

P = any punch; **PP** = any two punches simultaneously; **K** = kick; **KK** = two kicks; **** = follow-up command; **/** = or; **()** = hold; **L** = light; **M** = medium; **H** = hard; **U** = up; **D** = down; **B** = backward; **F** = forward; **QCF** = D,DF,F; **QCB** = D,DB,B; **DP** = F,D,DF; **360** = full-circle motion - B,DB,D,DF,F,UF,U,UB; **LX** = costs X stocks of super-meter; **COMMAND NORMALS**; **SUPER COMBOS**; **TAUNT**.

Filia

QCF+P
QCF+K
DP+P
QCB+K [air OK]
L1 DP+PP
L1 QCB+KK [air OK]
L3 QCB+PP

Ms. Fortune

MP [headless]
HP [headless]
B/F+HP [headless]
QCF+P,P,P [up to x3]
\ K [after 1st/2nd]
\ D+K [after 1st/2nd]
DP+K
\ K
[air] QCB+K
QCB+P [head on]
[air] QCB+P [head on]
DP+HP [headless]
QCB+HP [headless]
QCB+(L/M P) [headless]
QCF+K [headless]
QCB+K [headless]
L1 QCF+PP [head on]
L1 QCF+PP [headless]
L1 [air] QCB+KK

Peacock

QCF+L/M/{H,H,H} P
QCB+(P)
QCF+L/M/H K
QCB+K
\ (P)
L1 QCF+PP
L1 QCF+KK
L3 LP+LK > QCB+PP
LK,HK,MP,MP,U

Cerebella

F+HP
[air] D+MP
QCF+P
QCF+LP+LK
QCB+LP+LK
DP+L/M/H P
DP+LP+LK
(B),F+K
\ LK/LP
\ (MK)/(MP)
\ HK/HP
\ LP+LK
[air] QCF+LP+LK
L1 QCF+PP
L1 360+LP+LK
L3 QCB+PP

Double

QCB+K
QCF+P
DP+K
[air] QCB+K
B+LK+HK
L1 QCF+PP
L2 QCF+KK
L3 QCB+PP
L5 QCB+KK [air OK]
\ P/K

Painwheel

F+HK,HK,HK,HK
QCF+P
QCF+K [air OK]
QCB+K [air OK]
L1 QCF+PP
L1 [air] QCF+KK
L2 QCF+KK [changes her throws & tag in]
L3 QCB+PP

Parasoul

F+L/M/H P
B+HK
[air] B+LK
[air] D+MK
(B),F+P
(B),F+L/M/H K
(D),U+L/M/H K
QCB+K, K, K [air OK]
L1 QCF+PP
L1 QCF+KK
L3 QCB+PP

Valentine

QCF+P [air OK]
QCF+(P) [air OK] [when poison is loaded]
QCB+L/M/H P [poison]
QCF+K [air OK]
QCB+LP+LK
L1 QCF+PP [air OK]
L1 QCF+KK [air OK]
L2 B,D,DB+KK [affected by poison]
L3 QCB+PP
L5 QCB+MP+MK / QCB+HP+HK

THIS IS TUNA WITH BACON!
RUSSIAN SCIENCE RISE AGAIN!!!

Squigly

F+HP

QCF+(LP) *1

QCF+(MP) *1

QCF+(HP) *1

DP+(P) *1

*1 \ {B, B}/{F, F}/K

QCF+(LK) *2

QCF+(MK) *2

QCF+(HK) *2

*2 \ {B, B}/{F, F}/P

[air] QCF+K

L1 QCB+KK

L1 QCB+LP+LK

L3 QCB+PP

Big Band

DP+P

\ F,B,F,B,F,B...

(B),F+P

\ K

(B),F+K

\ P

QCB+K

[air] QCB+K

F [air OK] [right before getting hit by mid/high attack]

D [right before getting hit by low attack]

L1 QCF+PP

L1 [air] QCF+KK

L3 QCB+PP

L5 MP > LP,D+LK, LP, LP+MP

\ **QCF+PP**

E,HP,MP,LP,E

Eliza

DP+{L,M,H}P [you can omit any of them]

QCB+L/M/H P

\ L P/K

\ M P/K

\ H P/K

\ D+L P/K

\ [air] L P/K

\ [air] M P/K

\ [air] H P/K

\ QCF/B+P/K

\ **L1 QCF+PP [after taunt]**

QCF+LK

QCF+MK

QCF+HK

QCB+K

L1 QCF+PP

L1 QCF+KK

L3 QCB+PP

MK,LP,D,LK,MP

Fukua

[air] HK

\ HP

QCF+P [air OK]

QCF+K

QCB+K

QCF+LP+LK

QCB+LP+LK

L1 QCF+PP [air OK]

L1 QCF+KK

L1 QCB+KK

L3 QCB+PP

L5 360+LP+LK