



## *Pokkén Tournament* *Theorycrafting Competition* ***Hisuian Lilligant***

*By Bluebatstar*

Yeah, this is my entry. I won't go into a huge intro since I don't need to.

I will also say that my images are rough drafts. I am no artist, and I had a lot to make so I did them relatively quickly and made them stick figures. It combined with the descriptions should be enough to visualise these moves, especially since Lilligant is mostly humanoid.

Also, some of these moves are only on Unovan Lilligant. I asked Wappatron and he said that was fine to do, despite technically Hisuian Lilligant not having those moves. So I'm not breaking any rules here. Besides, Hisuian Lilligant would be impossible if I was limited to those moves.

### **Overview**

Lilligant's main gimmick is most moves have tight "justframes" in a very rhythmic pattern, and most combos will also require rhythmic button presses. Basically a very rhythm based character, which works since Hisuian Lilligant is like a dancer of sorts. I'm not sure if calling these justframes is really correct but I'm going to keep doing it since it's easier.

Due to this, Lilligant will be a very combo heavy character with a tricky but effective neutral using some of the moves I list out below. Most/all moves will have some tight timing windows and be really effective if hit but not effective if missed.

However, due to the requirement for really precise timing she would be a really difficult character and require the timing a lot, and different moves have different timings too so if you have to use a different move all of a sudden it could throw you off. The timing windows will also be tight enough for even top Lilligant players to not get consistently.

You might be thinking, if the if you can't get the justframes consistently that makes it inconsistent and that's terrible. And I balancing would be a nightmare, either overpowered with getting the frames everytime or underpowered due to the inconsistency. And yeah, this could be hard to balance, but the justframes wouldn't be broken and the missed versions wouldn't be unusable, so despite the strict justframes it's rewarding but not unfun due to the inconsistency.

Apart from the timing windows, Lilligant would be pretty all-round character with a good neutral and combos, just being difficult to execute due to the aforementioned timing windows.

# Pokémon Moves

## Release A: Victory Dance

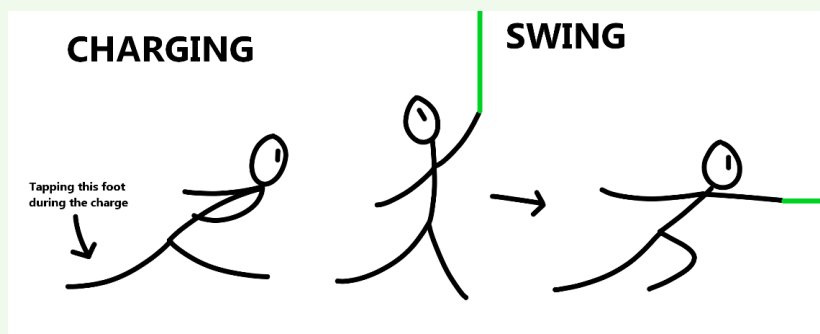
A short dance that matches the move's appearance in Legends Arceus. At 3 points in the dance, you can press A again to activate a form of justframe. However, there will be two timing windows for these attacks, one that's more lenient and one that's extremely tight, similar to a rhythm game with good and perfect inputs for a timing window. Maybe they could be 4 and 2 frame inputs respectively? That could be tweaked for balancing. Anyway, if all three of the inputs are landed in the more lenient window you get an attack buff, and if all three are landed in the tight input window you get an attack and a defence buff. These buffs would last maybe 6-8 seconds or so.

This move doesn't have an image since the move will match the animation it has from Legends Arceus near perfectly, just sped up a bit. There's a video of the move I found [here](#) if you need a reminder.

## 2A: Solar Blade

Lilligant enters a charging stance, she will be tapping her foot during the stance slightly which acts as a visual and audio indicator for when the inputs are, maybe they're 2 frame windows. Once 4 of these inputs succeed, Lilligant enters an enhanced state that turns 2A into Solar Blade, a powerful swing of a solar blade that has a similar animation to Lucario's Downward Swing of Bone Rush, though more elegant. Her jump before the swing will match her jumping animation from the noble fight in Legends Arceus (pictured). If you perform a justframe on this swing, then the move launches farther, does more damage, and has less endlag, perfect for combos on a wall splat. Without the justframe it still knocks down (just like the justframe version if it doesn't wallsplat) but has no combo potential, only oki. Either way this is still a powerful move with good range, but it's punishable on block and using it requires you to charge it again, even if it whiffs. The timing between each input during the charging stance is about the time between beats on a 145bpm metronome, and the charging stance can be cancelled into block and moves, however you can't store the charge and therefore have to recharge fully again. You could start charging up the move as a bait and cancel it into a CA or something, but there is a small delay from when you first start charging and when you're allowed to cancel it.

