

SFV Tier List

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Momochi Tier List

A+: Chun Ryu

A: Necalli, Dhalsim, Cammy

Player Notes

- Tokido feels that Necalli in V-Trigger is the best character in the game
- Tokido mentions that Japan only has 1 good Ken while US has 3
- Tokido also mentions that Snake Eyez is a strong Gief
- Tokido learns multiple chars and uses them against Bonchan to develop counter strategies

Xian Character Thoughts

- He feels Nash is really strong
- He feels worst character is either Zangief or Fang

Shady K, LI Joe, and Kim1234 Tier List

A: Chun, Cammy, Ryu, Bison, Ken/Vega

Note(s):

- Kim1234 thinks Laura is potential top 5 due to Dashio.
- Kim1234 thinks FANG or Birdie are the worst
- Shady K thinks Necalli is worst
- LI Joe thinks Rashid is the worst
- Honorable mentions to Karin

<http://tinyurl.com/VASFVTIER>

Our Tier List

A+: Chun Nash Vega

A: Bison Ryu Karin

A-: Dhalsim Necalli Birdie

B+: Cammy Ken R.Mika

B: Laura

B-: Zangief Rashid Fang

A+ Tier Break Down

Chun-Li

Pros

- Strongest normals in the game to play footsies with (usually extends past her hurtbox)
- Second fastest walk speed in the game that compliments her footsie game
- Strongest or second strongest fireball in the game that compliments her walk speed and normals
- Strongest footsie character in the game
- Very strong up close game.
 - To elaborate on this point, she has strong normals up close that leave her + on block.
 - Coupled with her walk speed it makes her throw game good.
 - This forces players to want to push buttons, which makes her frame traps more effective.
 - It also makes her throw bait game really strong as a result.
 - Throw in TK Legs in the mix and you have a multi-layered offensive game that's more effective than what other characters have
- Good damage output with and without meter
- Reliable anti-air option with s.LK, b.HK. and EX SBK
- Good air-to-air normals that you can combo out of (j.MP xx Lightning Legs)
- Fast Critical Art that is good for punishing a lot of different situations effectively sealing options/tools from characters. eg. Fireballs and long range pokes
- V-Trigger activation is an immediate momentum changer
- V-Trigger is only 2 bars and lasts a long time (20 seconds) since nothing drains it faster
- V-Trigger normals deal more grey damage
- V-Trigger footsie damage adds up very quickly
- V-Trigger fireballs get significant buffs that forces more defensive play
- V-Trigger overhead is a bigger threat because of combo capabilities. This leads into good damage for Chun-Li
- V-Trigger air-to-air and anti-air juggle properties significantly increases damage output
- Has a decent reversal option with EX SBK
- Lots of good matchups and few bad matchups. Her being able to handle the other top tier characters such as Nash and Vega is significant.

Cons

- Lower health (950 health)
- Her jump is too high and very floaty

- Limited damage output with Crush Counter normals and it worsens with V-Trigger
- Execution heavy character with TK legs, and optimal damage combos involving SBK.
 - Execution drops (especially with TK legs) can single handedly cost you the game
 - Lots of command normals and overlaps (b+MP instead of s.MP)
- V-Reversal is pretty weak and doesn't really interrupt opponents offensive momentum
- V-Skill is situational and is only used in specific neutral situations or mix ups

