

The Celestial's Manual

PREFACE

This is a comprehensive compilation of Tenshi knowledge. It assumes that the reader knows the fundamentals of Touhou 12.3: Hisoutensoku enough to apply them at a basic level in-game. If you are an experienced player and would like to contribute to the document, just ping Winter Mellow or write in the #tenshi channel at #hisouten.

Players wanting a quick start should read [Nyanko's Beginner Guide to Tenshi](#). It is easy to digest and teach new players the basics to succeed.

Knowing a concept is different from understanding and applying it. There are many dynamics that can't be understood well without first experiencing it. Therefore, firsthand experience is the best way of learning Soku. Through experience and play, you will develop game sense. That said, your main goal with playing Soku should be to have fun, never forget that.

As of 3/3/2026, this is a living document.

OVERVIEW

Tenshi Hinanawi (比那名居 天子 Hinanawi Tenshi) is the main antagonist of Scarlet Weather Rhapsody. She is the "Eldest Daughter" of the Hinanawi clan that resides in Heaven.

In Hisoutensoku, Tenshi boasts the highest consistent damage output in the game. She packs denser bullets than the rest of the cast, allowing her to punch through bullets of the same class. Her moveset is simple and versatile, particularly excelling in the mid range. She always has an answer to any situation.

However, her moves have high recovery, leaving her vulnerable if she makes a mistake. She also lacks easy access to bullet cover, forcing her to take risks in neutral to succeed. Basically, she has no guard rails. Tenshi players may struggle to succeed in neutral.

Her gameplan is to do 50/50s between her melees and bullets, and abuse her high damage to make favourable trades. Solid judgment and good fundamentals will lead you to success with her.

STRENGTHS	WEAKNESSES
High damage conversions off almost any hit that also knockdown or reset into corner carry and momentum.	All moves have high recovery. Creates more black and white situations where your choices are limited.
Dense bullets that beat out or negate most bullets of equal version.	Lacks standard approaching bullet cover; Results in a demanding neutral game. Approaching is harder compared to other characters.
Versatile moveset and cards. Has the tools to handle any situation.	Some of the worst bullets for clearing other bullets.
Strong keepaway and anti-airs in 3A, j.8A, 2B > 2C > Skill.	The shorter the enemy, the weaker her pressure gets. Combos and conversions become more limited.

Bullet Game

Tenshi has mostly sniping bullets that can be converted into a limit or knockdown. They are dense, slightly harder to graze than other bullets, and punch through just about any bullet of equal class. Unfortunately, they are some of the worst at clearing bullets, requiring Tenshi players to position well to have a chance at clearing.

You should be looking to cover the opponent's next destination with a bullet while simultaneously avoiding them. You can also use them to make a read and punish the enemy's preemptive moves.

Tenshi's bullets should be seen as a check, like a jab in boxing. You should not rely on them too much lest you become predictable. Being predictable makes you easy to defeat. It is important to make them consider your melee options.

Learning enemy movement

It is easy to get hit if the Tenshi player simply tries to get in with a jump or a bullet. It is better to check their movement before making a move. **A great way to do this is to throw out 5B.** This way, you make less mistakes and maintain an advantage.

When the enemy starts getting in often, ask yourself this:

Are they waiting for you to...
throw a bullet? go for a melee?

As usual, you can check with **5B** or. If they are just waiting for a bullet, start mixing it up with **h j j.A**, bait with **5B**, net yourself some space, or wait with them, etc.

NEUTRAL

What is Neutral?

Go read this, it's excellent: [☰ Neutral in soku](#) by PC_volt.

Objectives

Tenshi is a simple character with answers to just about every situation. Her gameplan is to apply a 50/50 between bullets and melees, with bullet reads whenever appropriate.

This implies that her effective range is limited to how far she can jump and/or dash into the enemy. Therefore, she excels in the **close to midrange** where her bullets are most effective. Of course, just being in this range isn't enough. Most characters have strong or weak angles. So her first objective in neutral is to figure out the enemy's strongest and weakest angles and spacings in order to abuse them.

The 2nd objective in neutral is to figure out the risk/reward of situations. Since she doesn't have a safe way of approaching due to her high recoveries, she has to take risks and abuse her high damage to make favourable trades.

How you play her neutral mostly depends on exploiting the enemy rather than forcing an advantage. So keep your enemy in mind, adjust to your opponent's pace and time your moves accordingly, and Victory will naturally come!

Rushdown

Tenshi rushdown is the simplest application of her 50/50 gameplan. It is just a matter of picking a suitable melee and a bullet to mix with. I recommend **5A/j.5A** and **Drill**.

Once you are familiar with Tenshi's moves, you can start thinking about your **intent**. Are you looking for a hit or are you looking to put them into pressure? This will guide you to picking the right move for the best reward, as some moves give you *less* reward on hit. For example, **j.5A CH** on an aerial opponent in midscreen will probably get you nothing while **j.8A/ j.6A CH** may grant you a combo into a knockdown.

Applying the 50/50

Dash 2A, 5A or j.5A are your main melees for 1 part of your 50/50. **Dash 2A** is your main low hitting approach with good range and situation on block. It forces the enemy to consider blocking low or to start jumping. When they start blocking low, start mixing it up with **5A**. **5AA** is easier to hit confirm than **2A**. If they start jumping, that opens them up for a plethora of anti-airs like **3A, j.8A, j.6A, etc.**

66A is a great dash move when paired with skills to make it a simple reset/catch mixup. With default skills as examples: Buffer **d623** to catch most BEs or stagger it to catch pokes. **d22** to bait for CH. **d214** to push them away or catch pokes for less risk than **d623**. Once they start respecting the follow ups, you can start resetting off it. As a knowledge check, you can mix it with **dash 4A** as both look similar. **Dash f.5A** is slow but covers a lot of ground. It slightly outranges most **f.5As** and converts into a Drill Loop on hit or at least a **d623**. **j.5A** is below average. Works better against grounded opponents.

Drills are your main bullets for your 50/50s. Get familiar with its tracking. As a rule of thumb, use **j.2B** to snipe enemies that are about to land. **j.6B** for

air-to-air at a distance. **2C/j.2C** is used close up where Drill tracking and angle coverage fares poorly.

Keepout

Tenshi has decent keepout tools, but no standout panic button.

2B 2C Skill

This string is a good defensive bullet wall. It has insanely high graze resistance, requiring opponents to make a read and have enough orbs to graze through all of it.

You can pair it with any skill for different options. Here are some examples:

1. **d22** for counterhits. Also gives Tenshi advantage in neutral by blocking bullets and literally stonewalling.
2. **d623** would give Tenshi a quick escape if they approach from up high. It is also a threat against a grounded enemy dashing through bullets.
3. **d214** is a last ditch effort to anti-air if the enemy knows to overgraze.

If the enemy starts grazing the entire thing, the player can counter this by staggering each move, or skip **2C** and go straight to a Skill to mix it up.

Other Buttons

3A

Hard read keepout button. Great button to slap enemies running forward and HJing right in front of you. If you get rising **j.5A'd** in neutral, you're getting disrespected. Stop this with **3A**.

hjj.8A

One of Tenshi's best anti-air buttons. Fast and has good range.

hjj.6A

Incredibly fast but risky anti-air that covers a lot of space. Flows into pressure better than **j.8A**. You're wide open on whiff so be sure to hit this!

hjj.5A

Harder to convert than the others, but it is more rewarding since Tenshi can chain it to more buttons.

2B

The go-to keepout Drill for the mid range. Comes out fast at 11F.

