Kukri (XIV)

(this is a wiki-draft. comment to add information & descriptions to the movelist. add videos in the “misc” section. the best submissions will be accepted then added to the main wiki at http://dreamcancel.com/wiki/index.php?title=Kukri_(XIV))

Gameplay Overview

Kukri is a newcomer to the series with surprisingly basic gameplay with some small twists. He has a ground fireball, a multihit kick, an overhead and lastly a sand teleport. Kukri is a simple character suitable for beginners, but he does have tricky corner combos and mixups to maybe sate a veteran too. He does lack enough in some areas to not be called an all-rounder.

Strengths:
+ A fine projectile
+ Easy basic combos
+ A confusing and unique sand clone teleport
+ Overheads
+ Nice air-to-airs

- Weak in the antiair department
- No proper reversal outside super
- Lackluster jump-ins
- A bit incomplete with pokes

Normals

Standing

- st. A jab that can anti-air incoming hops. Whiffs on crouching opponents.
- st. B This high & wide ranged side kick can stop incoming hops. Whiffs on close crouching opponents
- st. C Slow back-fist that looks like Kyo’s st. C. Can be used to stop incoming hops early on.

- st. D A cancel-able low hitting slide that lowers Kukri a bit. -13F on block with a good amount of pushback.

Close

- cl. A A light smack. Special cancelable & chainable into other crouching and standing light normals. 1F on block.
- cl. B Lower height than st. B, neutral on block. Special cancel-able.
- cl. C Kukri performs two flamboyant spinning slaps. Both hits are special cancel-able. Great and easy hitconfirm.
- cl. D This roundhouse kick isnt cancelable, has a very close activation range isn't fast enough to be used to hit opponents jumping over Kukri's head. Instead it counts as being airborne so you can blow up wakeup throws.

Crouching

- cr. A Special cancellable and can chain into itself and other crouching and standing normals.
- cr. B Special cancellable footsies tool & low combo starter. Chain cancellable.
- cr. C A ground poke that is special & whiff cancellable.
- cr. D Special & whiff cancellable sweep. Good at pressuring opponents. Can low profile certain fireballs.

Jumping

- j. A A short range special cancellable downward angled palm thrust
- j. B This horizontal long range kick can be used as an air-to-air but whiffs on crouching opponents
- j. C Kukri does a weird looking finger stab that has almost no horizontal range. Can be used as a jump-in attack
- j. D A jump-in attack that can cross-up standing opponents at the right angle.

Blowback

- st. CD Kukri performs a wild, spinning hopping smack. Has some lower body invulnerability during the smack.
- j. CD An air to air tool used to pressure the opponent. Can be used to pressure grounded opponents as well.

Throws

Miken Funsai - (close) ⇦/ ⇨ + C

- Kukri jumps on top of the opponents back and shoulders, the blasts sand in their face. The opponent is knocked back a half screen distance away.
- Soft knockdown

Bakkonsai - (close) ⇦/ ⇨ + D

- Kukri slides behind the opponent then trips them. The opponent lands a half screen distance away.
- Hard knockdown
- Guarantees a 4f safe jump with super jump C

Command Moves

Fussa Ken - ⇨ + A
* A funky looking spinning chop with full cancelability. Important combo tool.

Special Moves

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Nessa Jin - ⇩⇘⇨ + A/ C

* Kukri's ground fireball. It's a big part of his gameplay as you can use it to force people to jump/hop over it. Also grants a juggle in corner combos. Both versions do the same damage. Neither one travels fullscreen

* A: The slower sand projectile which is plus on block from all ranges except point blank. Travels about half a screen.

* C: The faster and further traveling version which is slightly more disadvantage, but still a great move.

'''EX:''' Two-hitting and even faster version of the projectile that travels fullscreen.

Nessa Senpuu -  +  / 

* A sandy hurricane kick that does multiple hits while advancing. Main part of Kukri's combos.

B version: Shorter startup and is safe on block. Hits twice.

D version: Longer startup with 3 hits. -10F on block with a fair amount of pushback. Super cancelable.

'''EX:''' This is the main combo part mentioned before. On hit it gives a CD-like wall bounce. -5F on block with fair amount of pushback when blocked mid-screen. Easier to punish if blocked in the corner.

Bossa-Shougeki -  +  / 

* A jumping somersault kick which hits overhead. The initial leap is quick to avoid lows or bad meaties (but not immune to them). Due to the long startup it's easily avoidable on reaction so use sparingly.

* B version: Kukri jumps up where he stands and lands with a kick to the head. Knocks down on hit. Very unsafe on block.

* D version: Similar to the light version, but instead of jumping in place Kukri goes about 1-2 characters' width forward. This version is quite safe on block, but still easily countered if you thrown willy-nilly.

'''EX:''' Faster than D Bossa, traveling slightly shorter. On hit it gives a ground bounce which allows for a follow-up.

Air • Bossa-Shougeki - (in air) ↓↙← + B / D

* Instead of leaping up since Kukri is already in the air, he does a shorter somersault into the same kick. This can be tiger kneed which makes it tremendously more powerful as an overhead. Due to being a jump attack, it has variable frame advantage too.

B version: Short hop version and faster startup. Has overhead properties. Knocks down on hit.