Nash

Pros

- Second strongest neutral game
- Most versatile character in the game with a strong zoning, midrange, and rush down game
 - Strong zoning game with Sonic Booms and anti-air options
 - Strong midrange game through long range normals and command normals
 - Strong rushdown game with several plus normals and a good dash to compliment his throw game
- Strongest anti-air game with a wide variety of anti-air options
- Corner pressure is extremely strong
 - Meaty Fierce Sonic Boom gives huge frame advantage that lets you do extended corner pressure
 - Throw game in the corner is very strong and leads back into meaty pressure
 - EX Sonic Boom compliments the rest of his corner pressure and allows combos into knockdowns into more meaty pressure
 - Forces opponents to use V-Gauge to V-Reversal out
- High burst damage output with V-Trigger and meter
- Very strong Crush Counter normals
- Only character that can drain meter and can use it strategically to limit player options at key moments
- His dashes cover a lot of ground both forwards and backwards giving him good mobility despite poor walk speed
- His dashes gives him a very strong throw game
- Builds meter very quickly
- His V-Skill swings fireball wars into his favor against most characters
- His Critical Art does a lot of damage, a lot of chip damage, and is a viable anti-air
- V-Trigger is very versatile with combo extensions, mix ups, and escapes against pressure
- V-Reversal allows him to escape pressure situations and reset to neutral in most cases. Corner escape is a very strong tool.
- Lots of advantageous matchups.

Cons

- Lower health and stun (950 health and stun)
- Slow walk speed makes playing the footsie game difficult
- Has to rely on dashes, moonsault slashes, and command normals to move around. This makes movement patterns linear
- No reversal attack options against pressure so have to rely on V-Trigger and V-Reversal to escape
- Technical character that requires a good understanding of spacing to use command normals and V-Trigger properly
- V-Skill is too situational but swings fireball character match ups in his favor for the most part

Vega

Pros

- Strong midrange and far range normals with Claw; good for poking and footsies
- Fastest walk speed in the game which heavily compliments his normals
- Second strongest footsie character in the game
- Strong throw and throw bait game due to walk speed
- Command grab in bare handed stance adds another layer to his up close game with his walk speed and forward dash
- Good situational anti-air options. Anti-Air Crush Counter s.HK leads into huge damage with meter and/or V-Trigger
- Huge comeback factor with V-Trigger and Critical Art
- High damage output when in Bare Handed stance with meter and/or V-Trigger

Cons

- Below average stun (950 stun)
- Low damage output with Claw mode due to a lack of special cancelable normals
- V-Reversal is situational but gives you unique punish opportunities
- Claw and Bare Handed stances makes him a more complicated character
 - Have to understand and utilize two different tool sets
- Takes more damage when mask is knocked off
- Limited means to deal with slow fireballs ie. Chun/Nash.
 - V-Skill attack does not work well against them
 - V-Skill evasion still leaves him slightly vulnerable
 - Air V-Trigger counters fireballs but one time use
- Struggles on the defensive with no reversal attack options

A Tier Breakdown

M.Bison

Pros

- Multiple attacks leaves him at significant plus frames on block
 - Most of these plus frames attack are heavy normals that deal white damage
 - Make it difficult to counter attack Bison in his pressure
- Strongest Crush Counter normals in the game
 - Plus on block
- Invincible forward dash lets him avoid attacks and projectiles when timed correctly
 - Makes it easier to force a throw/crush counter mind game
- Strong ranged normals allows Bison to play a solid midrange game
- High damage output and good burst damage output with V-Trigger and meter
- V-Trigger activation forces an immediate tempo change
- V-Trigger gives him better options to apply pressure and open people up
 - Dashes that phases through the opponent
 - No longer need to charge when cancelling normals ie. cr.jab, s.jab xx devil reverse
 - Devil reverse is an automatic cross-up
 - More frame advantage on EX Psycho Inferno and EX Scissor Kicks
 - EX Psycho Blast travels full screen
- V-Trigger gives him easier access to combos since you no longer need to charge when comboing
- V-Trigger gives him huge comeback factor with damage output and mix up options

Cons

- Low stun (950 stun)
- Slowest walk speed in the game
 - Can't play footsies
- Has difficulties opening people up through mix ups but the nature of his play style gets people to make mistakes into huge punishes
- Dashes are a bit telegraphed and can be punished
- Has mediocre anti-air options and needs to rely on air-to-air options
- Struggles on the defensive with no reversal attack options and has to rely on V-Reversal, which is mediocre.
 - Relying on V-Reversal on the defensive takes away his ability to activate V-Trigger
- Situational V-Skill means he doesn't get to build his V-Gauge as quickly
- Linear play style, which makes his offense telegraphed