This move will function as a very powerful move that you can use for reads or reactions, similar to a BA.



## 5A: Magical Leaf

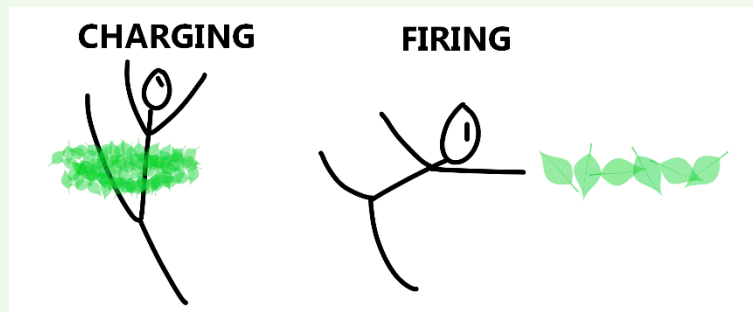
Lilligant starts charging with leaves swirling around her. The charge lasts for about a second, and Lilligant will automatically release the move after those three seconds. The move will go to a different stage of power every second as well as when Lilligant auto-releases it, similar to Lucario's Aura Sphere. There will be three stages, which I will describe in a bit.

The move itself is Lilligant releasing a number of leaf projectiles to attack. Stage 1 (releasing the charge immediately) will launch 1 leaf, stage 2 (Releasing over halfway through) will launch 3 and Stage 3 (Charging fully) will launch 7. These leaves will do little damage and won't flinch for very long, so the projectiles aren't very good. They also have no combo potential.

However, if you release A exactly on when the charge is about to reach the next phase, the move powers up significantly. Releasing it exactly on the halfway point will launch 3 leaves and exactly when they're autofired will launch 7, like the regular move, but the leaves are much stronger, travel farther and faster, and the full 7 leaves will knock down if they all hit. (If you're hit by one leaf no matter what version of the move it is, you won't be able to block the rest of them obviously) Maybe the timing window could be 1-3 frames for this?

If these leaves hit while the opponent is in the air, the move might also have some combo potential since they will start stalling the fall quite a lot for Lilligant to follow up. (The non-timing version doesn't have this combo potential since it stalls the fall way less and the opponent will just land on the floor) Lilligant will be able to dash very quickly after the move, so she'll be able to hit the move when the opponent is in midair and dash in for a followup before they land with a quick move.

These leaves are also a Special Mid. This move will mostly function as a basic projectile as well as a combo tool.

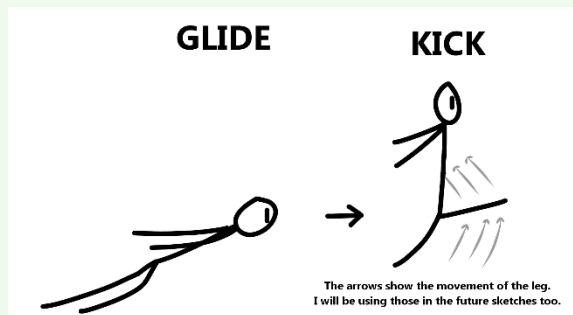


## 6A: Grassy Glide

Lilligant will start gliding across the ground at immensely fast speed, similar to Weavile's Agility but a bit slower. The move will continue for a little while and then stop with lag, or until you release A in which Lilligant will do a relatively small yet really quick kick attack. This attack can be done at any time and launches on crit, which can then lead into a combo. If it doesn't crit however, it has very little knockback and is punishable on block.

However, like all of Lilligant's moves I've talked about already, there is a timing window. If you release the button right as the move ends, the kick she does will be much faster, stronger, knocks back farther when the move doesn't crit and has counter armour, making crits slightly easier. However, the move is still punishable on block but due to the extra pushback the punish moves are more limited than they were before. It's still not a safe move but the safety is way higher than the non-timing version.