2C, j.2C

This slow move is Tenshi's infamous anti-approach tool. It will clip enemies trying to jump, and cover angles that Drills can't. While great at repelling approaches, it is easily punished on read. Avoid getting into situations where a defensive **j.2C** is the only option.

Baiting

Tenshi has a couple ways of baiting. The straightforward way is to skip the cancel tree. The simplest example is the **2B 2C Skill** sequence. **2B** to bait your enemy into grazing, *skip 2C*, and go straight into **d22** for a painful counterhit.

Though limited, she can use a button with fast recovery to set up baits (EG: **5B**). **5B** has the same startup time and animation as Drills. Excellent to bait enemies expecting a Drill. For example, **j.5B** to bait a graze, **j.44 j.6A** to punish the graze. Or setup **3A** AUBs by doing **j.5B j.1D 3A**.

Basics

(Some stuff adapted from JP Tenshi Guide by weri, with help from Fear Nagae)

Spirit Management

Do your best to maintain **at least 3 spirit orbs**. This way, the player will have many options in any situation.

Side swapping

Generally avoid this. It is better to approach normally. Tenshi usually loses due to worse hitboxes and/or worse frames. You can counter enemy side switching with anti-air moves.

Landcancelling

Tenshi benefits a lot from **lc** as it lowers her high recoveries. Learning how to landcancel is **crucial**. It allows Tenshi to set up proper approaching bullet cover. It also allows Tenshi to toss two powerful bullets quickly (E.G.: **j.2C lc 2B**, **j.B lc 2B**). **Drills** and **2C** are the only bullets worth landcancelling.

Check cards, orbs, weather

Make it a habit to do this while you are doing combos or when a knockdown happens. This way, you will be better able to read the situation at hand.

DEFENSE

Tenshi's defense is average, so the Tenshi player has to rely on the fundamentals to escape. Her defense has some quirks thanks to her movement. She has a below average forward flight, so sometimes escaping to midscreen and resetting back to neutral can be risky.

Tenshi's moves have high startup, so you just have to **create some space**. You can do this in universal ways: chickenblocking, highjumping, dashblocking, or simply biding your time.

Counterhits

This is a risky but great way to recover space. With a potentially small price of HP (depending on your good judgment), you can reset back to neutral again. This is most effective in the air, with buttons like **j.6A** or **j.5A**.

On the ground, these trades will leave her in the range of **3A** or outside of it. Defensively, this leaves you at the perfect ranges for your keepout buttons (EG: **3A**, **2B**, **2C**). You could go on the offensive, but you won't be faster. If you traded with **5B** on a grounded opponent, you don't have much choice other than block or fish for CH.

Avoiding Crushes

If you can't get a read on your opponent, fuzzy guard low then high. As a last resort, take a hit in a way that forces the enemy to do a low damage combo or not convert entirely.

Example: chickenblocking Aya **2A** and teching into a **j.A**. If they don't expect this, they won't catch the tech. You can challenge them if they try to reactively retaliate.

Poking

Tenshi's pokes are high risk, high reward. On one hand, her normals are slow, often getting beaten by faster melees. But her pokes don't have crazy hurtbox extensions, and a successful poke can lead to big damage and corner to corner carry.

4A works fine, but **2A** may be a better choice. **2A** often CHs against **f.5As** with its deceptively long range. This thing also profiles against a few moves (E.G.: Sakuya **6A** and Meiling **d22**, etc)

2B is a fast (11F) angled bullet. It profiles some moves just like **2A**. **5B** spawns in front of Tenshi and tracks a bit better than Drills. It can catch the enemy off guard at close range. On hit, it sends an aerial opponent flying across the stage, resetting to neutral. Against a grounded opponent, you can get a knockdown with **d623** if you're fast enough.

Hayate is an ancient Japanese Soku player that does poking quite well. In some games, he would block 80% of the time only to rob entire games off 1 4Card confirm and 2 conversions, all from 1 poke in defense.

PRESSURE

Tenshi has a complete set of pressure tools. She has no mid normals, making every melee a possible wrongblock. Coupled with her Drills, great skills and high damage output makes for some scary pressure. There are 2 objectives in Tenshi's pressure:

- 1. Get at least 1 wrong block.**
- 2. Land Drill.**

Achieving one of them extends Tenshi's pressure and opens up many options. If you achieve both objectives, they'll be forced to do something or get crushed.

While crushing with Drills alone is possible, it is inefficient. They deal 0.1 less orbs than they cost. It doesn't seem much, but it can put you in a disadvantage. Instead, use her potent high/low mixups to crush.

Foundation

Tenshi pressure starts with her command normals and Dial A. Every Tenshi player should know how to use a mix of **2A/4A** into **3A/6A** to discourage mashing and/or early escapes. This is usually no issue as most people will respect this. Just know that **6B** frames aren't free. Once you've established some early respect, you can start layering your pressure.

Mixups

Mixups can generally be categorised into high/low mixups and stagger/reset mixups.

2A 5A... / 5A 2A... / 2A 2A...

Your go-to mixup. **5A** has the added benefit of being able to enter **AA** for a different mix-up. Doing **4A** runs the risk of accidentally backwalking just enough to make it whiff, but it also means that you won't accidentally throw out the much slower **f.5A**.

5AA... /5A 3A/ 6A...

Your other High low/High High mixup. Delaying each hit gets you stagger pressure while inputting immediately makes it tight. Input **6A** immediately for an easy reset.

AA 2A/ 4A/ 6B/ 2B/ 5B...

Mainly corner mixup. Risky to do if you don't get **AA** to wrongblock. Delayed **AA** can force the opponent to guess whether you want to do **AAA**, **2A/4A** or a bullet like **5B** or **6B**. Try to get as close to the enemy as possible since **5AA** can whiff if Tenshi is too far. At midscreen, you can only do **5AA > 2A/4A** point blank against characters with a slow walking speed.

Resets

6B [B]

Your go-to reset bullet. Gives massive frame advantage. The charged version isn't useful since it takes forever to come out, but it gives you more frame advantage and has a different BE window.

HJ Drill

Riskier than **6B**, but grants more reward by making it easier to catch and chase. Also allows you to access **j.5A** or Drill **lc**.

Drill lc

The most powerful reset, covering every option after except for reversals. Easily access this with a quick **hj8 j.3D, hj7/9 j.3D**.

Example: **6B hj8 j.D3[6] j.6B lc**

[Link to Cactos' demonstration](#) in #hisouten

j.5A lc

Used to establish respect for Drill lc and bait reversals. Hitting **j.5A** at different heights grants different rewards. A high **j.5A** lets Tenshi access Drills and Pebbles for orb crushing or + frames. However it comes with a bit of risk. Too high and you risk leaving a gap big enough for reversals and pokes.

A lower **j.5A** may not allow bullets but it will properly safeland for reversals and stagger pressure.

B Slashy Resets

B Slashy leaves you at -3 on block and usually spaces you out of range of **4A/2As**. That's the same as a **66A** rightblock. Your immediate options are: resetting with a **66A, 2A** if you have the spacing and/or the respect, or catch movement safely with **3A**.

Resetting Off a Combo

If you've decided to reset off a Drill loop, then you ideally want to hit at least 90% limit for maximum damage before resetting. Otherwise you want to reset from a Drill for massive + frames.

The best way to reset off a combo is to do a 2 Drill Loop and replace it with a **AA 2B** to reset. You'll net a ton of + frames from **2B** on hit, allowing you to deal with anything the enemy does. If you've decided at the last minute to not reset then just end it with **623**.

