

# DeathCraft's Nier Essentials

how not to get Nier'ed / How not to Nier



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**BTW SOME OF THIS INFO IS  
OUTDATED NIER pIS BROKEN  
AND I DONT THINK ILL UPDATE  
THIS DOC** [Blockstrings and gaps \(the good stuff\)](#)

# IS LIKE THE ONLY RELEVANT PART NOW

Hello friends, I am DeathCraft, 5 months GBVS player (it's my only fighter) and Nier enthusiast, I have labbed a considerable amount of hours into the character and have achieved S+4 so far, i'm not that good at the game but I think I can help quite a few people out so

I'm making this guide as I think I can provide useful insight into Nier's kit, for players getting rolled by Nier (skill issue) and for aspiring Nier players alike :) though this is more directed to people dealing with Nier than Nier players, but this guide's information should be useful for Nier players as well

required prerequisite knowledge: just fighting game basics and concepts like frame advantage and shite, if you have no clue what frame advantage even means then watch [this](#) video, the best fighting game primer out there

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# Death's Basic stuff

(This part is just me going over how the mechanics work and stuff that u may alr know, skip it if u wanna get to the *meat* of all of Nier stuff)

Let's get to know Death's skills first if you don't already do

When I get into the more advanced stuff I will be referring to the skills via their numpad notation, like 236 623 22 and 214

## Fatal Waltz

aka 236 / neutral skill / *the flurry*



L: Death unleashes a small flurry of strikes

M: Death delays a charge up and then unleashes a loooooooong flurry of strikes (the 50/50 tool btw)

H: Death unleashes a small flurry of strikes that's plus on block and can be used to juggle

U: Death unleashes a loooooooong flurry of strikes without the startup of M (also 50/50's)

## Misfortune

aka 623 / forward skill / *upwards slash*



L: Death slashes upwards

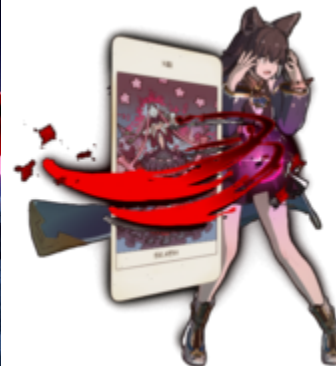
M: Death waits then slashes upwards with super armor (not frame 1)

H: Death slashes upwards with super armor activating frame 1, grabbable

U: Death slashes upwards with super armor activating frame 1 except it costs meter, can't be converted off (did you know Nier can convert off her reversal), sends them fullscreen and can't be spotdodged after hitting (did you know that Nier's 623H can be spotdodged after hitting?) also grabbable

## Death, Reversed

aka 22 / down skill / *vacuum swipe*



L: Death swipes in vacuuming the opponent

M: Death waits then swipes

H: Death swipes in vacuuming opponent except faster and easier to convert

U: Death Swipes in a few times for damage and 5H followups in combo

## Ominous Turn

aka 214 / back skill / *tackle*



L: Death rushes forward hitting the opponent on the way and can side switch

M: Same thing but delay agen

H: Same thing but faster and easier to convert agen, oh and also rushes farther

U: Death rushes across the screen dragging the opponent with them

## Rule of thumb for the skills are

L: fast plain ol

M: delay before death goes at it

H: bigger damage than L, combo tool, faster except for 623 which turns it into a armored reversal (but also bigger damage combo tool)

U: uhh, go read. i mean all bigger damage and plus except 623 which is a reversal

## Nier Normals

just read her [dustloop](#) thanks

Notable buttons

cL +4

f5L +1 6F frametraps into 2M

2L -2 hits mid useless

f5H biggest button

jH longest jump button

2M fast low poke, 6F frametraps from f5L

66M overhead dash attack, garbage without Death setup

## How Death works

So you know that number 13 under Nier's healthbar, we'll call those tokens aka *Love's*



*Redemption*  
*basic stuff yada yada*

- Nier can use H skills at the cost of 1 token
- She can chain Death's skills into each other in a single string at the cost of an extra token
- When Death is on the field, Nier's M and H normals (and 2U) get nerfed in range and damage, and her grabs do 500 less damage
- When her tokens reach 0 she goes into a 20 second reset mode where she has nerfed normals, inability to use any skills and complete inability to SBA/SSBA/install, you'll see a progress bar that ticks the 20 seconds down under her bars that when ticked down, she'll regain all 13 tokens
- Death can be hit on the field and enter a 4-5 second recovery where Nier can't use skills or supers and lose her buffed normals
- Fireballs won't hit Death unless she's in the middle of casting a skill
- Nier can chain each of Death's skills into each other no more than once
- Nier cannot chain from U skills or into U skills
- If Death is in front of Nier, all skills will be cast at Death's location
- If Death is behind Nier, she will teleport to Nier to cast the skill

