hits midscreen. Max Hits: 3

2C: Long ranged 2 hit low. Has a very disjointed hitbox. Can cancel the first hit on block/hit, can only jump cancel out of the first and second hit on hit. Long recovery if it whiffs. Can also be used to pick-up after j.[C] hits midscreen, however only 2C(1) is universal. Using both hits of 2C will drop on some characters.

j.A: Reliable move to use off of IADs. Good for air-to-air situations. This move is an overhead.

j.AA: Decent for falling attacks. This move causes some issues with hitting j.B.

j.B: This move is NOT an overhead. Multi-hit and can cancel into j.C, however it's not a true blockstring or combo. Mainly combo filler. Max Hits: 6

j.C: This move is an overhead. Doing j.C immediately after jumping gives Vatista a grounded overhead mixup. When used high in the air it can crossup. Safe on block. Max Hits: Height dependent

j.[C]: Held portion of j.C. Can delay until she's on the ground for the follow up. Autocorrects if crossing up the opponent. Very unsafe on block.

Universal Mechanics:

Reversal Action (A+D): Your best anti-air option. The follow up attack will launch the opponent across the screen, resetting Neutral. Very high reaching attack that pushes Vatista forward. Be careful using it in the corner and the opponent is directly above you as it may cause them to land behind you and it'll whiff.

Throw (B+C): Standard Throw, can be hard to react to because of Vatista's minimal animation when she grabs. On a successful grab, she will throw the opponent across the stage. Upon impact with the wall, the opponent will bounce off and land on the ground in a hard knockdown state which is most commonly picked up with 2C.

Specials:

236A: Great punish tool. Good for stuffing neutral assist calls or keeping your opponent checked. Unsafe on block and whiff. Great for building meter on hit or block.

236B: Great punish tool. Good for stuffing your opponent's aerial approaches. Does hit right in front of Vatista on the ground. Unsafe on block and whiff. Great for building meter on hit or block.

236C: Much faster recovery than the other lasers and is plus on block. Deals 2.5k true damage. Consider using this if the opponent likes to call neutral assists, the tag can't heal this damage.

j.236A: Okay air tool, however you can not do another action until you reach the floor. Unsafe on block and whiff. Faster recovery and startup than grounded 236A. Great for building meter on hit or block.

j.236B: Pretty unsafe in most conditions. Cannot do another action until you reach the floor. Unsafe on block and whiff. Faster recovery and startup than grounded 236B. Great for building meter on hit or block.

j.236C: Safe on block. Deals 2.5k true damage. Can continue to do actions after casting.

214A: Great to control space. Slower than 214B. Primary grounded keepout tool. Use in unison with 214B for mixing up your opponent's timings on approach. Disappears if Vatista blocks.

214B: Great to control space. Faster than 214A. Primary grounded keepout tool. Use in unison with 214A for mixing up your opponent's timings on approach. Disappears if Vatista blocks.

214C: A gem that is placed right in front of Vatista. Does not disappear if Vatista blocks, but does if she gets hit. Can be detonated by Vatista hitting it with any move. Disappears after 5 seconds without use.

j.214A: Great to control space. Slower than j.214B. Primary aerial keepout tool. Use in unison with j.214B for mixing up your opponent's timings on approach. As of 2.0, it now bounces but for the most part still functions the same. Allowed to do more actions in the air due to the fast recovery. Disappears if Vatista

blocks. Great active switch tool and does not disappear when you are your partner character.

j.214B: Great to control space. Faster than j.214A. Primary aerial keepout tool. Use in unison with j.214A for mixing up your opponent's timings on approach. Allowed to do more actions in the air due to the fast recovery. Disappears if Vatista blocks.

j.214C: A gem that is placed right in front of Vatista based on position in the air. Does not disappear if Vatista blocks, but does if she gets hit. Can be detonated by Vatista hitting it with any move. Disappears after 5 seconds without use.

Supers/Astral:

214B+C: High damage combo ender. Full animation happens even on whiff. Combo ender super in the corner and does combo after j.[C]

236B+C: This is -38 on block, that's enough time for many characters to run up and 5A if blocked. Otherwise a really nice and large fullscreen super that can punish zoning on reaction.

- 214/236B+C can be used as combo starters or mixups. After using a DHC Distortion, your partner can continue to combo after Vatista's Distortion ends, or if blocked it creates a hard to see mixup opportunity.

222B+C: Actually a good option for Vatista as she can follow up 236A or 2C straight into Astral and she has low damage in a 1v1 scenario, but generates bars pretty easily.

