

Tests for UNI 2 demo



Uni 2 has arrived

Intro :

When : 1st to 5th november (Neffros - Teaps - Belm : we'll do most of the labbing as much as we can)

Where : Paris Games Week

No training room, match only and back to q once the match is done (so specific test will be hard to do).

Disclosure:

As we have limited time and we likely will have scuffed test setups (going through a line after each match, no training mode, only ps4 pads) there's a high chance that we won't have time to test everything.

The order of the tests done will be chosen based on the subjective priority of the testers. If we consider some tests more relevant than others, they'll be tested first.

As we most likely won't be recording tests, the questions will be answered in the following format:

- This is a question
This is an answer

Universal changes:

- **3D proc CS?**
This is not the case, if you dodge something with 3D you can cancel the startup of it with CS. once the movement is started you can't CS anymore. It seems that this behavior works better on some characters than others? this needs further testing. the rolls don't seem to behave exactly the same way, for example linne's on puts her airborne if she gets hit during it
- whiffing C normals with 3D, who's + generally speaking?
post CS if hyde does 5C and you 3D, hyde is roughly +5
- 1AD OS
it's literally stand tech. however we tested 1D~1AD thinking we might get shield/greenshield and tech on throws but its really unreliable it seems to work ½ or 3 times. generally speaking you get hit but not counter hit when a throw comes out during an OS
- 3DAD OS applications
it seems that using any D button into AD locks you from teching throws for a couple of frames. it makes it very inconsistent to os with 3D~3AD.
- is throw recovery counterhit
it is not. this means you get hit when doing an OS involving 1AD but not counterhit
- is VO hitbox still the same size?
it seems to be bigger, linne 2AA 2AA 6B makes it hit. 2A frametrap gets hit by VO as expected
- Does concentrate during VO still give a lot more of GRD?
it seems to be the same rate as in CLR
- autocombo whiff cancellable?
It's not possible
- Dash OS styles on block and hit (dash 1AD, dash 1A~AD)
dash 1AD stops you to do a throw
- Can you VO strip celestial from a combo?
No, however we noticed something very interesting : while in celestial if you get hit by a combo or anything you lose a huge amount of GRD while getting comboed (a regular full combo reduced by 5 or 6 blocks). you also lose a ton just blocking
- what happens if you get hit by VO while having celestial vortal and under 6 blocks of GRD?
you lose around 2-3 blocks of grd
- is concentrate in combos nerfed? (i'll check that on chaos - Belm)
- Is distance proration on projectiles untouched?
we don't have precise testing but t heres still distance proration (tested with hyde at backdash distance 236B~A and pointblank range, it did slightly more damage pointblank)
- can you still 2DD to chain shift in a gap?
you can, you can also 1D 1AD but you risk getting a green shield
- Can you special cancel if u trigger opponent 3D with a normal
You can't
- Is there a bigger buffer on neutral cs for the opponent (right now it's very tight)
- Can you blockstring into 3D on hit and on block (chaos can benefit from this)
you can't do it on block

- does grd break combo starters still have CH scaling? (for example assault j.C grd break)
It is the same, the same combo on CH and GRD break gave the exact same damage
- do you keep celestial damage buff during transfer state?
You do keep the damage buff during transfer state
- does 1A~AD still give you 2A on block/hit or does it give you throw?
it gives you throw instantly
- after a CS, wald 236A vs hyde 236C does hyde keep the meter of the EX? this is to test if theres a similar leniency in the input system as MBTL where there's a 3F leniency for potential overlapping BC inputs
- does CS vs someone in recovery advance their recovery by 1F? test this vs linne 66B, CS after blocking and both do a 5f move. it should trade
it behaves the same, vs -1 if both press the same button they trade
- doing IW input (41236), can you skip a part of the input and still it being considered IW?
the input doesn't seem to be more leniant
- does 3AD give you 2A?
No it gives you stand tech
- does 2AD give you 2A?
yes it gives you 2A

Extra notes :

VO strip in combo removed 2 blocks

Someone asked kamone if there'll be balance patches more frequently, he said that it will be the case

Akatsuki's tests list:

- cl.5c head invul?
it seems to be the same
- 236BC throw invul? this can easily be tested with orie 22X if it activates on projectiles
Yes it triggers on projectiles
- 236bc 5c 6b, is this possible? (both vorpal vs. non-vorpal)
it's not possible. sorry inky :(
- zoomer routing off non ch 2b? ("2b 2c 6c 236a dash 5c j.6[c] etc")
- 66b routing extension off 2b and CH a normals? ("(ch) a 2c 2b 6c 236a 66b f5c icj6c ender" and "2b 2c 6c 236a 66b f5c icj6c ender")
- 6b special cancellable? (6b -> 236a, :copium:)
you can't special cancel
- does punishing 214B get akatsuki in counter hit state?
akat is not in CH state

Byakuya's test list:

- frame advantage on 22x
22A is -4, 22B is more than -12
- 22x whiff ex cancel window on reaction to super flash

- you can't whiff cancel (make sure with teaps, i'm not 100% sure)
- check frame advantage from throw web sets\$

22X can be whiff canceled into 214X (like 236x)???? wut
can't be cancel with 236x.

Carmine's test list:

- Does assault j.A work across the cast?
nope it behaves the same
- check 2A stagger window (relatively decent already) & frame data
it's big, probably as it used to be
- check 2B stagger window (small right now) & frame data
it's small, probably as it used to be

Chaos' tests list:

- 6c 6ff cancel on hit/ azhi 6ff? cancel
can't be confirmed into 2FF but you can cancel
6C can, be confirmed with 5FF with a wallbounce only in the corner
- does keeping Azhi in stance still drain GRD
it behaves the same as CLR
- if done during stance (22]X[]), do the new moves (5BC, 2BC) get different properties?
no new properties
- if they 3D and u do 2c 22a, does 3d work.
- is 2FF invul for azhi
its not invuln

Elnum's test list:

- 2B 2C(2) jC and 2B 2C(1) 3[C] jC and note which one does more damage.
2C(2) = 1410 and 2C(1) 3[C] 1502 (roughly)
- Is 6[C] plus on shield? (currently I think its either +1 or 0 on shield)
it's +1
- can 6C recovery be special cancelled after landing?
yes you can special cancel after landing and in the air (you can air DP or airbackdash)
- FF head invul buffed? (right now it starts at 11f)
no precise test but it seems to be the same
- Does 214[B] allow meterless FF combos midscreen?
- 5C vertical hitbox buffed? (just assault at elt and see if it goes over 5c)
it's the same, assault goes over
- raw 236C damage when you have enhanced bullets. Try the following: 1 enhanced bullet (the 236c shot only), 5-10 enhanced bullets and full enhanced bullets. Do it point blank cause of variable damage on distance proration.
roughly 2410 from full enhanced clip
- Can you 4AA plink backdash to bait vo and smartsteer if they don't?
it's hard but you can

- does 2C 5[C] 214[B] combo?
it doesn't combo
- can you whiff cancel 214X with CS?
no you can't whiff cancel
- does 2C(1) 3[C] 214[B] combo?
it does

Enkidu's tests list:

- 5A8AAA
- max damage combo from 360C shield break?
corner combo only
- Is cs > 214a still there?
yes
- 214a/b change?
maybe recovery nerf?
- regular 6ff frame data and properties
enkidu no future move not 1f invul - can be throw on reaction
Mainly use to bait new vo probs.
- 360C proration on regular hit / invuln
proration seems decent, theres no invuln (3.6 or 4k)
- 66C framedata
66C is the same, maybe it's faster by 1 or 2 frames
- ic6ff property (guard/invul?)
it's guard point and you can throw on reaction to it clashing, it's not f1 guard point
Mainly use to bait new vo probs.
- 5BBB5CCC new cancel option (other than ex) + does 5ccc/2ccc steal grd?
no changes
- A buttons and havoc
- celestial + VO + shield Break throw dmg
- 360C is a better ender than 236C?
in both cases they can forward tech so it's unsure
- 360C comboable? (cs/CVO)
only in the corner and you don't CS or CVO
- 3C os (on adv assault, does 3c cross up)
- does 623B have some invuln?
doesn't have invuln

Gord's tests list:

- 5C fd
Huge recovery buff (can whiff 5c>5c and punish hyde dp for ex) / still air blockable / hitbox doesn't match the animation vertically still.
- 2C, 14f head invul?
same
- 2A/5A fd?
same

- throw 66C combo still there?
yes it behaves the same as CLR
- 66FF special cancellable?
yes on block, 66FF 236A frame traps, it beats 5f
- dashblock change
doesn't seem like it
- 5A5A assim range
same
- Invul on super (j236c still +?)
Its still + / heigh dependent
- rising CH j.A -> j.236a?
- 3c>VO
- Grd steal
Grd steal/gen got nerf but i don't know the exact value of each move
(214a/214b/ff/236c/214c)
- 623BX buff
feel way more consistent but still drop sometime