Example:

5A 6B hj8 j.2B j.3D j.5A AA 2B [RESET with hj j.6D or j.3D]

The easier way to do it is to simply not end the combo. If you reset on a melee hit, you're likely at a frame disadvantage, but the enemy has to read a mixup between either poking the mixup or guessing the High/low/Bullet mixup that comes after.

Movement off a Bullet Reset

Taken from Nyanko's guide, reworded.

hj7/8 j.6D...

Do this to get more corner carry. You can catch tall characters trying to BE6 Drill with this too. You may also safejump DPs with this. If you expect a DP in midscreen, you might have to commit to blocking instead of doing **j.5A**. Learn to do **hj8 j.6D2 j.5A** to be able to catch forward movement against tall characters. Also makes **j.5A j.66 j.B j.66 lc** more consistent.

hj8...

Against fast enemies, this can be useful to maintain good spacing.

hj8/9 j.3D/ j.2D...

This option leaves you +2 off a blocked **6B** (+12 off a blocked **6[B]**). You'll be able to chase if the opponent moves up. Do this to catch movement with less risk. If you land, you're at -2.

Flying down (**j.2D**) is situationally required when the enemy is close enough horizontally to dash under and when you wait a bit after **hj8**.

Hj9...

A hard read that predicts an opponent will move up, allowing you to be better able to predict them afterward. This runs the risk of an opponent simply doing a **6D** to escape. Doing a **j.2A** will solve this.

Standing Still

For soft reading anything but BEs after a nicely spaced 6A or Drill. Catch them with a melee.

Air Pressure

The objective of air pressure is to:

Get them close to the ground
Bait an escape

Crushing is ideal, but hard to impossible because it is easy to escape. Instead, you're looking to get them low enough for an AUB setup or juggle them back to the ground to leverage your stronger ground pressure game.

j.5A is an ok melee for air pressure. This can go under short characters if you're too low or not close enough. **j.6A** is your melee for air pressure past point blank. It will usually space Tenshi properly for either a **5B** bait or a **Drill** string. It can cross enemies up. This happens when Tenshi is close enough and high/low enough to side switch. **j.8A** is great for catching enemies trying to fly over you, or when they are a bit too high and far for **j.5A** to hit. While it leads to better conversions, it tends to end air pressure.

For bullets, **j.5B** is your go-to bullet in the air. Use it to bait or disengage. For example, pair with **j.6A** for a bait setup in **j.6A j.5B j.44 j.6A**. **j.5B** cancel to disengage from air pressure and reset to neutral or set up a favourable anti-air situation. For example, **j.5B j.44 j.8A** gives you enough momentum to reset back to full screen neutral. **j.5B j.44 j.2D** might let you land before your enemy so you can use your more effective anti-airs.

Drills are used for air crush strings. Susceptible to BE, and requires a lot of effort to space properly. It doesn't connect properly at point blank range, and requires you to be relatively level with the opponent to function well.

j.2C is a decent choice for when the enemy goes too high/low for the other bullets to hit. This should be a last resort since being forced to rely on **j.2C** is one of the weakest positions to be in.

3A AUB Setups

If you get them to block **j.5A** while they're close to the ground, you get a **3A** AUB setup. If the enemy is squarely in the middle of **3A** then it is guaranteed. If you hit **j.5A** at point blank or farther out, they can either BE6 or BE4 to dodge it. BE6 can be punished, BE4 can only be chased.

Spell Pressure

Tenshi has high damage cards that drain many orbs on block in Earth Sign "**Sword of Unletting Soil**" (2Card Rocks) and **Temperament "Meteorological Revelation"** (Sword Beam).

Spell Slashy and **Kanji Sword** function as frametraps after moves that are unsafe on block. For example, **d623** into Spell Slashy makes it safe. Kanji Sword can frametrap but is unsafe.

2Card Crush Setups

2A d623 [2Card] (1-4 Orbs)

Can net you 2 wrongblocks. In the corner, it leaves Tenshi at -5, in **f.5A** spacing.

2A/4A 3A 2B [2Card]

Requires point blank for **2B** to land properly.

2A/4A 3A 5B 623 [2Card]

Slashy requires point blank for tight pressure. **d623** does not.

AAA [2Card] Quake

Works better in corner, since it can have a 1F gap in midscreen or AA could whiff entirely.

4Card Crush Setups

[5A 3A/5AA] 2B [d623/Slashy] 4Card

Requires point blank. Use 2B if possible since it's more reliable. Requires point blank. If Tenshi is running DP, then omit 623. Note: If an enemy rightblocks **d623**, they can avoid the setup entirely by BEing.

Miscellaneous

HIT CONFIRMING

Most of her melees can be hit confirmed. Practice this with **3A > 2B**, which has a long hitstop. Then apply the same concept to the rest of her kit. Hit confirming Melees into Melees is impossible above delay 2.

DEALING WITH HANGEKI & BOMB

2A/5A, 6B/5B/2C/5C into hj, **d214**

DEALING WITH COIN

Delayed Drill, **5B** bait, **hj9 j.2C. 2B** becomes advantageous if they coin it.

WHEN TO STOP

When the enemy starts gaining more orbs than you're draining, you should consider backing away. They may turn the tables around while you have low orbs, leaving you at a massive disadvantage. You can also stall with long strings or moves that give you distance like **5AAA** and **4A 3A**.

OKIZEME

Standing Okizeme

Simplest okizeme and most important to learn. Stand beside them and press either **2A** or **4A** for a 50/50 on wakeup. If they tech, reactively chase with a timely dash. Throwing **6B** as okizeme is viable if you expect a reversal on wakeup or if the enemy is respecting Tenshi. **f.5A** is a good way to get okizeme from further out without losing too many options.

CHASING TECH

Dash **4A/2A**, **f.5A**, **66A**, **66C** and **6B** depending on the distance. Yuyuko and Okuu are hard to chase because they are quick to wake up and have long techs. You can counter this with **f.5A** okizeme, but Tenshi can also **2A/4A** on the spot and then chase when they move.

Safejump Okizeme

The universal jump, fly into **j.5A**. Great option for okizeme, it allows you to bait nearly all reversals and stuff any escapes at the cost of an immediate 50/50 mixup.

WEATHER

Weather advances through spell card activation and bouncing off the floor/wall. A great Tenshi player should be able to effectively control weather through different combo enders, or by simply resetting.

Avoid any weather that favours the enemy. When this isn't possible, lean on Pillars/Rock Shield and your bullets to stall the weather out. You can also try to get a knockdown to cycle the weather faster.

Weathers to avoid against all:

Typhoon, Dust Storm, Spring Haze

Sunny

Goes both ways. Makes some combos easier.

Drizzle

Generally more advantageous for the enemy.

Cloudy

Lowers the cost of Tenshi's expensive spell cards and helps with meter gain.

Blue Sky

Lets Tenshi access her specials more which allows for safer sequences. Otherwise it's better for the enemy depending on matchup.

Hail

Bufs Tenshi's skills at the cost of faster orb regeneration, making it much harder for Tenshi to crush.

Spring Haze

Gives Tenshi more escape options. Offensively, most of her melees don't have enough active frames to do much. Try to lc your moves as much as possible to not die.

Heavy Fog

Tenshi's high damage lets her recover a lot of HP quickly.

Snow

Situation dependent. Generally you want this since Tenshi doesn't rely on metered damage that much.

Sunshower

Good weather for Quake okizeme because it can guarantee guard crushes if you want to read enemy wakeup.

Sprinkle

Tenshi's max level skills are incredibly powerful. Also no one expects level 4 d236 and level 4 d623. Have fun!

Tempest

Goes both ways.

Mountain Vapour

Situation dependent. Tenshi isn't spellcard reliant. If you have your alternate skillcards levelled then all this weather does is change your hand.