Ryu

Pros

- Has a variety of tools to handle a variety of situations
- Solid offensive game with a good throw game, throw bait game, and frame traps
- Fast short ranged forward dashes that are good for pressing offense
- Fast short ranged back dashes that are good for psyching the opponent out
- High damage and stun output (with and without V-Trigger)
- j.LK hitbox extends beyond the hurtbox and is the only jumping normal that behaves this way. It makes it extremely difficult to anti-air without an invincible reversal so Ryu gets a lot of uncontested jump-ins.
- V-Skill is a double edge sword but has the most potential in opening up Ryu specific punish opportunities
- V-Reversal startup is good and causes a knockdown on hit
- V-Trigger is 2 bars allowing for potential multiple activations in 1 round. Beneficial properties are:
 - Faster fireballs (startup, speed, and recovery)
 - Fireballs cause a knockdown on hit
 - Fully charged fireballs cause a guard break
 - Charge fireballs creates mind games
 - Higher damage and stun output from fireballs and DPs
 - Critical Art causes a forced guard break
- V-Trigger has unblockable setups which can create checkmate situations

Cons

- Jack of all trades, master of none play style
- Mediocre midrange game makes him struggle vs strong footsie based characters
- Linear gameplay makes it easy to approach the matchup
 - Too predictable
- Lack of a mix up game and strong mind games makes it hard to open people up

Karin

Pros

- Fast walk speed to play footsies with
- Great mid range pokes
 - s.MK, cr.MK, s.HK (good CC normal), cr.HK (best sweep in the game)
- Great up close normals
 - s.LK (4f startup, +3 on block, far range), s.MP, and cr.MP
 - All of those normals are great for frame trapping and convert into good damage on counter hit

- These normals with her walk speed makes her throw and throw bait game really good
 - Really strong 'shimmy' game
- Good damage and stun output
- Multitude of options to open people up
 - BnBs lead into a simple oki game
 - Several resets in the corner or midscreen with meter
 - V-Trigger has built in mix ups
- Orochi is a strong and versatile special
 - Safe on block
 - Creates mind games between command dash > throw and Orochi
 - Can hit confirm into it and it's super cancel able
 - Can juggle into it
 - EX version crumples and leads to resets
- EX Ressenha is a good anti-air and reversal option when on the defensive
- Critical Art is really strong and gives Karin huge comeback factor
 - A LOT of ways to combo into it
 - Good raw punish tool against situational attacks
 - High damage
- V-Skill is versatile
 - Combo ender after Tenko to build V-Gauge
 - Full charge V-Skill is a solid mid range poke in the footsie game
 - Nullifies fireballs and hits the opponent at the same time if timed right
- V-Trigger creates a ton of mindgames with built-in mix ups

Cons

- Below average health and stun (900 health, 950 stun)
- Linear gameplay makes her attack approaches telegraphed
- A lot of her special moves are unsafe on block/whiff
- V-Trigger mix ups have gaps to be poked out of or are unsafe on block
 - Requires heavy conditioning to get the mix ups or frame trap to work
 - The mind games only really work in longer sets
- Needs EX meter to consistently anti-air
 - Anti-air normals are situational
- Execution intensive character, by SFV standards, to maximize her damage output

A- Tier Breakdown

Dhalsim

Pros

- Versatile character that can shift between zoning and rush down
 - Strong long range game with normals and fireballs

- Strong rushdown game with well spaced drills, TK gale, and teleports leaving him plus on block
- High damage output with his BnBs
- V-Trigger allows him to safely cancel his unsafe slides to either do decent damage or reset to neutral on block
- Unconventional movement makes him mobile despite slow walk speed and floaty jumps
 - Teleport and Yoga Float
- Good mixups within the context of SFV utilizing his teleports