Hilda's test list:

- Gloom into new super (oki test?)
its better to just do new super because its so active that the gloom hits during the super
- 623A -4? (shield and ex GR as gord to punish it)
yes its -4

Hyde's test list:

- 2a stagger still only 1f?; unsure how to best test without debug
same stagger saddly
- is 22c fixed? (does he move his sword slightly more forward like in ST or is it still bugged like in CLR, see [video](#) for setup and [screenshot](#) for rough spacing comparison)
it's like in ST now!
- confirmation that 2ff/ 2[ff] can be special-cancelled only on hit/block, does it behave the same on whiff like other FFs?
you can't special cancel, you have to recover and then you can combo
- 214A still puts hyde into air state on 4f? (does it still beat out throw on post cs?)
it's the same, can't be thrown
- 236x6b still -8?
yes it's -8
- 6B2Aw possible?
it's not possible
- if 2nd hit of 6b whiffs, is it still special-cancellable?
yes it's the same
- did they make the hitbox of the 2nd hit of 6b bigger or add vacuum effect? (test it out against enkidu: do max range 6b, does enk fall out after the first hit?)
- 623a block-/whiff-cancellable once airborne with j.236c?

- you can't whiff or block cancel
- any noticeable changes to his fd on normals (specifically 5b, 5c? 3b still -11? still awful on whiff? Is 5A still -6 on block?)
- does hyde 236c still eat all of akas 236c projectiles?
- 22a/22b change?
22B is still +1
- 5C,5[C],6B(1)/6B(2) gap 2FF
It seems that the startup of 2FF puts a hitbox so its hard to mash on it, in those cases trades seem to happen a lot
- Palebringer changes (frame data, travel speed)
Seems to be the same
- 3D vs 2FF, Detonate and 22a for a reliable punish in neutral
3D FD seems to be highly dependent on when the 3D was used based on timing its used, as said in the universal changes, you can't special cancel a successful roll
- 214c as a starter without cs?
- what happens when 2FF interacts with two hit projectiles?
because of the special startup with a hitbox its strange to test

after 66C in combo you can 2[FF] 214B which seems optimal
214C knocks you up and is at least -12 which is strange

Kaguya's tests list:

- what's jBB?
You can only j.BB on hit and on block it does a autodash cross up attack but you can't on assault
- Does 66c low crush?
the leap is 3C, it doesn't low crush
- 5c, 2B, 4B head invuln?
neither have head invuln
- 236b vs Hyde/Akat fireball
it clashes with 1 projectile. you can do the follow up laser on clash but vs hyde 236A you don't have time to punish
- do kaguya's grenades disappear if she blocks an attack? if they do, please check it with vorpals as well
they do not disappear on block, but do on hit.
- can kaguya combo throw into grenade explosions?
you can combo
- can kaguya do ff > cs without doing any followup?
you can't ff cs on whiff, you can CS the follow up on hit
- does kaguya have any rising jumping button that hits standing characters? (asking if its possible to do something like seth rising j.a > j.c > j.b)
yes she can, even on linne by delaying j.B slightly
- can 3c go into its followups or cs on whiff?
you can't CS on whiff but you can go into follow ups, C follow up is grenades, B follow up is a low, A is a regular strike
- are kaguya's gun rekkas safe point blank?
- is 623A throw invuln?
yeah it is and is 5F (o no)

Linne's tests list:

- Delay window for new follow up after kuuga
The stagger window is very nice, you have time to react to a hit and convert with the follow up
- check if you can shield new kuuga follow up on reaction
it seems like you can react, we tested a couple of times
- Can you CS whiff cancel the kuuga follow up?
you can
- can you 66BC during dash cancel?
you can't
- Combo potential with 66BC (check on OTG, after 66B), tkj.236A 6FF
you can totally tkj.236A 6FF its sick
- Can you confirm 66BC on hit with j.63214X?
You can
- do you recover from 66FF on whiff in the air or on the ground?
in the air, you can jump cancel
- does FF dodge everything but throw still (like command grabs)
FF seems to behave the same
- can linne still j.236 assault cancel after double jump?
no she can't (could she before? i don't remember that)
- is EX hien more punishable? if so, did it gain more invuln?
EX hien is now -8. if an opponent does a 12f move at the same time linne gets hit
- is A hien punishable on block
22A is now -3 !
- test damage off of B hien
- is 22[B] whiff cancellable with CS or EX
you can't whiff cancel 22[B]
- can you side swap combo from new kuuga follow up?
yes you can. to side swap from point blank range you gotta slightly delay the kuuga and the follow up but it works
- can you side switch vo in combo from new kuuga follow up?
yes you can, vo combos really easy into new setup
- do you still have to return to neutral direction to assault cancel after an air kuuga?
- Is 6C~C bigger so that it reaches after 6C max range on grounded opponents?
seems to be the same, 6C~C at max range whiffs
- is 5B dl 214B more consistent on seth and eltnum?
- can you rebeat 6C?
you can't
- do normals have different frametrap windows?
6B has a huge frametrap window now !!!!
- since these are new followups, is kuuga dash frame data the same?
- since 22A frame data change, can you 2C 5C 62314A 2B combo?
not only you can, you even have time to 2C 5C 22A 66B and combo
- can you do kuuga's new follow up gapless from 236B? from 236[B]?
from 236[B] you can make it gapless, from 236B you can from a well spaced kuuga

neff note: sadly i'm stuck on pad testing combos is gonna be really hard even for linne notes on 66FF :

on block you can B kuuga to frametrap fast enough that it's not mashable however it's - since it's from upclose. However, you can partial charge and leave a bigger gap to be + while potentially going above some B normals.

you can bait some DPs from pointblank range by doing up forward (hyde DP, akat 22B) but some others work. however this is only on pointblank spacing.

Londrekia's test list:

- startup on 214BC?
very approximative but slower than merkava 5C (14f) and faster than merk 5[C] (26f)
- Grd change impact for 4B and 623C
4B still steals GRD
- 2AA stagger window bigger?
i don't know how it used to be but its massive
- More hitstun on 214[A] (5B or 3C after raw 214[A])?
214[A] is -2
- 3C has been sped up (3C after raw 214a~[C])?
- 2B has been sped up? (2C w2A 2B, see if it combos)
- 4C into 214A/236A is gapless (Backdash then 4C)?
214A has a gap, 236A doesn't
- Better 236A frame advantage? (Check if 7f button punishes point blank 236A)
7F button still punishes point blank
- Can 236A freeze from extended hurtboxes?
it does !! vs max range merk 5C it froze them

Merkava's test list:

- ff grd steal?
it doesn't steal but you gain a bunch of grd
- do worms still take throws for merkava?
yes they do
- does 22c 2c 5c 4b 773 still safe jump 3f reversals?
- do worms still do dmg mid throw?
yes they do

Mika's test list:

- 2FF>Cs drift?
theres no drift but you cazn crossup if youre close and fall with a normal. theres cross up protection thoughh
- does j[C]>j[FF]use= 2 bounce against big body like in clr?
dunno, doesnt seem like it as 5[C] rebat 2C 3c J[C] J.[FF] 214B combos on wald

Nanase test list:

- 22X fd on FF cancel (if it can be punished)

- definitely can't be punished
- If 22C FF assault jX in the gap between the 2 hits can be punished
yes you can cross up to the other side but it's unsure if it's ambiguous enough as cross up protection kicks in if it's last frame
- j214X framedata?
- Startup and on block fd of normals
- bnb...j2C (2C 5[C] 214B j236C) 22B FF j236B oki (What hits first, if it can be plus enough to jump after, if it's safe against wake up mashes/VO)
- A dp still have throw invul?
yes
- j236B into throw dmg
its thre same
- oki test : (bnb j2C 2c 5[C] 214B j236C) 22B FF j236B (What hits first, if it can be plus enough to jump after, if it's safe against wake up mashes/VO)
- fireball throw dmg : 1492
- Close 22C>CS>throw + clash property
no need to cs, like 2.1k. you can also trm mindgame here

nanase new move notes :

22A is -3 or -4 but its very quick.

now 22B is the sauce : the startup is very slow but the ring stays active for super long and doesn't go away for a while unless the opponent gets hit or on block. this means you can for example do a spaced 5C 2C on blockstring and do a 22B which doesn't hit theo opponent and the ring will stay in front of their face.