River Mist

The ebb and flow typically ends pressure early and drops enemy combos, while Tenshi can still convert most hits. The reach of characters also shortens and lengthens according to the ebb and flow.

Typhoon

The worst weather for Tenshi. She loses to everyone in this weather unless they decide to suicide on her d214.

Calm

Tenshi has a great keepaway game. Healing isn't much, but it's something.

Diamond Dust

Double edged sword. Great for Quake okizeme, allowing Tenshi to get guaranteed 2 orbs off the enemy. There's even crush setups against specific characters.

Dust Storm

More advantageous for the enemy than it is for Tenshi, since it doesn't increase her damage drastically. But it gives super easy conversions.

Scorching Sun

Tenshi's CHs can send the enemy really high up into the air, and her aerial strings add a lot of air time. Give them a sunburn!

Monsoon

Great weather for Quake okizeme. Slightly buffs Tenshi's conversion game by enabling some higher damage combos.

Aurora

Randomness isn't really all that good for Tenshi in general.


DECKBUILDING










Blessed with a plethora of strong cards and great synergy with most system cards, the Tenshi player is spoiled with choice. Tenshi mains look for utility over raw power for their decks. This is reflected in her skill cards, which usually **only need Level 1** to be effective.

Pros	Cons
Good meter gain thanks to a good stall game	Spells are hard to use efficiently because of high recoveries and/or conditions
Skill cards improve her reads or give safety.	

System Cards

	<p>Talisman</p> <p>Solid defensive card. Can't go wrong with this!</p>
---	---

	<p>Coin</p> <p>The most powerful defensive card in the game. Coin should only be learnt when you get past the beginner level.</p>
	<p>Hangeki</p> <p>Great defensive card. Doubly useful for Tenshi because she can Quake okizeme on wall bounce. It is the size of 6A.</p>
	<p>Weather Sword</p> <p>Matchup dependent since Tenshi does decently in most weathers. Commonly used to cycle out Typhoon.</p>
	<p>Soul Torch</p> <p>Spawns bullets immediately. Decent reversal for side switches. Redundant when Tenshi's skills can do better.</p>
	<p>Stopwatch</p> <p>You can catch enemies in the middle of jumping with a free 3A punish or win neutral with this card. Mind the long startup time!</p>
	<p>Spell-Breaking Drug</p> <p>17 frame startup, but -13 on rightblock. Cheap frametrapping tool that removes enemy meter on hit. Good for denying cards.</p>
	<p>Ibuki Gourd</p> <p>Nice to get your skills up and running.</p>

Buff Cards



Tengu Fan

Faster walk speed and dash speed. Extends Tenshi's effective range. Does not affect flight.



Illness Recovery Charm

Tenshi has a great stalling game with Pillars. Worth taking.



Dragon Star

Lets you steal turns and play a mini Typhoon game. Potentially most impactful buff card.

Niche Cards






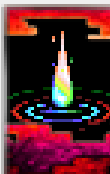
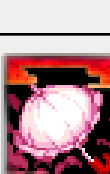
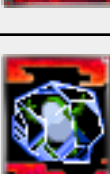
Left-Handed Folding Fan



Reactable, but a crush or hit will net you okizeme. Either great against players that can't react to it or completely useless.



Magic Potion

Recovers all broken spirit orbs. 6 seconds of spirit recovery. Marginally useful for stopping snowballs. Recovers quickly too.

	<p>Catfish's Great Earthquake</p> <p>Hard to use, but you can do some pretty neat setups with this. Not really used since a214 Quake works better.</p>
	<p>Control Rod</p> <p>Not useful because Tenshi has lots of damage and not great defensive options.</p>
	<p>Hakuruken</p> <p>This gives Tenshi a dash in exchange for 2 orbs. Bad since Tenshi is orb hungry.</p>
	<p>Three Heavenly Drops</p> <p>Tenshi can reasonably stall long enough to activate this. But Tenshi doesn't have a good chase game, so enemies can run away long enough for it to run out.</p>
	<p>Custom Parasol</p> <p>May be handy in neutral against bullet heavy matchups. Use this like a mini rock shield, for advancing.</p>
	<p>Frozen Frog</p> <p>Marginally useful for denying corner and evading some mixups. Notably, you can beat Iku veils, exodia with 3 of these. Otherwise it's a meme card.</p>

	<p>Sacrificial Doll</p> <p>Damage reduction. Underused card since the damage reduction is not noticeable till level 4.</p>
	<p>Grimoire</p> <p>A slight increase in orb recovery. Same issue as sacrificial doll.</p>

Matchups

Alice Margatroid (Tall)

Strengths	Weaknesses
<p>Delayed bullet cover with doll setups opens up many routes of action, and sometimes can overturn momentum.</p> <p>C dolls and related skills can be used to create strong okizeme with good orb crush potential.</p> <p>Excellent air-to-air game with her large melees.</p>	<p>Huge blindspots and hurtbox extensions in many of her melees.</p> <p>Long recoveries on her melees means she's weak to baiting.</p> <p>Horrible wake up options.</p> <p>Relies heavily on setting up dolls and preemptive strategies for good neutral and pressure.</p> <p>Needs spellcards to crush effectively.</p> <p>Limited anti-air game.</p>

NEUTRAL

Don't let Alice set up dolls for free. She will use it to control space and cover herself doing unsafe stuff. **Drill, 5C, 3A** are good doll removers. If you fail to do so, you can cut your losses by dropping Pillars. Pillars are a great way to establish your own space amidst Alice's stifling doll space control. That said, Pillars here only deal with her bullet cover; Her melees *easily* go right through.

Once dolls are out, it can be a good idea to kinda ignore them. Constantly tracking its timing can distract you from the immediate situation and add to your mental load. They act more as a force multiplier than a standalone threat. Remember, a bullet without a melee threat is easily grazed.

Alice has a better air-to-air game with her big normals. With this in mind, don't force air chases.

OFFENSE

~~Murder her lmao she's free~~

Her only good mash normal is **66A**, coming out at 10F.

She has terrible high jump height, so she cannot escape easily. Chasing her is easier than other characters.

If she has Coin, she can Coin **f.5A** to get out of pressure. You can beat this with **5B** or **hj7 > j.B**.

DEFENSE

Her pressure is super weak to chickenblocking. She basically cannot crush you if you chickenblock and get out (aka weak air pressure). Good Alice mains know this, and will seek to juggle you to the ground or stuff movement with her large melees.

f.5A, 6A has huge blindspots point blank. Offensive BEs can be really effective to get out of defense and immediately into offense. Alice has no real stable BE points like other characters thanks to her spacing. But it's always a good bet to BE **6A**.

She can do frame traps or defensive setups with dolls to cover her whiffs. (**j.2A** lc **6A, j.6A Doll j.44 j.6A**).

Blocked "Thousand Spear Dolls" is unpunishable in the air.

Aya Shameimaru (Tall)

Strengths	Weaknesses

Way better mobility	Large hurtbox
Fast and long j.5A limits 3A AUB setups.	Weak bullet density
	Low combo damage without counterhits

In NEUTRAL

Her amazing movement limits your movement options a lot. This matchup becomes a test of patience. She's better at the close-mid range than Tenshi thanks to her faster moves.

Generally she'll be looking to get you into an uncomfortable position where **2C** is your only bullet option. To counteract this, pair **2C** with your Skills. Try to put your melees into the equation. Ideally, Tenshi players should avoid those positions altogether.

Aya's **j.8A** is a big problem. She can TK **j.8A** to prevent melee punishes after an air blockstring. Punish with a Drill. You can punish her with SWR or 4Card if she draws a Rock okizeme card in neutral. You can also punish Tengu Drum with SWR or any reversal.