D version: Longer startup. Has overhead properties. Knocks down on hit.

'''EX:''' Similar to the ground version, this also grants a ground bounce.

Genei Sajin - ↓ ↓ + A / B / C / D

* A sand teleport. Kukri melds into a sand statue of himself and emerges in the desired position. The sand clone he leaves behind will become a hit and doesn't go away even if Kukri is interrupted.

A: Teleports about one character width forward.

B: Teleports in place.

C: Teleports half a screen forward.

D: Teleports backwards

'''EX:''' Pressing both punches will initiate a line of three sand Kukris with the last one being Kukri himself. The distance traveled being the same as C-teleport. Pressing kicks will summon two sand clones on both sides of the opponent and the third one in place while Kukri himself teleports slightly forward if done from afar and away if done next to the opponent.

Super Special Moves

Nessa Goku Totsuha - ↓↘→ ↓↘→ + B / D

* Kukri becomes a sand Psycho Crusher. A solid advancing multihitter and his main damage super. Highly unsafe if blocked. Advance canceling this into Nessa Goku Fujin is not recommended in the midscreen.

* There is no distinction between buttons. Kukri drills for 5 hits and a hard knockdown.

'''Max:''' A bigger cinematic version of the same move with more hits and damage. Takes the opponent from the middle of the stage to the corner.

Nessa Goku Fujin - ↓↘→ ↓↘→ + A / C

* A trap/mixup super of some sort as Kukri leaps up in the air and brings down a rain of sand. It has a long startup and is hard to combo. Hits OTG though. Advance canceling into Nessa Goku Totsuha is more efficient if possible.

* A version: Brings the shower right in front of him.

* C version: The sands will fall from fullscreen away.

'''Max:''' Fully tracking multiple sand showers that hit OTG. Canceling into this from the drill super will cause it to whiff altogether unless done in the corner..

Climax Super Special Moves

Goku Nessa Housairyu - →↘↓↙← →↘↓↙← + A C

* Kukri jumps on a wave of sand and surfs on it for max 9 hits. The wave will destroy projectiles. Kukri can be hit from the top of it even though it's hard due to the humongous hitbox.
'''Max:'''

Combos

===Rush Auto Combo===

'''Meterless:''' Kukri flails around with two punches and a kick into his spinning kick special. 156-172 dmg depending on if you started with cr.A or not. Unlike some rush combos, this one isn't even the best meter build. No good.

'''1 Meter:''' Same as above except he finishes with the drill super. Pretty worthless. 232 dmg

'''EX:''' During MAX he will perform the EX version of his drill instead. Quite useless. 358 dmg

==0 meter==

Anywhere
* cr.B, cr.B/cr.A > f+A > qcf+D = (193-198 dmg)
(A good, basic light confirm into his tatsu. Best amount of meter built from lights.)

* cr.B, cr.B/cr.A > f+A > qcf+P)= (162 dmg)
(Less damage, but also viable. Leaves them standing which means they need to jump or roll the next fireball… if it comes.)

* cl.C (2) > f+A > qcf+D = (208 dmg)
(There's plenty of time to confirm cl.C's both hits into things. If blocked, go for qcf+B or sand projectiles.)

* s.CD (delay) > qcf+C = (130 dmg)
(The delay is crucial or you will miss with the fireball. Learning this timing is key to start corner CD sand loops.)

Corner
* cr.B, cr.B/cr.A > f+A > qcf+A, cr.B > f+A > qcf+D = (301 dmg)
(Huge damage in the corner if you're able to link after qcf+A. This requires both of you hugging the wall.)

* s.CD (delay) > qcf+A (restand), cr.C > f+A > qcf+A, cr.B > f+A > qcf+D = (384 dmg)
(One of Kukri's damaging corner loops. Like previously mentioned the sand after CD needs to be delayed slightly. Luckily getting the right timing is also the only timing that will restand the opponent for follow-ups.)

==1 meter==

Anywhere
* cr.B, cr.B/cr.A > f+A [BC] cl.C(2) > f+A > qcf+BD, qcf+AC = (322 dmg)
(Confirm into basic MAX combo. Not much else is possible in midscreen.)

* cr.B, cr.B/cr.A > f+A > qcf+C/qcf+D > qcf~qcf+K = (314-330 dmg)
(Doing cr.B instead of cr.A is slightly more damage and ending with qcf+D is also better damage-wise, but possibly inconsistent because you need to time the super cancel before the opponents gets too high.)

* s.CD (delay) > qcf+C > qcf~qcf+C = (265 dmg)
(Might be easier to input this with qcf+C~qcf+C. Not a particularly good combo, but nice to know nevertheless since Kukri doesn't pull that much from MAX canceling a blowback.)

* s.CD [BC] run j.qcb+BD, qcf+AC = (192 dmg)
(Alternate combo from s.CD. Way less damage than the one before.)

==2 meters==

Anywhere
* cr.B, cr.B/cr.A > f+A [BC] cl.C (2) > f+A > qcf+BD, qcf+C > qcf~qcf+BD = (473 dmg)
(You can replace the light starter for a heavy and it'll be 488 dmg (503 in the corner). Respectable damage for a 2 bar combo.)

==3 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

==4 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

==5 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

=Misc=