This also means that if you end a combo with 22B, no matter how much teh ydelay tech or not the ring will stay there until they get up

Orie's tests list:

- is 236X~X comboable meterless when 236A counter hits?
You can't combo from 236A~X meterless. also you can only do the follow up from 236A not 236B or 236[B].
- can you delay 236X~X on hit to be able to react to 236X and then do the follow up?
sort of but it's a lot less time than reacting to 236A hitting into 236C.
- can you frametrap 236X~X on block? approx how many frames?
you can't frametrap it.
- What are the new A-thrust followup's options on block? Can it be cancelled into meter or other moves?
it can be cancelled into EX or CS on block

overall notes of new follow up :

intuitively it would seem that the purpose of the move is to hit confirm or use in pressure after 236A however this seems to not be the case at all. the new follow up move doesn't frametrap, is harder to confirm into and is very - (i don't remember the exact value even if we tested it). The actual purpose of this move seems to be to neutral skip with the new 214BC move as it sets it up so that the first hit of 214BC is blocked no matter what

- 214BC>assault ja> comboable?
it does but its pretty tight.
 - can assault j.A hit characters like linne and seth point blank?
it can't
 - On that note, if orie goes for point blank assault j.C and linne does 2C does orie still cross her over?
point blan kassault j.C still whiffs
 - does 5B have a bigger hurtbox?
it had a big hurtbox, but i need to compare with CLR
 - 623B cancellable on block?
of course not lol
 - is it still possible to OS with 3B~AD?
yes
 - does ff have projectile invuln now? (CS with linne then 236B and FF at the same time with orie)
no it doesn't
 - is 236A FD still the same? (9f startup -4). Compare with linne 66B for startup and 236A → 2B(-4 + 8f = 12f) on block vs linne 2C(12f) should trade
yes
 - is 236B FD still the same? (13f startup -6). Compare with carmine 6C for startup and 236B → 5A (-6 + 6f = 12f) on block vs linne 2C (12f) should trade
 - is 236[B] FD still the same? (21f startup, -6) Compare with gord FF for startup and 236[B] → 5A (-6 + 6f = 12f) on block vs linne 2C (12f) should trade
 - is 22A/22B start up still the same? (51f) Compare with gord neutral jump(43f) then 2C(8f) for 22A, 623B(9f) for 22B.
 - does 233A still whiff on roundstart vs no movement?
yes
 - does 236[B] still whiff if both in corner then backdash twice?
yes
 - does 236B still whiff if both in the corner then backdash 1 and lining up to 1 line further away in training mode stage?
yes
- all thrust versions still have the same range**

Phonon's test list:

- Phonon 22x/j22x/214x with install
there is no difference with install or not
- 22BC tkj.236B framedata
from point blank it's +11.
- can 22BC tkj.236B CS big flash be used to obscure a mixup?
sort of, theres likje a big cross on the screen
- how + is 6FF(2) 22BC ? (is it + enoug hto run up throw a poorly timed greenshield?)
not from max range but slightly closer than max range you can grab an instant greenshield after 6FF(2) (used dummy for the greenshield so it was frame1 of the 6ff(2))
- is 6FF~A 22BC plus?

- it seems to be +0
- can you throw an opponent doing shield 3D with 6FF(3) 22BC?
well you don't even need to throw, 6FF(3) punishes a roll on FF
- how big is the recovery of the install after being used in neutral?
the duration of the install is 11F
- can you cancel a special into install?
yes you can
- is her dash faster? is it faster during install?
doesn't seem like it
- try 5c 8j.2[b] 66c dl 623b 66b(1) 236[b] 9j.[b] j.22a j.3[c] j.2[b] 2c 214aa
we're not trying this lol
- does 2A > 4B, 66B(2) > J.22A bait vo still?
since vo hitbox is bigger, 2A > 4B gets hit but 66B(2) > J.22A still whiffs
- can you combo 623B 22BC activation?

22BC gives you install for roughly 20 seconds displayed by an icon. when you run out of time the icon flickers. When you use a move that is affected by install, the timer is reduced. if you do around 3 specials from the start of the install, you run out of it. If you get hit during install you lose it (but not if you block)

Seth's test list:

- Confirming FF kick being cancellable into normals on hit
that's indeed the case
- Confirming if 5b still has stagger
stagger is still there
- Confirming if EX orb disappears on hit
it does
- how does 6FF behave in combos? (test with 2c ->5c -> 6ff, or FFK -> 6FF, can these confirm into 623b/214x~c or normals?)
the input is 66FF. this limits combo options a lot. however, 66FF is an overhead and can be canceled into other specials on block or on hit

Vatista's tests list:

- after hitting 5FF can you link into 5A
yes you can link 5A

Wagner's test list:

- how plus is falling j4FF on crouchers?
it's barely +, like +1 to +3 however j4[FF] is wya more +
- how plus is rising j4FF on crouchers?
it's slightly - to +0 but j4[FF] might be +
- does j.[b] combo into 4ff -> j.236(x)

- it doesn't connect, at least midscreen
- 171ad OS j.a CH -> j.236a link into 5a?
- does assault j4FF high profile mid range mids
yes, but j4[FF] does even more. vs wagner 5C from far assault you can whiff punish it
- non buff 66FF cancelable into regular FF?
yes you can, you can also just special cancel
- Is buffed 66ff plus enough to 5b CH 5f normals?
it's not +, it's -1. without buff it's -5
- did 623a get its head invuln from st (?)
yes, vs a 3F gap (hyde 236A 236B CS assault j.B) it beats it now !
- 6b rebats vs normals ("6b(1) > a whiff > 5a vs. 7f normals", "6b(2) -> a whiff -> 5b vs. 7f normals")
6B(1) is -2, 6B(2) is -1
- can you combo assault j.A on counterhit ? (assault j.A 5B, j.A J.2C FF)
you can't with instant assault j.A
- Does burn (2buffs -> 22C) do more damage ? (900 - 1100 right now)
we took a picture to compare with CLR. it seems to do about the same or a bit more
- Does burn still hard knock down?
22C no longer stops combos ! burn or no burn, you can pick up in the air
- Does burn still go away on throw tech / hit?
yes burn goes away on tech and hit
- can you combo from 22C if hte opponent gets hit at the top of the screen?
yes, you really have a lot of time to combo. you can pick up with j.C if they're really high or you can delay 5C if they're closer to the ground
- is j.236C still +0?
yes
- can you end in 66C after 22C so they can't forward tech at the end of a combo?
you can't because 22C puts them high up, however it seems that you have time to j.2C to knock them down

being able to combo for 22C means you can A DP 22C in CS mindgames and get a combo on hit which is really strong

Wald's tests list:

- Frame data on A normal's
they're the same
- Frame data on new 22x special including charged 22B (and if the catch assault properly)
it catches poorly timed assault but theres a timing wherte assault goes over. 22c catches assault
- is 214X 22C comboable? does it on the shockwave?
you can combo from any range 214X hits
- does 22C wall bounce ? does it on the shockwave?
yes it wall bounces
- does 22x get any properties on ch?

- can you 22X CS and go after the projectile?
yes but the projectile is so quick you don't have too mucg time
- 22X have any projectile destroying properties? If yes, test multi-hit projectiles.
Akatsuki 236A > 236[A] (2 hits) > 236C (4 hits) > Hyde 236C (7 hits)
it kills all projectiles except vat c ball
- Claps frame data
- Delay between 236x~x hits
seems the same
- Frame data of CG's
a cg is the same
- Normal charged grab (icAD) - oki 1a/2a/5a meaty?
you have time to dash éa to meatie backtech
- j214c comboable?
no
- oki [4]6X all version
- j.214a/b comboable with 2b/5b
- On wald offence, 5B > (opponent 3D) > 214Bw > 360A/B/C. Can the opponent jump out of any of these?
on successful dodge, you cannot special cancel into anything
- C version tested on whiff cancel and no cancel from 214B.
- 360B on Yuzu stance still gold throw?
yeah it gold throws :(
- Does normal AD throw still count as a CH throw on yuzu stance?
yeah it counter hits
- Destroying Vat C-Ball with 214A > 4B?
vat c still dies

Yuzu's tests list:

- 2FF properties (air blockable, startup, invuln frames, head and dive? recovery on whiff+ cancel window) check by looking at which height you can act
not air blockable, not air shieldable, between 13v and 15f start up, has good head and dive invuln but not frame 1. on whiff you have to wait to land but you can stay in stance and the recovery is very small. on block you can cancel in the air and frametrapp (coudln't 5F 5A to beat it with a 6C slash). you can stance jump after the FF and the opponent can't use a 5F 5A to beat it
- Does stance have an input buffer? ("if you do point blank 236[B] no cancel 6C, does it counter hit Wagner 5B reliably")
doesn't seem like it
- is 2a/5a still 5f and 2b +0
no change
- can you 2FF~AD and hold D to not exit stance?
you can't. you're forced to exit stance but you can EX cancel
66C(1) is special cancellable on block or hit

tsurugi 2A is 5F mid but it catches jump on CS

Balance on new chars are not final sobv