If your ground bullets get grazed in your face, oftentimes it's better to backdash instead of highjumping.

In OFFENSE

Tenshi **3A** AUB setups are borderline impossible because of her **j.5A** range. Instead, attack after Aya whiffs **j.5A**, rejumps, **2C**, or use Pillars to fish for CH.

DEFENSE

While Aya pressure can be overbearing, she has to make good reads to get damage or a crush on you. It is recommended to mash sparingly because you

don't want to give Aya free CH. **Aya getting CH is her best way to close the damage gap.** That said, a successful mash can lead to damage that'll take a lot of effort for Aya to match.

Her **2A** can hit up to 6 times with momentum and up to 8 times with momentum and corner. If she tries to dash reset, you can poke her or jump out. If she staggers too much, you can also just jump out.

Her **3A** is **0 on wrongblock**. At further distances you can **2A** poke if you think she's gonna reset with **f.5A** or **66A**. **6A** is a stable BE point.

Backdashes are good vs Aya, combined with coin it can be pretty effective in midscreen defense (just watch out for **66A/66B/d236**). Her only airtight option after **66A** is **236**. After Aya does **d236** into empty jump, you can retaliate with a **hj9 j.8A**, which beats out all options except for a hard read.

You can generally hangeki her spellcards without much risk. You may hangeki Aya towards the end of her oki card (rocks). You'll get KD but take minimal damage and no orb crush. Reversal also works too.

You can BE2 the last hits of 4Card. Aya can catch with a **hj9 j.8A**, which can be blocked.

IA **j.6A** from Aya can be ducked and punished.

Cirno (Short)

Strengths	Weaknesses
------------------	-------------------

<p>Excellent bullet for close-mid range with 5C.</p> <p>Hurtbox in the air is half the size of her grounded one.</p> <p>Great defense; Great tech and high hj.</p> <p>Hover flight creates unpredictable movement.</p>	<p>Reliant on 5C and Skills.</p> <p>Super weak bullet density, including 5C.</p> <p>Short ranged melees.</p> <p>Weak midscreen pressure; Relies on corner pressure.</p> <p>Demands precision.</p>
---	---

NEUTRAL

This matchup is a matter of patience since she wants to catch you pressing bullets.

All her bullets have fast startup but bad density. Notably, her **5C** is big and fast. Be cautious when approaching. It's her go-to move for and against approaches. Drills can almost penetrate through Cirno's **5C**. **2C** and **5C** will go through it entirely.

Rock Shield will force Cirno to try to fight you with her short-ranged normals. It gives you a massive advantage.

PRESSURE

Stubby melees lmao she can't poke you out in defense.

You cannot react to her tech in okizeme, gotta do a read.

DEFENSE

Teching midscreen more is a good idea, since Cirno's midscreen pressure is particularly weak. (don't make it a pattern.) Usually just rightblocking and forcing

her to use command normals will net you a lot of space to escape. Coin messes with Cirno a lot here.

When the spacing is close when she hits **5C** in midscreen, you can try to move forward to cross under. Otherwise, if the spacing looks far, you can try moving upward to escape. If she hits it around the middle though, you cannot escape.

Cirno is super weak against chickenblocking. Rightblocking a command normal lets you chickenblock for free.

A stable BE point is **j.2A** and **2AA**. **2AA** is also a chickenblock spot.

Iku Nagae (Tall)

Strengths	Weaknesses
Long ranged normals; Makes BE6 extremely dangerous.	Slow movement is particularly vulnerable to Drill.
Perfect flight can create tricky situations.	Difficulty with Drills at close-to-mid ranges.
Strong meter gain.	Tallest hurtbox in the game.

NEUTRAL

Momentum based matchup, knockdown matters a lot. You have to play around Iku **j.2A**. Why? Because your hj9 angle is negated by it. So you should either be looking to get under Iku (suicide angle in many other MUs) or baiting a committal **j.2A** for a punish. Being slightly above Iku is good too, but this is hard to do as Iku has a higher jump height than you.

To deal with **j.2A** while you're grounded, you should ideally try to space it out. If you want to throw moves, use your typical anti-airs, or DP. Trading against Iku **j.2A** is always bad.

Iku has problems dealing with you up close, and/or when you're higher than her. Iku is incapable of challenging Drills without great risk except at range. You can win space at mid range through Drills. When advancing, you wanna be around hj8 height. In this position Iku's response is mostly **j.6A**.

5B is your safest snipe bullet at long range. It can stop Iku's bullets from coming out, and Tenshi will recover fast enough to block or move if she mistimed **5B**.

OFFENSE

Iku Veil is a reversal and power-up that leaves her + while in the middle of your pressure. Drills that go through a lot of her body (typically **2B**), Quake and Rock Burger can deal with Veil.

Chasing Iku can be a death sentence because of **j.2A**.

DEFENSE

Her large normals make it impossible to poke her. Moving forward to escape is particularly hard because of how much horizontal space Iku covers with her **j.As**.

Dashing forward and **d623** somehow dodges Iku **4A**.

Stable BE point is **j.2A**. It isn't if Iku landcancels it fast. Iku can follow up after **j.2A** **lc** depending on height from the ground and how close **j.2A** hits. If Iku **lc** blocked **j.2A** close to the ground, she would recover super fast.

Iku **5B** is incredibly + on block. Don't be afraid to graze/HJ on wakeup if you think she'll try **5B** okizeme.

Spell DPs are great for punishing bad **j.2A** okizeme.

Don't tech to midscreen while Bouncy Electric Card is on Iku's hand.

Komachi Onozuka (Tall)

Strengths	Weaknesses
5C Wisp helps her control a lot of space. Great staggers. Amazing catch and chase game; Her normals let her oki almost anywhere. Higher than normal rejump with j.6A. (Around the height of Tenshi hj)	Large hurtbox Weak bullet density. j.6A, j.2A, j.8A, 66C have hitbox gaps; Requires good spacing by Komachi. Weak to air stall.

NEUTRAL

Komachi's big body and slowish moves make her easy to anti-air with bullets like **2B**. Her **j.2C** and **j.2A** give her good avenues to avoid or beat **2B** and deal with side switches. So try not to run under Komachi. **2C** will defeat her **j.2A** approach and beat most of her other options.

While she has significantly better reach especially with **j.6A**, she has problems dealing with air stalling, which can mess with her anti-air timings and force her to make reads. **j.2C** and **j.2B** is enough to mess with her. Don't air stall by chickenblocking though, as Komachi's **4A** and **66A** are excellent against chickenblocking.

River Mist is Komachi's weather. Her reach isn't affected much.

OFFENSE

Komachi can be surprisingly slippery. She can mash out with **2A**, deal with resets with immediate retaliation using **j.2A**, **66A**. Her hurtbox on hit can mess with **2B** conversions.

DEFENSE

She relies on frame traps, resets and movement catching. She can chase and catch halfway across the stage.

Avoid chickenblocking. She has an excellent set of anti airs ideal for stuffing chickenblocking and setup tech traps and crossups.

Komachi's **j.66** allows her to access a pressure loop safe to reversals. It's recommended to keep blocking when she does it. There are times where you can toss a **2B**, **5B**, even **4A** or **3A** to beat it out if she tries something greedy like **j.2A**, or delayed **j.66**.

She doesn't have much crush pressure without cards or wisps. Block and escape when she's running out of options rather than escaping early. Wisps, when bunched together, will destroy 2 orbs instantly.

Up close, **j.66 j.6A** would whiff if Tenshi reads and dashes in for a punish.