It's a great move to approach with and if misused you could release the move early, though doing that is punishable if you use it wrong. A high risk, high reward move.

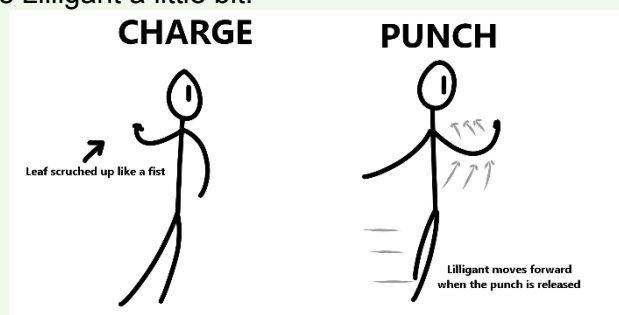


#### 4A: Drain Punch

Lilligant will unleash a spinning punch. This is a charge move, however the charging works differently due to Lilligant's charging gimmick. You could just hold down A to get the charge, but for the timing window you press A, let go of it, and press and hold it again right before Lilligant releases the punch. Then you'll be able to charge the move like other chargeable moves in the game. So tap, let go, then press again at a specific timing and charge from there.

The move has deceptively good range and Lilligant will move forward slightly, making it a pretty effective longer-range move. It's one of the longest range moves Lilligant has, since most of her X and Y moves are relatively short range.

The move also has small knockback and pushback, but the timing version stuns for ages allowing for easy followup attacks, with pretty big scaling to balance it out. The fully charged version stuns for a lot longer than the uncharged version, to the point where you can't combo off of the move if it's not charged at all. The non-timing version doesn't stun for nearly as long and you can't combo off of even the fully charged version, but the fully charged version breaks counters no matter whether you got the timing window or not, so even the non timing version has utility. With both versions of the move, charging it increases the range, and the move of course heals Lilligant a little bit.



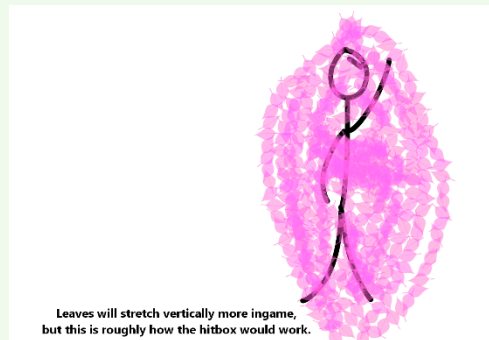
#### jA: Petal Blizzard

Lilligant will summon a blizzard of petals that extend a decent distance above and below her. She'll spin in midair, and the leaves will swirl around her in like a tornado kinda like SM2's Vortex, hovering in midair. The hitbox is visualised on the image.

This move's a much simpler move than the other one due to the lack of timing windows, however mashing the button will make the move do more damage. The move also does a lot of PSP, though it's relatively slow so it can't be used in combos, and Lilligant doesn't get armour during the move so she can get hit out of it. However, the move does a lot of damage

and breaks counter armour, so the move acts more like a read. A relatively niche attack in Lilligant's kit but the damage makes it a move worth going for, it's not so slow it's useless.

The reason mashing A makes the move do more damage is sort of because of rhythm games sometimes having tons of the same notes in quick succession, but mostly because I thought it could work and I don't think Pokken has anything like it already.

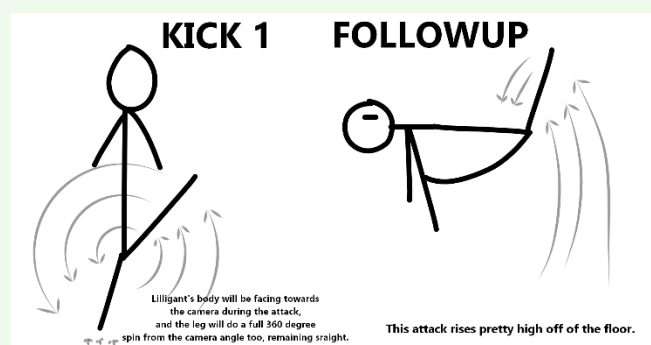


## Non-Pokémon Moves

### 8Y

Lilligant will do a small hop, with her leg doing an upwards kick. Her leg will remain straight during the animation but do a full 360° spin upwards, kinda like those things that you need to be extremely flexible to do. It's hard to explain I'm sorry. It acts as a semi-decent anti air but you can't combo off it and it has pretty short range.