*ok now we're starting to get to the meat, this might get confusing for people who haven't labbed Nier themselves or haven't played against enough Niers but it's important to understand*

**Nier can use each skill in succession to queue them up, each additional skill she stacks on will make it so that she recovers sooner while Death is still attacking**

For example, if Nier uses 236L, shes -2

If Nier uses 236L and queues up 22L, she stacks less casting time than 22L alone normally would while Death queues the next move. This results in Nier being +7

If Nier uses 236L and queues up 22L then 214L, she stacks on even less additional startup of 214L than the skill would alone and she recovers to neutral before 214L comes out

I don't really know a good other way to explain this without botching how it works with good wording, so I'm just praying you get it

### **Rule of thumb**

Lone L skill minus

2 skills queued plus (unless you use 623 [we'll get to the specifics in a bit])

3 skills queued very plus recovering before third skill comes out

4 skills queued lets Nier run around mostly for the last 2 skills while Death is still attacking

## **Nier in a match**

We're finally here unless you skipped here, in which case this is the practical part

### **Firstly, Nier's neutral**

uhh she's kinda helpless until she gets in 5H range in which then she can start hitconfirming into her frametraps, speaking of...

**EVERY NORMAL WILL FRAMETRAP INTO HER SKILLS INTO A FULL COMBO AND INTO HER OKI SETUP** (unless she hits barely out of her 22L range or 214H side switch range)  
**FROM ANYWHERE ON THE SCREEN, DONT FUCK WITH THIS GIRL**

that out of the way, the only thing she can do outside of 5h range is attempt to neutral skip by throwing out 214's to catch you, but usually you catch Death while shes tackling, especially since she gets hit by fireballs while casting, and she rarely gets good combo/oki conversions even if Death hits lul

Nier can also attempt to yeet Death over with jump U, but that usually never ends well for Nier as **she is in recovery till landing**

If Death doesn't get hit out of the air and somehow sticks the landing on your opponent most she can do is confirm into 623L and chain into other skills if Nier is fast, though **she never**

really gets consistent conversions that do good damage, and she risks just wasting tokens if the skills whiff

also if you decide to sit tight and block the Death yeet, don't immediately mash as **623L will frametrap** but if you have to deal with a fullscreen Death, **you can just run up once she finishes all her chained moves**, or **smack Death in the face** which I'll elaborate on when I get into the blockstring section

but that aside usually you can just **run up to Nier** if you see her jump and fuck her nuts if she decides to yeet Death, Death yeet is also a terrible air stall, don't use it like that, like I do

also her antiair conversions are p shit, she usually has to use RS if she wants to get a consistent conversion off an antiair

and 5H is really bad at catching jumpers so just keep in mind jumping in is an option against Nier

also dash L and 214 neutral skip i lied its actually broken as fuck

So yeah TLDR just zone her as long as you want, you usually chilling and she has to get to you if she wants to do stuff

## Blockstrings and gaps

*the part that really matters that you should reread a couple times*

Usually her blockstrings revolve around 236 214 and 22  
the use for 623 is a lil more complicated but it'll make sense once I explain her usual blockstrings first

### 236L > 22L loop

Niers should use this after an autocombo to extend pressure for 1 token, it **frametraps in between everything** (which also leads to a full combo conversion if anything hits) and leaves her very plus

After 22L, this leaves her **+7 on block and point blank grab range**, can be **gaplessly looped back into cL auto and back into itself**

(also 214L has exact same implications as 22L but ill use 22L cuz i think its better :))



### **How to get out of this?**

besides using a reversal to break the loop, this is where the **most important tool** you need to use against Nier's 236 pressure comes into play

Spamming spotdodge after the autocombo will cause 236L to whiff for a **FULL PUNISH** while Nier is still in casting, even if she just cast 236L alone without queueing anything else

Introducing spotdodge into your defense forces Nier to use more than 1 brain cell when doing her 236 blockstrings or she risks getting blown up

### **What counterplay does Nier have against this?**

If Nier can react to the opponent spotdodging, she can follow up the whiffed 236L with 623L, in which case will **catch the opponent if they attempt to punish Nier**. Nier gets an inconsistent usually no oki setup conversion off it. **UNLESS you block the 623L** in which case she becomes **SUPER minus** and you can punish with a **5H counterhit conversion**

These risk reward options make spotdodging an important tool against a 236L blockstring spamming Nier

## **22 / 214**

Ok, I will say right now, if you see any Nier starting her blockstring with 22 / 214, it is a **fake frametrap** (mostly)