Komachi's Pillar spell card is a reset. She can do **66A** afterwards to catch any jump so just block.

ToD doesn't catch any jumps reliably. If you get hit with ToD, your HJs are getting read. You can punish ToD with **66A**. If you don't have the spacing, **d623**. Point blank ToD feint is -11F. Non point blank feint is safe. At level 2+ ToD gives plus frames.

She can follow up **j.6A** with **j.5A** stagger or do higher than normal rejump with **j.6A**.

Marisa Kirisame (Short)

Strengths	Weaknesses
Small hurtbox. Strong and versatile spell cards; Best crush tools in the game. Fast, snappy movement	Short ranged normals Few anti-air options Limited high/low mixups. Vulnerable to Tenshi 2B.

NEUTRAL

This matchup is ape control. Tenshi must be confident in her anti-air. You want to stay close (around **f.5A/3A** range) to make it risky for her to toss **5C** and **6C**. Tenshi wins on the ground but loses in the air game.

Marisa has great explosive power. Taking the spacing error and blocking is better than throwing out **5B** and risking a CH.

Tenshi **5C** can invalidate all her bullets at range.

Marisa **5C** has a lingering explosion after it hits something, so Pillars aren't great as cover at long range. However, it's still effective at dealing with her approaches.

You don't wanna be in a position where you have to block her **6C**.

Her broom ride is punishable on block, with Drill.

Pressure

Master Spark has a pretty fast startup.

Gravity Beat is fast, lasts a super long time and lets Marisa graze anything during the startup.

DEFENSE

Marisa has a weak high/low melee mixup game; She generally has to rely on meter if she wants to crush.

Mind her explosive power and mash less.

Safe BE Point is **3A**. Look out for her **3[A]**. **6[A]** grazes bullets, so block and punish!

Watch out for Blazing Star. Crouch when you see it coming.

Hong Meiling (Tall)

Strengths	Weaknesses
Fast walk speed makes it hard to approach and pressure.	Fast backwalk; Can walk herself into corners or give up space.
Good melee buttons that extend downward, making hj j.8A hard.	Poor long range game.
j.8A gives her a higher than normal rejump	Has trouble getting through Tenshi's anti-approach tools.
5C dominates the close mid range space control.	

NEUTRAL

Quite a defensive neutral, Tenshi will not have the initiative in general. Meiling is better in the hover game than you, so attacks and approaches generally come from IA anti-airs, and punishing her responses to you. Being above her diagonally is a good position as her juggle is weaker there. You can play the hover game, but look to fly higher and stay outside of j.5C range.

Meiling bullet mix is either **j.5C** or **j.5B**. **j.5B** checks Tenshi's bullet startups but loses to a graze and punish. **j.5C** checks Tenshi's bullets and dash in melees but is countered by 5C. Both require a good read to deal with. Flying up can be a good way to avoid the mix, but is countered by Meiling's chase into **j.8A**.

Meiling's 5C is dense enough to nullify Tenshi 5C. She runs the risk of eating bullets if she tries to toss it out at closer ranges. It takes a while to grow large enough to cover herself, so Tenshi 5C and B bullets at angles can clip her when she throws it out.

Meiling tends to want to get in, so use your plethora of anti-approach and counterhit tools to stop her. Then you may start getting in on her instead of the other way round.

Pillars and Waveslash are good skills to deal with her approaches. Pillars are great primarily for CH fishing. Waveslash can deal with her bullets and her approaches simultaneously.

OFFENSE

Meiling can mash **4A** even if you are +2 and trade (EG: Tenshi 4A wrongblock). It is an incredibly high risk for her, so have fun mixing it up with Drills and melees.

Her exceptional backwalk speed can end your midscreen pressure rather easily, forcing Tenshi to take big risks in pressure or give it up. This severely hinders Tenshi's melee mixup game in the midscreen. On the flipside, it can get you to corner pressure faster as they can easily backwalk to the corner.

DEFENSE

Chickenblock late **j.2As**. **j.2As** that fall into this category are falling **j.2As** and late safejump **j.2As**. It juggles you higher and makes it harder for Meiling to use her potent **j.8As** to crush as it may whiff more.

Meiling has a higher effective rejump juggle than most other characters because of **j.8A**.

Fly up when you block **j.6A** in the air to evade pressure. If she tries to chase then you can hit her. If she's right in front of you after **j.6A**, you can hit her.

Tenshi can beat her air blockstring with backward BE because it moves Tenshi diagonally up. If Meiling goes for **j.66 j.5A** it will whiff. This loses to **j.9D j.5A**.

3[A] is +3 on rightblock.

If Meiling doesn't have **d623** you can try to chicken block after **5B**.

If she tends to **6C a22C**, BE6 it to punish.

Mashing into Meiling's **2AAA** is a bad idea because Meiling can do **2AAA** backstep **f.5A**, it beats every **4A** except Yuyuko's. if Meiling staggers **2A 2A** wrongly you can just hold jump.

66A is -5,-3 on hit. On CH it's +1. **d22C** wb is +2. Rightblock is -4, but because of **f.5A's** range you should just highjump to escape, or BE before **22C**.

5C is -9, **5B** is -4/-3 because of range. **5B/2B d22C** is jumpable, but **5C d22C** is a true string. If you got hit after **5B, 22C rb, 6A, 3A**, you got read.

2A and **2B** highprofiles Meiling **d22**. Doing this is a big gamble. **2B** can also highprofile Meiling **3A**.

Patchouli Knowledge (Tall)

Strengths	Weaknesses
------------------	-------------------

Perfect flight	Slow movement makes her vulnerable to 2B and especially 2C .
Dominating neutral game with bullets all over the place	Has difficulty punishing Tenshi
Meaty air buttons make hjj.8A hard	

NEUTRAL

The best matchup for Tenshi. She murders Patchy up close; **2C** cripples her options from mid range. At far range Tenshi can somewhat contest with **5C** and Pillars. Patchy's **6C** is a fast bullet that is too hard to challenge. I suggest closing in rather than contesting it, but it can be done with **5C** and **d236**.

Your priority here is to maintain your spirit at 3 Orbs. You'll be grazing a lot. You want to close the distance and murder her up close. But don't get right above and below her as her options are stronger there.

Her **j.6A** is a great anti-approach tool but has a bit less range than Tenshi's. It also has a hurtbox extension that you can easily punish with Drill.

Rock Shield nullifies most of Patchy's bullets. Hard to set up due to the slow start up, and Patchy's **6C**.

Fall Lasher (**a214** floating swords) is a powerful neutral tool, but it removes 1 bullet button from Patchy's kit. You can figure out which version she's using by looking at the sword angle; If its more vertical, it's the B version. If it's more horizontal, it's the C version.

Pressure

Harvester doesn't have bullet invulnerability.

Static Green is dealt with by blocking the first hit and graze punishing the 2nd. If you block the 2 hits then the punish window is much smaller and you risk Patchy doing Static Green to beat your moves.

DEFENSE

Her **j.8A** has a huge hitbox but you escape after blocking it.

You can punish Wipe Moisture by BEing and punishing it.

Don't airtech too much against Patchy since she can catch it with **5C**.

Patchy's moves that are plus: **j.2A, 2C, 5B**.

Reimu Hakurei (Short)

Strengths	Weaknesses
Suffocating neutral with traps and big buttons.	Weak to all of Tenshi's anti-approach bullets.
Meaty air buttons make hj.j.8A harder than usual	Weak to Pillar stall

NEUTRAL

Her C bullets track incredibly well, being able to turn behind Reimu a bit. They are also denser than your lasers, but lasers can slow it down enough for you to dodge it after.