Cons

- Low Health and Stun (900 health and stun)
- Slow walk speed
- Floaty jump
- Very technical character that requires perfect execution otherwise Dhalsim is punishable ie. TK teleports and TK Gale
- Very spacing dependent and misspaced attacks leave Dhalsim very punishable ie. Drills and Slides
- Struggles on the defensive with no reversal attacks and mediocre V-Reversal
- Reliance on V-Reversal on the defensive prevents him from using V-Trigger
- V-Trigger damage potential with the white life damage is situational and not guaranteed but allows for space control and resetting momentum
- V-Trigger block-string easily countered by strike V-Reversals

Necalli

Pros

- Really strong offensive game
 - Good mind games between frame traps and command grab
- Multiple anti-fireball moves to deter zoning patterns
 - V-Skill (builds a lot of V-Gauge)
 - Disc Guidance (good damage, corner carry, and knockdown)
 - Critical Art
- Divekick alters jump trajectory to throw off anti-airs
- Strong crush counter normals that lead into high damage
- Extremely high damage output
 - Good comeback factor
- High damage anti-air options
 - DPs are fully invincible
 - Crush Counter cr.Fierce leads into several follow up options
- Really good comeback factor with V-Trigger
- V-Trigger cancels gives him really good frame advantage and on hit can link into high damage ie. s.Jab xx V-Trigger, cr.Strong xx Disc Guidance
- V-Trigger is permanent for the remainder of the round

- V-Trigger activation forces an immediate momentum shift
- V-Trigger buffs several of his attacks
 - Better recovery/frame advantage on some punch normals
 - Faster startup on cr.HP
 - Faster start up and more damage on Disc Guidance
 - More damage on DPs
 - Stomps are advantageous on block
 - V-Skill start up significantly faster
- V-Trigger gives easier access to combos to Disc Guidance since you no longer need to charge when cancelling into it
- V-Trigger walk speed is 3rd fastest in the game (Prima Guide)
- V-Trigger forward dashes are faster and cover more distance

Cons

- Intentionally designed to be weaker without V-Trigger
- Slow walk speed without V-Trigger
- Midrange tools are mediocre
 - Mostly just s.RH, s.Strong, cr.Strong, cr.RH
- Footsie game is weak due to mediocre midrange tools and slow walk speed
- Hard to get into his desired ranges
- Has to prioritize between damage output or building V-Gauge
- 3 bar V-Trigger takes a long time to build if you're not landing V-Skill or Crush Counters. Could mean you activate when you're at a huge life deficit

Birdie

Pros

- Above average health (1050 health)
- Strong neutral game tools
 - Good midrange normals ie. s.MK, s.MP, s.HP
 - Strong space control tools
 - Hanging Chain
 - V-Skill (Banana and Pop Can)
- Strong anti-air with cr.MP that creates a mix up game between meaty and command grab
- Forces opponents to play at Birdie's pace if they don't have a means to force Birdie to play against their tools
- Jump MP is one of the stronger cross ups in the game
- High damage output
 - High burst damage output with V-Trigger and/or Critical Art
- V-Trigger activation forces a momentum change
 - Higher damage output per hit
 - Faster walk speed and dashes
 - Gives him a stronger footsie game

- Strong read based EX specials
 - EX Hanging Chain to vs projectiles
 - EX Bull Revenger vs projectiles and low attacks
 - EX Bull Horn and Bullhead to armor through attacks

Cons

- Slow walk speed
- Floaty jump
- Struggles against zoning, specifically slow fireballs with fast recovery
- A lot of his attacks are very punishable on block
- Requires good reads to work around character tools
- Limited ways to activate V-Trigger safely