Assists:

4P: Anti-air assist and is pretty good due to the angle it's shot at. Launches on hit and untechable until the opponent hits the ground.

5P: Very fast activating dash assist that has multiple hits and is great lockdown. On hit, it follows up with a gem explosion. Lasts very long and is very good for punishing bursts.

6P: EX Orb is now an assist with long start-up and decent blockstun. The orb itself is fast and cuts horizontally through the stage. Pops up the opponent on hit.

Combos, Blockstrings, Frame Data

Combo Enders:

j.C and j.[C]

- Allows safejump on both, j.[C] is better. Main ender both midscreen and corner

236A

- Can end midscreen combos, but mostly used to secure kills if no meter is available

A+D (DP)

- Good for creating space

Blockstring Shenanigans:

Vatista has limited offensive tools in her kit to open up the opponent, but has solid stagger pressure due to the ability to cancel most of her attacks into a special. The most notable option is TKj.C, or 9C for short. 9C can be used in a blockstring to try to open up

the opponent and is mostly safe on block (-5, so some 4as can beat it). The offensive game plan with Vatista basically comes down to applying fullscreen pressure with projectiles and up close she does short blockstrings that can be jump canceled/special canceled. One thing you should not do is use 236A or 236B at the end of a blockstring as it's way too negative to be tossing out like that. 236C is a good way to reset pressure as it's plus and is really good because of its minimal recovery. 214B is also alright for ending blockstrings as it pushes you away from the opponent. 214A can work in some cases, however some characters will be able to punish it if it's used as a blockstring ender. Tick throws are also really easy to do with Vatista as any rebeat string that ends in 2A, 5A or 5AA can be canceled into grab.

Solo and Assist Combos:

Here is the combo spreadsheet. Anyone is free to add whatever combos they find and would like to share. [Combo Sheet](#)

Frame Data:

Here is Vatista's dustloop page: <http://www.dustloop.com/wiki/index.php?title=BBTag/Vatista>

Partner Synergy (Opinion & Experience)

Vatista can be paired up with pretty much the entire cast due to her very versatile assists and is mostly a self-sufficient character making her a good point or anchor. The

best way to make a choice on who to play with her is to find another character who supports a certain playstyle you want (compliments either rushdown or zoning). She helps characters, however the best teams for her are the ones that also make up for her weaknesses as well like not having an anti-air or good damage.

Points that make a good partner for Vatista:

- A good anti-air assist
- Delayed assist to call with and cover 236a
- Fast space control/horizontal assists
 - Long reaching horizontal assists can create sandwiches when the opponent jumps at you; turns into offense on block with 236a AS
 - Space control assists with good blockstun are great for lower commit zoning coverage
 - All help you convert zoning into offense
- Mu coverage
- Partner does damage (can consistently do more than 6k per combo)
- Partner can establish Vatista's 6p
- Partner can abuse Vatista's long lasting 5p for setplay (glyphs, power charge, orb sets, cyclone levels, etc.)

Basically on Vatista's side you either want a lot of zoning coverage to run her defensive gameplan, or be able to transition zoning back into offense with the other character when you frontload.

Recommended Partners:

Zoning: Naoto S, Rachel, Merkava (a lot weaker as of Patch 2.0), Nu-13, Yuzuriha

Frontload: Aegis, Akihiko, Carmine, Jubei, Weiss, Mitsuru

All-round: Nine, Mai, Naoto K, Ruby

Power charge: Chie

Partner Explanations:

Naoto Shriogane:

- dominant neutral control and zoning coverage with traps + vatista assist, naoto 6p
- runs a unique zoning gameplan based around building meter and marking the opponent for IKs
- mark/IK off any hit
- polarizing matchup spread as double zoners, completely shuts down some teams
- safe DHC from vatista point
- access to sandwich/corner unblockables
- gunshots + 6p combos, fullscreen CC conversions from both points, strong AS tools on both sides

Rachel:

- Strong zoning and disruption tools from both characters. Can absolutely shut down a good handful of comps due to how oppressive their zoning tools are when used in unison with AS or CC.
- Rachel 4P gives Vatista the anti air she needs
- Rachel 6P when covered with orbs and lasers controls a lot of room, especially since it enhances the threat of 4P or leaves Rachel set up to point if you AS.
- Both 5P's enable a ton of messed up pressure situations, especially in sandwiches.
- Vatista gives Rachel good horizontal coverage with 5P and 6P, as well as a great mid range option with 5P
- Vatista 5P leaves her in a great position for bats AS or George AS
- Vatista 4P fills in Rachel's lackluster air to air options