Reimu has the upper hand at range. You want to get into a range where you can call out her options with your own.

Pressure

Her 623 isn't a real DP till it's level 4.

j.2B will be prone to not hit completely up close, messing up combos. Do loops that have **j.B > j.XX > j.B** instead of **j.B > j.6D > j.B**.

DEFENSE

Coin points are: **66A, j.5A** and **j.2B**.

Rock Shield negates her bullets except for Youkai Buster and allows you to approach well.

Safe BE point is **6A**.

Reisen Udongein Inaba (Short)

Strengths	Weaknesses
SUP makes teching dangerous.	Really long wakeup time.
B Bullets dominate mid range. 3A, 2C can duck under Drills	Has no invincible reversals.

NEUTRAL

Tenshi roughly matches Reisen at mid-long range. You lose to laser at long range and you lose to B bullets at close-mid range.

There are a couple ways to deal with her B Bullets. You can either guide all bullets to the same spot, then move away / outdense them with Tenshi drill. You can also

dodge them in a way that negates the cover and allows you to counter the subsequent approach.

Reisen **3A, 2C** lowprofiles **6B**. Counter with **3A**.

j.5B can be used to bait out Reisen **j.8A** anti airs.

Pressure

Reisen has good mashing normals and short crouching hurtbox.

DEFENSE

Watch out for **6A, j.2A, 3A** crossups.

Reisen gets free resets on **6A**.

You can chickenblock Reisen IA **j.6A**.

LRE confirms from almost anything so be careful of it when she has it on her hand.

Her j.5A often hits behind her.

Coin messes up her already difficult-to-execute combos.

It is easier to decide on your options if she goes for a j2A than a j5A.

Her f.5A can avoid Tenshi's hangeki by moving her forward into Tenshi's hurtbox.

Remilia Scarlet (Short)

Strengths	Weaknesses
------------------	-------------------

<p>Strong defense, with 7F Jabs that give +1 on block.</p> <p>Strong staggers and blockstrings</p> <p>Reliable oki with the ability to consistently cross up.</p> <p>Good anti-airs with 2A makes falling j.5A in scramble situations a bad option.</p> <p>Powerful, easy to confirm spellcards.</p>	<p>Weak bullet density; Weak at long range.</p> <p>Fixed movement. No continuous graze.</p> <p>Can't dashblock.</p> <p>Lacks airtight options when the opponent correctly blocks.</p> <p>Ineffective in long distance fights.</p>
--	---

NEUTRAL

She is weaker than you at longer ranges, with **5C** being able to clear nearly all her bullets. You should be trying to gain meter when Remilia's far out. There is generally no reason to approach Remilia in neutral.

Remilia is particularly vulnerable to Pillars. Her fixed movement makes it hard to get into the blind spot of Pillars. Her moves also typically don't go through Pillars.

Anti-airing with any IA melees can be hard considering her speed. Instead, use **3A** and **2B**. These moves catch Remilia's dash arc quite well.

hj8 at her best **j.2B** distance puts you in good position to chase **j.66** with **j.D2 j.5A** and you can put noncommittal things at that range much more easily than she can.

j6b/j2c LC at her **j.66** range then hj8 if **j.2B j.66** comes

Pressure

Remilia can mash **4A** even if you are +2 and trade (EG: Tenshi **4A** wrongblock). It is an incredibly high risk for her, so have fun mixing it up with drills and melees.

Her exceptional backwalk speed can end your midscreen pressure rather easily or force Tenshi to take risks to continue pressure. This severely hinders Tenshi's melee mixup game in the midscreen. On the flipside, it can get you to corner pressure faster as they can walk themselves into corner.

DEFENSE

Remi BE Points: **j.2A, 3A, 6A, 2A.**

You only 2BE against **j.2A** and **2A**. You can jump out if you expect a **j.2C** after **j.2A**.

You can start mixing up BE timings when she does **d236** to catch BE because it is punishable on block.

Her pressure's untight without meter.

You may DP out of her **3A**. Any other option is a 50/50 because she can **4A** if you RB **3A** after a certain distance.

Her bullets are weaker than yours but she can follow it up with a headbutt to stop grazing. Obliterate her bullets with **5C**.

Sakuya Izayoi (Tall)

Strengths	Weaknesses
-----------	------------

<p>Weak density but numerous bullets; Domineering neutral.</p> <p>Strong okizeme spellcards</p> <p>Consistent and low-risk gameplan</p> <p>Has access to consistent meterless airtight strings</p> <p>Low crouch hurtbox makes triple drills hard.</p>	<p>Has the shortest tech roll</p> <p>Tall standing hurtbox and wide crouching hurtbox. Dash turns her into a landwhale, making her particularly vulnerable to j.2A.</p> <p>Pressure is easily fuzzyblockable.</p> <p>Worse ground game than Tenshi's</p>
--	--

NEUTRAL

Her bullets are weak but numerous. You usually can't remove them all, so you're forced to use a lot of movement. At long range, you can try to clear them with 5C. It is usually better to close the distance instead.

Pillars are a great way to block her bullets and stop her from getting in freely. Waveslash also helps deal with her bullets.

Tenshi has a better ground game against Sakuya due to her stretched dash hurtbox, making her prone to getting hit by stuff like Pillars or j.2A. It also makes grazing Drills a bit harder.

Sakuya's 2B j.2B makes for incredibly strong anti-airs, making it hard to approach.

Pressure

Her crouching hitbox makes your standard corner triple Drill Loop drop. The most you'll get is a double Drill Loop. Instead, you unlock easy cross ups.

At point blank, she can make your delayed **3A** whiff if she dashes forward. It is advised to enter **AA** in pressure if she starts doing that for a free 3k combo. If you have enough orbs, then don't use **3A** point blank.

DEFENSE

Sakuya doesn't have good high hitting normals, block low.

Recommended Border Escape points are her **j.2A**, **j.6A**, and **6A**.

2A and **2B** highprofiles Sakuya **f.5A 6A** on read. **2C** also does that but you're not gonna hit **2C** because it is too slow.

Sakuya **3A** is high commitment and punishable on block. She can buffer **236** after **3A** to discourage whiff punishes but it ends pressure for Sakuya.

If you see a **j.2A** coming but you don't want to commit to a BE, you can chickenblock instead. Her followups after are all punishable. She won't be able to crush at all and you can **j.5A** to interrupt any bullets.

Beware of Sakuya's 623 anti-escape tool. She can use it twice in the air before landing. Pretty punishable on whiff with **2B** and/or **2C**. Often the situation leading up to 623 is not good for Sakuya.

Against **Killing Doll (KD)**, your goal is to remove the 50/50 aspect of the Card. Tenshi can use **3Card Reversal** to try to hit Sakuya, while minimising the damage taken if you whiff and get hit by KD. Afterward, you can airtech and deal with the situation after. The other way is to BE2 **2A** or **f.5A** and airblock instead. Sakuya has to commit to **3A** to beat it out.

Backdash spots: AAA (to backdash 5B)

Sanae Moriya (Tall)

Strengths	Weaknesses
Excellent neutral with screenwide bullet cover. She can play keepaway and stall effectively.	Nonexistent pressure. Requires meter for effective pressure.
Wind movement makes it tricky to convert.	Cooldown on Kanako determines her threat level.
Summons enable 50/50s across the stage.	Low damage without CH and/or Spells.

NEUTRAL

Sanae has a hard time when Tenshi is close to her. Try not to give her space to dominate neutral. But don't give her free counterhits either.

Sanae has problems dealing with Pillars since it blocks her bullets, shortens Kanako Ram distance, and generally stuffs her approach well.