B+ Tier Breakdown

Cammy

Pros

- Fast walk speed to play footsies with
- Good midrange normals to poke and play footsies with
 - s.Forward, cr.Forward, cr.Fierce are all good pokes
 - Compliments her fast walk speed
 - s.Strong is good for whiff punishing
- Good up close game with frame advantage normals and walk speed
 - Good throw bait (shimmy) game
 - V-Skill, s.MP, cr.MP, s.LP, and s.LK all + on block
- Good anti-air options with DP, b+MP, and s.HK
 - Can combo into Critical Art with anti-air DP
- Delayed dive kicks can throw off anti-air timing
 - EX dive kicks can be used as a get-in tool
- V-Skill is a versatile tool and can be used in all matchups (unlike other characters)
 - Goes through fireballs
 - Builds V-Gauge
 - Leaves her at +2 on block to start offense
 - Phases through the opponent and autocorrects for mix up opportunities and throw baits
- Multiple anti-fireball tactics
 - V-Skill, EX Spiral Arrow, V-Trigger Spiral Arrow, Critical Art
- Multiple tools to get into mid and close range where Cammy shines
- V-Trigger gives her an okay comeback factor
 - Combo into spiral arrow, Critical Art gives you half-gauge for a mix up
 - Spending only half V-Trigger in a combo can also give you a mix up opportunity into Critical Art or EX DP for higher damage potential

Cons

- Below average health (900 health)
- Linear gameplay makes it difficult to open people up
 - Has to utilize + frame normals, walk speed, and reads to open people up
 - Has a tendency to over commit on offense to open people up
 - No overhead
 - Her throws reset to neutral
- No real outstanding tools to set her apart
 - There are other characters that do what she does but better
- Struggles against characters with strong defensive tool sets
- Worst V-Reversal in the game. It leaves her -8 on block and can be heavily punished.

Ken

Pros

- High damage and stun output
- Decent mid range pokes
 - s.HK, cr.MP, s.MP
- Good throw bait game
- Strong crush counter normals that are easy to confirm off of
 - Leads into high damage
- Good anti-air options with MP DP, s.MK, cr.HP
 - Some anti-air options lead into a mix up with v-skill cancels
- Jump EX Tatsu is a strong tool to close the gap and punish fireballs
- Strong corner game
- Good comeback factor with meter and V-Trigger
- V-Skill and Thunder Kick feints are good for opening the opponent up
 - V-Skill needs to be done at specific ranges
 - Thunder Kick feints causes mind games between overhead and low
- V-Trigger gives a significant boost to his specials
 - High damage output with V-Trigger specific combos

Cons

- A lot of his good combo starting normals are negative on block
 - s.MK, s.HP, s.HK
- A lot of his mid range pokes are slow on startup.
 - Neutral game becomes predictable and gets countered
 - Ryu/Gief V-Skill, Birdie f.Fierce, zoners, footsie based characters
- V-Skill cancels are highly negative on block and he can't create pressure with them
- Fireballs are unsafe on hit and block in various situations
- Struggles in the neutral game as a result

R.Mika

Pros

- Extremely high damage and stun output
- Extremely good corner carry
 - Irish Whip
 - EX Shooting Peach
 - Giant Swing
- Extremely good set play game anywhere on the screen
 - Set play sequences involve 1 V-Trigger combo > 1 command grab > stun > stun combo > death
 - You basically take out the core of Street Fighter once you land a hit and it becomes a guessing game
- Strong comeback factor
- Strong mind games involving plus frame normals or her command grabs
- Charged s.HK requires an immediate answer or else you're placed in a 50/50 game
- Jump d.MP fakes out anti-air timings
- Her anti-air. cr.MP, creates a 50/50 game
- V-Reversal causes a knockdown
 - Might also give her a mix up option
- V-Trigger activation forces the opponent to play defensive
 - Gives her an opening to get in

Cons

- Below average health (950 health)
- Slow walk speed
- Weak neutral tools causes her to struggle against zoning and footsie based characters
 - Requires hard reads or unorthodox plays to get in
- A lot of her normals are minus on block
- No overhead, so no threat of a high/low game
- Mediocre crush counter normals
- V-Skill is too situational

B Tier Breakdown

Laura

Pros

- High burst damage and high stun combos
- Good mix ups off of EX fireball juggles