If you press Y again right when Lilligant lands (Yep, another timing window) she'll do a kicking backflip very similar to Min Min's Up Smash in Smash. This kick reaches way higher and farther than the first one, and the first hit combos into this one if the opponent is hit while in the air. It does much more damage as well, since the first hit doesn't do much damage at all. If the first hit hits when the opponent is on the ground, they can block before the second hit comes out but the second hit pierces counter armour so that's all they can do, and it has good pushback on top of it.

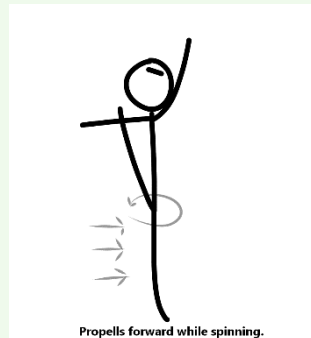


### 6X

Similar to moves that move you forward like Machamp's CA, Lilligant's 6X is a charge move where she'll spin on one leg with the other sticking out, like spinning kicks. The move will send Lilligant spinning forward, similar to Machamp's CA where it's extremely fast but stops quickly. If you release the charge right as it would release automatically, you'll get the timing version of the move. The non-timing version travels decently far if fully charged and next to nowhere without a full charge, and the move only launches on a crit. The timing version of

the move always launches, crit or not. And like most charge moves, it breaks counter armour when fully charged.

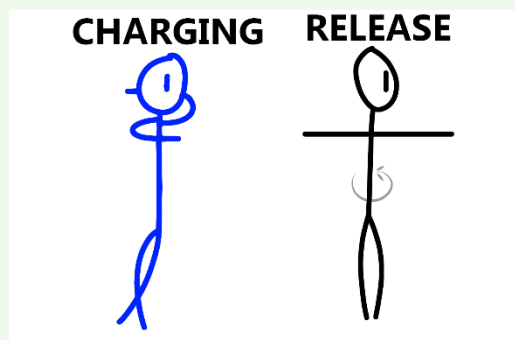
When the move launches, it launches very far up but also a decent distance forwards too, making Magical Leaf the optimal combo setup to stall the fall allowing you to dash in for a followup.



## Counter Attack

Lilligant's CA will be a spin on her "toes", with both of her arms stick out for a double slice. This move also has a release input, similar to the move I just talked about if you release the buttons right as the move ends, the move will do more damage and the spin will be faster. The endlag of the move remains the same no matter which version of the move you do, but due to the faster spin on the timing window that one's indirectly safer. The knockback of the move and all that stuff remains the same and there's no combo potential, it's a pretty standard CA all things considered just with the timing window gimmick. Also, due to the spin being faster, the non-timing window is way more punishable on block.

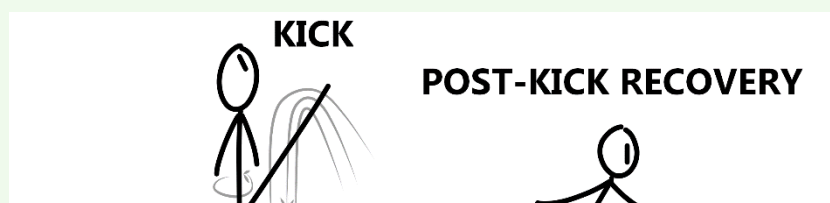
If you hold left or right when the move is released, you can move ever so slightly forward, similar to moves like Scizor's 8X sorta.



## 8X

Lilligant will perform a spinning kick diagonally upward while twirling on her other toe, as the image shows. This move is a throw crush obviously, it's an 8X, and when it breaks a throw the opponent gets launched in a similar way to 6X, ready for a Magical Leaf combo a described before. This move is relatively quick, but recovers slower as Lilligant regains her balance after the move, making it punishable on whiff and block. However, the move launched far and high enough for Magical Leaf to barely hit and the combo to continue. The move does not combo unless it crits, nor does it have a timing window like most of Lilligant's other moves. Not every move needs one.