If Nier uses 22 or 214, L or H version, after blocking, **mashing** will beat all followups hitting either Death or Nier for a full conversion **EXCEPT 623L FOLLOWUP**

Using 623L in the blockstring will leave Nier minus and end her turn, but **623L is used to catch people who mash after blocking 22 or 214**, good Niers could do this on reaction to having their 22 or 214 blocked if they don't wanna lose Death

**Otherwise**, against Niers who probably don't know what they're doing, you can just mash everytime you see either 22 or 214 come out

but if you let her do her followups, she will become very plus

**also** if you attempt to spotdodge after her normals and she throws 22 or 214 out, you will get **blown up** by Niers who don't know what they're doing for a full combo as **followups after whiff will catch spotdodge** in counterhit recovery state before you can reset to neutral, **spotdodge is used to throw off her 236L mix**

## So Summary

236 frametraps **everything** and followups are plus, **spotdodge** preemptively for punish **unless Nier reacts with a 623L** to catch buttons after spotdodge, **but if blocked, Nier takes a massive punish**

if you see 22/214, you can **mash all followups except 623** which Nier does in response to **predicting a mash**, in which case you can **smack Death right after anyways**

at a scrub level, you probably won't see **any** Niers who **know how to protect themselves from getting countered by using 623**, so you can probably be safe by **spotdodging** any 236 you read and **mash** every 22/214 you see on reaction

once you understand this flowchart, fighting Nier will make **alot** more sense

**ahem...**

Quick note for **Nier players** and **Nier opposers**, using literally any invincible reversal or super will hit Nier **100% of the time** if she follows up with any skill after her normals or other skills. So keep that in mind people playing against Nier and watch out Nier players.

## Nier's Reversals

623H is Nier's main reversal, if you get hit by it, she is able to convert into a **full combo and oki setup** (albeit token heavy)

There is a lot of counterplay against 623H, firstly **its grabbable**

And if you do smack Nier if she 623H's, **spam spotdodge, you can cancel normals into spotdodge and mash L/M to go for a full punish** (btw you cant cancel **dash attacks** into spotdodge)

the hitstop from hitting Nier gives you more than enough time to reactively spotdodge to cancel your move, then punish

**If you block 623H, just mash**, don't be **scared** of her followups, **you will fuck Nier up** before she recovers in **9 frames** before Death is able to hit any followups

SBA (the flamewall) is any regular o'l reversal super, invincible frame 1, except sometimes if Death is behind the opponent and Nier uses it as a reversal, Death will just flamewall where it won't help Nier and it's very funny

SSBA is a **parry**, grabbable, very punishable ofc

oh yeah her SBA and SSBA damage increase based on how little tokens she has, cutoffs being 8 and 3 tokens you can see on dustloop for details

Install is -20, very punishable in neutral, Niers would attempt to use this as a chip round closer, just dont panic and wait till she stops chaining moves to run up or be daring with the 214 / 22 gaps

623U is same as 623H except you can't convert off it but you cant cancel normals into spotdodge anymore with this version

## Nier Okizeme

Usually after getting combo'd you will find yourself in this **"5050"** situation after Nier sets up **236M** after knockdown then runs up and either **66M overheads** or **2M low**



Against this, I recommend **blocking low**, and **reacting if you see Nier turn her back to jump over you doing her dash medium overhead followup**, its **26 frames startup**, its really easy to react to actually,

also pls dont dp against this unless your dp will reach Nier while, but she's usually a distance away before you are put into blockstun again

and definitely don't super, the super flash will give Nier more than enough time to just sit and block and punish, you are 99% not catching her while shes in recovery while casting after she does her setup.

Nier has other **actually unreactable, RS or grab setups** especially in the corner, some **character specific like her shiki setup**, though if you do **smell** the Nier doing funky shit that anything other than attempting to 66M or 2M for the usual 5050, you can **try to just reversal** your way out of it

**also brave counter is a thing**

really if any Nier is getting real saucy with their setups, just **ruin their night** by brave countering, you might get a lot of tokens out of it too

oh yeah meaty overhead is a thing so youre forced to play the 5050 or reversal (she can fuck you up if you reversal too)

**The end**

If you somehow were able to digest the information with my rushed and screwed up wording, you should know all you need to beat most Niers at their own game who haven't labbed her enough, and that everytime you do get fooked by Nier its a **skill issue** and not a knowledge check issue :), hope it wasn't too convoluted

I rushed writing this doc in like 5 hours and ill add anything that i'm mistaken or feel i need to add/correct, do **dm or comment** if i missed out anything or have spread misinformation

**and lmk if this doc has been helpful, it would make my monke brain do a happy ;D**

now go knowledge check the knowledge checkers

or start Nier'ing without being a complete monke

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