- All of her knockdowns creates consistent meaty setups for extended offense
 - Can only quick rise because of hit grab/command grab status
- Really strong close up game with lots of +3 on block normals and command grab threat
- Fireball is a good multipurpose tool
 - Controls space for the neutral game
 - Creates traps for mix ups
 - Assists in the fireball war
- V-Skill is another multipurpose tool
 - Added maneuverability with command dashes
 - Creates mixup options off of EX fireball juggles or s.MP anti-air
 - V-Skill overhead gives her a means to open people up despite being unsafe on block
- V-Trigger improves V-Skill maneuverability
- V-Trigger decreases fireball charge time which greatly assists in the neutral game
- V-Trigger creates new mix up options because of the V-Skill buffs

Cons

- Highly technical character
 - Requires you to understand your meaty and mix up setups
- Very few 2 hit confirms off of regular hits
 - Need counter hits or specific meaties to get 2 hit confirms
- Slow walk speed
- Mediocre mid ranged normals
 - Coupled with her slow walk speed her footsie game is difficult
- Struggles in the neutral game against characters with better pokes and/or better movement

B- Tier Break Down

Zangief

Pros

- Above average health and stun (1050 health, 1050 stun)
- High burst damage and stun output
- Solid mind games off of HP, EX SPD, V-Trigger, and cr.HP anti-airst
 - Leaves the opponent right next to Zangief in a disadvantageous position
- Good comeback factor once he gets in
 - Good reset game with V-Trigger
- V-Skill is a double edge sword but allows for more unique punish opportunities
 - Similar to Ryu's V-Skill in that aspect
- Decent long range normals for the mid range game
 - cr.LP, s.MK, s.HP, cr.MK

- Ground and air LP/EX SPD range is enormous
- Good V-Reversal
 - Keeps the opponent standing and within LP SPD range
- V-Trigger combos lead into big damage
- V-Trigger suction creates really good mind games

Cons

- Slow walk speed
- Jumps are short range
- Slow dash and bad recovery on his forward dash
- Struggles significantly in the neutral game
- Requires patience and a series of reads to get in and maintain pressure
- No reversal options when on the defensive

F.A.N.G

Pros

- Lots of space control tools
 - Traps act as a shield
 - Strength of projectiles cover multiple angles
 - LP projectile at close ranges entices people to push buttons but sets them up for huge punishes
 - EX projectile bounces on the floor and immediately controls space
- Good hit confirmable normals (2 hits) to gain charge in time for his special cancels
- Good mix up options utilizing projectiles, traps, and his command dash
- Good anti-air with cr.HP
 - Special cancel able to create mix ups
- Good ranged normals to play the midrange game
- Good burst pressure utilizing s.HK and stance > LK
- Poison mechanic is pretty much guaranteed every round
 - V-Skill is unblockable
 - Traps
 - Projectiles
- V-Trigger forces poison mechanic at close ranges
 - Easy to use

Cons

- Below average health and stun (950 health, 950 stun)
- Slow walk speed
- Slow and floaty jumps
- Low damage and stun output
- No reversal options when under pressure
- Poison mechanic seems like a non-issue

- Not enough damage
- Doesn't create enough of a mind game

Rashid

Pros

- Unique fireball that controls aerial space
- Multiple unique movement options
 - Wind mechanic with V-Skill/jumps
 - Run instead of a dash
- Unique mix up options based on screen position
 - EX wind
 - V-Trigger
 - Wall jumps
- cr.HP is a strong normal in the midrange game
- S.HK is a strong Crush Counter normal that beats low attacks
 - Safe on block (-2)
- j.MK is a good cross-up normal

Cons

- Below average health (950 health)
- Low damage and stun output
- Struggles significantly in the neutral game
- A lot of his special attacks are unsafe on block
- Risk/reward gameplay is highly unfavorable for him
 - -2 > EX Mixer is super unsafe and rewards are low vs the risk