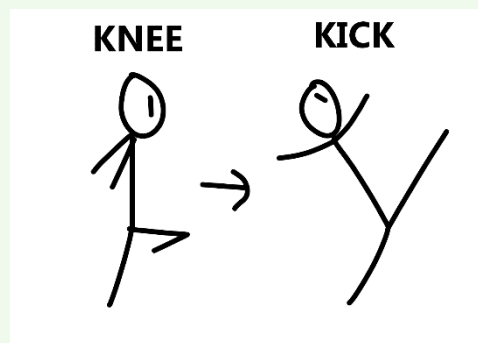
This move is also a high, so it can be ducked under and punished very easily if read.



## 5X

Lilligant will start the move with a knee attack, which has pretty poor range but stuns for a decent amount of time. If X is pressed again right when she starts retracting the knee, she will perform a high diagonal kick which launches in a similar way to 8X and 6X, which I've already talked about for the Magical Leaf combo and all that. Unlike 8X, this is not a spinning kick, Lilligant just extends her leg from the knee attack. The knee attack stuns for long enough for the followup kick to be a true link, however if you do not perform the followup the opponent gets a chance to recover before Lilligant does due to the lag, so you can't link it into anything else and there's no reason to not go for the followup if it hits.

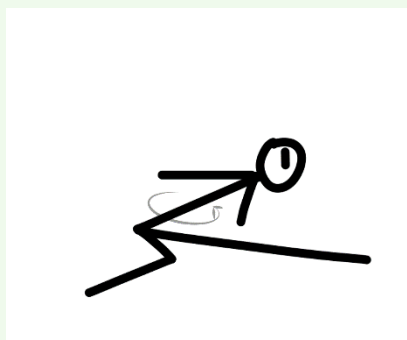
If either hit is blocked, the move is also punishable, no matter if the followup comes out or not, making it a pretty risky move. However, the move does good damage and could be worth going for at close range, however I imagine the range will make it a niche option people won't expect. The reward's good enough to be worth the risk if you're confident the move will land.



## 2Y

This will just be a quick, sweeping kick. I know I have 5 Non-Pokemon moves already, but I've had this idea flying around in my head despite its simplicity so I thought I'd write it down.

As mentioned, this is a sweeping kick that Lilligant gets down low for. The move is very quick, does decently low damage to compensate, and is overall a good poking tool. It's also a low though. Maybe it could even be used in some combos.



## Other Characteristics

Moves that have animations, like Lilligant's Grab animations and Burst Attack, will also have multiple timing windows in the middle of the animations, rhythm game style. Similar to Victory Dance, you can add a good amount of damage if you land every single press perfectly, maybe a 2 frame window for each press or something, and a little extra damage if

you get it close enough, maybe a 4 frame window. With no presses, these moves will deal pretty pathetic damage for what they are, but they can become really powerful if every press is nailed. I have not envisioned what these attacks will be or look like, but I imagine that the animations will feature Lilligant hitting the opponent multiple times in the animations and the timing windows will line up with them. I imagine the difference will be huge, up there with the highest damage of the respective moves if every single one is nailed and one of the worst without any of them.

Speaking of Lilligant's BA, I do not have the animation planned out hence why I didn't include it above, but I do want the move to resemble her jumps from Legends Arceus that caused shockwaves in her Noble battle. It will be like Charizard's and Croagunk's BAs where you can start the move in midair, and you might even be able to combo into it. The shockwave will reach pretty far and be unable to be jumped over, though if you're high enough in the air you might avoid it.

Lilligant's buffering system is also different from the other fighters. If you buffer a move in a combo, it adds a tiny bit of scaling onto the combo. This will be a miniscule effect, but if you want the truly optimal combos you're gonna have to do everything frame perfect. This is just to nail the rhythm gimmick even farther, but it could be cool for optimisation.

And the sound effect for landing the timing windows will also be slightly different to the normal justframe sound effect. It'll still be satisfying but a lot more subtle since ideally it's a sound effect you should be hearing a lot. You don't want it to get annoying. Some moves, like Solar Blade, can have the normal effect though.

Finally, let's just hope that Pokken 2 has much better netcode. Because Lilligant will undoubtedly suck online.