Merkava:

- good laser + 6p that combos
- 5p covers a ton of space and locks down, supplementing zoning and allowing easy transitions into offense
- enables merkava super hard, allowing for glide + 6p, 5p oki, and 4p sniping those who chase him in the air
- strong lockdown and active switch tools on both sides
- oppressive okizeme and "hold this" lockdown + high low mixup situations
- low overall damage

Weiss:

- control + setplay comp
- long duration of vat 5p enables black glyph setplay
- great neutral control, especially on weiss point
- serviceable laser + 6p
- low average damage

Nine:

- Vatista assist enables nine neutral and setplay very nicely
- easy nephrite combos
- good laser 6p, nine 5p/4p function well in neutral
- nine helps damage and matchup problems greatly
- safe dhc + combo off vatista point
- exceptionally grimy in the corner - nine corner oki, and vatista can get a fuzzy off her safejump and autoconfirm with 6p

Chie:

- onetouch people for blocking laser + 6p from fullscreen, lol
- great for chie, good neutral and extremely easy power charge combos
- runs a rather amusing gameplan of trying to set up a fullscreen sandwich with chie 6p into CC shenanigans with lasers
- good and easy CC laser loops that do a lot of damage
- your damage problems are more than solved
- very resource reliant and needs to be cognizant of opponent's burst

Mai:

- fantastic at horizontal coverage and denying assist between laser and mai 5p

- mai 5p is incredible for checking people and sandwiching them fullscreen for jumping, which vatista takes huge advantage of with lasers in CC. Also makes for easy transitions into offense/combo with laser AS
- 4p is a great anti-air assist
- enables charged spear combos
- mai mobility works well with vatista assist in neutral
- mai can establish vat 6p with spears, thrust + 6p works
- fairly low damage, lacking mix

Carmine:

- dominant neutral control/screen clutter comp, carmine frontloaded
- great at denying assist
- 6bp/wheel + 6p control a lot of space and convert into offense
- have to work for your hits - no real cheap mixup
- carmine helps damage/matchup problems greatly
- good corner oki
- honestly not great for vatista, she's often playing on her own and letting carmine recover

Aegis:

- frontloads aegis super hard with reasonable two way synergy
- Bullets + 6p, jC + 5p control a ton of space and convert into offense
- Vat assist helps aegis' neutral problems
- Vatista 5p oki into unreactable mixup with excellent reward
- above average bullet routing
- Broken dhc off vatista point into combo/aegis mixup
- Aegis 6p helps with screen clutter, 5p laser loops

Jubei:

- shiranui + 6p is extremely cheap
- jubei helps solve damage and matchup problems, vatista assist frontloads his neutral/oki well
- jubei 6p/5p function decently in helping control space, but its not exceptional for vatista
- super + assist on jubei point
- safe DHC off vatista point

Seth:

- gives seth top tier oki
- strong neutral to offense transitions via movement and orbsets with 5/6p, 4p solves a2a issues
- 214c + 5p/6p is cheap
- easy access to orb loops
- seth 5p is great at creating sandwich threat midscreen
- otherwise not great for vatista, and lower end of damage for a seth team

Naoto K:

- 4p pierces the heavens
- vatista makes good use of 6p as human projectile coverage/sandwich threat
- vat 6p is good for rekka coverage
- super + assist on naoto point
- reasonable sway + 4p
- naoto helps with damage problems

Hakumen:

- charge shippu off anything
- helps haku a lot with neutral and fighting pb
- dp assist
- damage problems solved as long as you have meter
- otherwise mediocre assists for vatista

Akihiko:

- Great cork + assist
- 5p lets aki build a ton of cyclone
- Aki 6p is great with laser, provides sandwich threat vs jumpers / transition into aki Pressure from fullscreen
- Damage and matchup help
- Not the best defensively, but a good team if you want to force

Izayoi:

- Solid setplay team, not as frontloaded as Aegis/Vat
- Iza 4P is a decent anti-air, 6P is good for screen pollution and can set up air unblockables

- Tech-chase Safejump + Vatista 5P gives Iza a guaranteed high/low anywhere (or sandwich)
- Double j.[C] routes in the corner give you strong oki with 8j.A + 6P
- Vatista 236BC > DHC forces your turn

Synergy Chart:

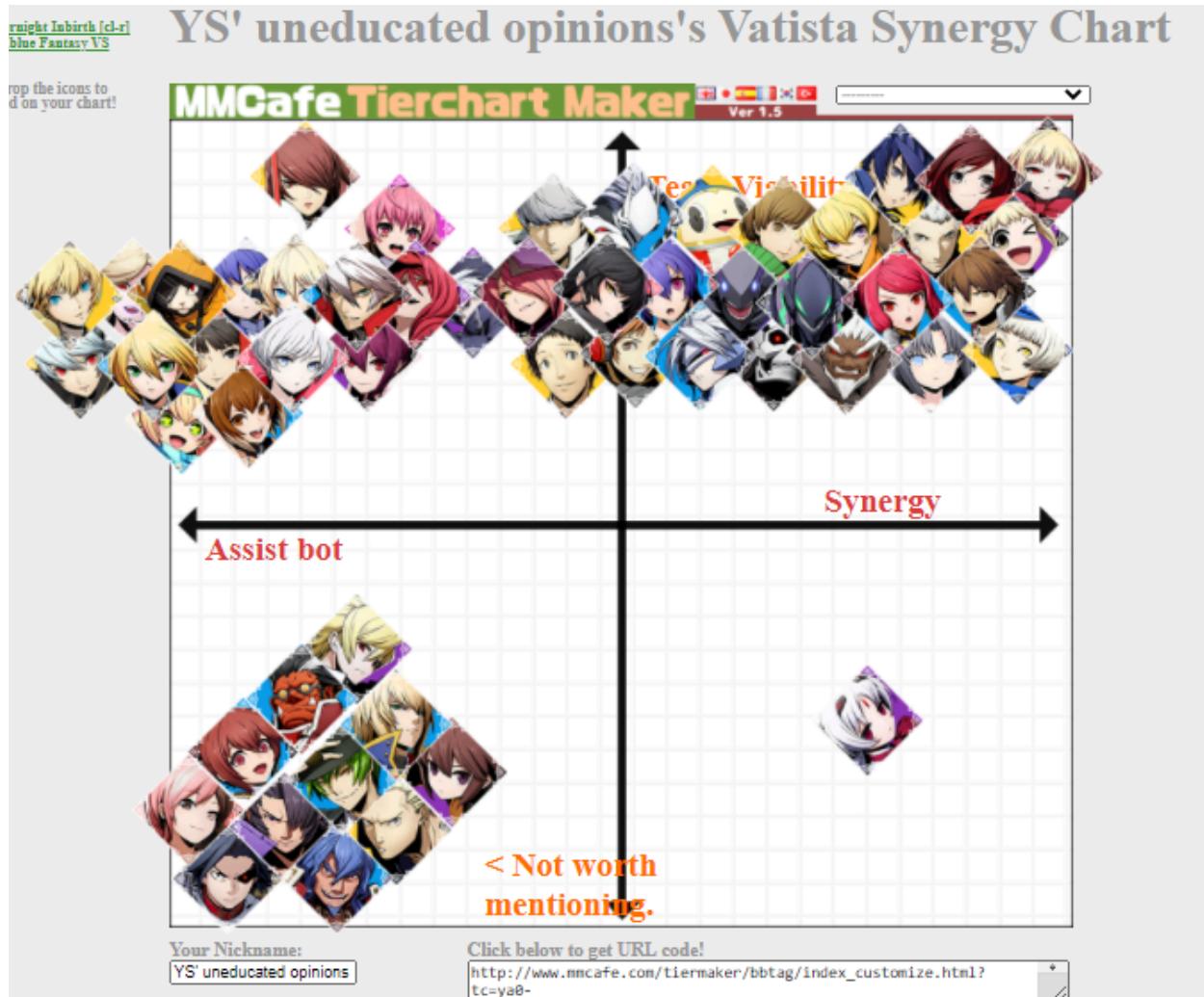
Created by YS with input from the active members of the Vatista Discord Channel

Top: Team Viability

Left: Assist Bot

Right: Synergy

Bottom: Not worth it



MATCH UP CHART:



commencing confirmation of abilities (1v1)								
6-4								
5.5-4.5								
5-5								
4.5-5.5								
4-6								

Notes: Characters in 4-6 category have been determined to either heavily out space our buttons and/or outmaneuver us while also doing significantly more damage than us. In Yuzuriha's case, her mobility and long reach is incredibly good at interrupting our pressure and forcing us to play patiently while also being able to stay out of reach of our defensive buttons. Nine has many tools in her arsenal to punish us for zoning along with mobility and high damage. Carmine is probably the better of our worst matchups, but still a formidable foe for being able to control

space well with his blood wheels and hits incredibly hard compared to our mediocre damage. We have to commit hard to our options as they tend to have longer recovery and these 3 characters will take advantage of that and punish us if we are not mindful of what we do.