Rock Shield can nullify an activated Wind Tunnel.

Sanae's wind movement can work against her. Your bullets get more graze resist when she flies backward.

You can easily bait a214 trap with dashblock or by blocking in the air.

OFFENSE

Sanae **2A/5A** is an excellent mashing normal, so attacking from the air is a good idea.

Sanae hangeki will whiff after you hit **f.5A** at roughly the end of its hitbox.

The time difference between her normal wakeup and her tech is huge, so you can hit **2A/4A** then chase if she techs.

DEFENSE

Her pressure game requires wrongblocks and/or meter to work. Abuse that to escape easily. Her damage mainly comes from cards or counter hits, so avoid those.

Her 6[A] is +0. Her 3A is super minus.

Sometimes it's better to BE a623 Wind Tunnel if you think she can hit you with AUB 66C.

You can dash after **3A/6A** if Sanae have **a623** because she doesn't have any melee skills left.

2Card Thaum deals around 3 orbs when basic confirm (**66C**) is used, crouch it to greatly reduce orb damage, turning it into just a reset.

When she does "Ten Character Pierce", deal at least 2.5k damage to her to end her casting.

Suika Ibuki (Short)

Strengths	Weaknesses
------------------	-------------------

High single hit damage	Poor anti-air options; relies on deck for anti-air.
Safe pressure	
Fast 6B for sniping. C bullets ideal for bullet cover.	
Small hurtbox makes conversions harder.	

NEUTRAL

Suika's **6B** is an incredibly fast sniping tool. Fireworks (C bullets) are great screen control tools. Luckily both bullets can be nullified by Tenshi's **5B**, though you have to nullify Firework bullets before they pop.

Your anti air bullets will work great to stuff Suika's approaches. If Suika tries to force a **j.6A** and **j.2A**, drop Pillars for an easy CH. If she comes from an acute angle, **2B**. If it is some other angle, **2C**. If you want to get a mental advantage, counter hit with Anti-Air **3A** or **j.6A**.

Suika air melees are super meaty. Therefore anti-air **j.5A** and **j.8A** is hard and not recommended.

Weathers to avoid: Spring Haze, Dust Storm, Typhoon.

If you always have Pillars on the screen, Suika will not be able to **6B**, and **6C**'s effectiveness will be reduced.

OFFENSE

Suika makes conversions hard, especially when she's crouching. The safest way to limit is with 5A 3A... and AAA... combos.

DEFENSE

Suika can deal silly damage (3k-4k) especially with counterhits so poke carefully.

Suika 66A is 2 hits and can be used as anti-air.

Beware of j.2A crossups.

2Card Rocks is unblockable, but it can be tanked by Pillars on read.

Stable escape points are j.6A and j.2A.

Punish 66C with 66A 623 or 66A 4Card.

[JP Suika Punish Video](#)

Suwako Moriya (Short)

Strengths	Weaknesses
Tiny hurtbox Lilypad can force lows to whiff and setup whiff punishing.	Incredibly slow movement and stubby j.5A makes her vulnerable to all Tenshi anti-airs

NEUTRAL

Coins are super useful against iron wheels.

You'll have to anti-air a lot against her since she's super floaty.

You beat all her bullets except for water gun.

Pillars can block out her bullets and approach well.

Rock shield nullifies her bullets and sets up cover for a good approach.

OFFENSE

Lilypad makes your low hitting moves whiff. Don't bring d623.

Suwako can't really mash anything except card reversals in pressure.

3A is a simple counter against Lily Suwako or her escapes.

DEFENSE

Beware of Tree which hits high.

Her air pressure sucks, so abuse that by chickenblocking.

The BE points are: BE6 from **AAA** and BE2 **AAAA** or **f.A** at range.

Utsuho Reiuji (Tall)

Strengths	Weaknesses
Can surpass Tenshi's damage. Huge hitboxes, great anti-airs in 3A and f.5A. Powerful spell cards that accelerate momentum. Big, fast and low-avoiding 4A allows her to win scramble situations easily	Clunky and committal movement; Can't dashblock. Large hurtbox = easier combos.

NEUTRAL

Okuu has problems dealing with your Drills and to a lesser extent, **d22**. Try to always keep a Drill out on the screen.

In this matchup, Tenshi goes even with Okuu at all ranges except long range, where she is at a slight disadvantage. The matches can really snowball due to the high damage output of both characters.

You should be looking to play around her **f.5A, 66A** and **3A**.

Her normals can all be punished with **6B** fairly easily.

OFFENSE

Pressuring Okuu is easy due to her large hurtbox.

Her spell card reversal "Yatagarasu Dive" is so fast that you can't safejump it. Gotta block immediately if you think it's coming.

The time difference between her normal wakeup and her tech is huge, so you can hit 2A then chase if she techs.

DEFENSE

Be careful of her cancelling command normals into rocket dive. Okuu **j.6A** is particularly strong as an escape catcher.

Don't be eager to highjump escape during her pressure.

6A and 3A have the same timing, so it has to be read.

Try not to mash all that much, a CH can lead to a 4k combo for Okuu.

Youmu Konpaku (Short)

Strengths	Weaknesses
Incredibly fast movement; negates graze resistance. Efficient bullets for trading. Fast, meaty j.5A leads to same situations as suika j.5A.	Few anti-air options Committal movement; Can't dashblock.

NEUTRAL

The worst matchup for Tenshi. You will be playing a defensive neutral. You would not have the initiative most of the time till Youmu moves herself into a bad spot.

Her movement is bad at turning, so she can struggle in scramble situations. She also can't dashblock. Getting in the close-mid range is important to take full advantage of her committal movement.

There isn't much chance to use bullets at range; they will be grazed on reaction. Well timed **5Bs** will be your main bullet against Youmu. The early cancel will help you bait melees out for an AUB or for repositioning. **2B** is only used for catching greedy rising **j.5Bs**, falling **j.5As**, and dealing with scrambles.

Be aware of Myon's position. She can use it to cover her blindspots, especially behind herself.

Generally, Tenshi wants to avoid a head on **j.6D** fight because it is hard to contest her **j.5A**. That said, **j.6A** is an okay air-to-air button for head on fights like those.

Youmu's B Bullets are a decisive neutral button. Stay close enough so Youmu risks eating a punish for throwing **6B**.

Pillars and Waveslash are good skills to deal with her approaches. Pillars are great primarily for CH fishing. Waveslash can deal with her bullets and her approaches simultaneously.

SoE can be broken. Just graze through when it happens.

OFFENSE

She has a 7F melee, so you have to commit a bit more to BE catches. Be aware that her light melees will trade even when you're +2.

AA 6B is a tight link on Youmu.

j.2B AAA will whiff on Youmu in combos. You have to do a dash up to land the **AAA** or do **2A 3A** ender.

[Weri shows how to oki against Youmu here](#). Backdash > **HJ8** > **j.3D** > **j.5A** landcancel.

Quake is a strong option against Youmu.

DEFENSE

Her **j.8A** often hits a bit behind her. It can also cross up if you're not careful.

Her Rekka hits high, low, high. Youmu may reset after the 2nd Rekka. Rekka can't actually catch BE, but the BE window is tight. Coining Rekka works super well too. Fuzzy guard against the High High Rekka alternative.

If you expect a **6A**, you can safejump and whiff punish.

Stable BE points: command normals, **j.6A**, B Bullets.

Youmu moves fast, making it hard to just fly over her to escape without getting chased and suffer wasted orbs. Fortunately her air pressure is weak, so just play the air game.

Yukari Yakumo (Tall)

Strengths	Weaknesses
Disjointed moves (3A , 66C , 2C) can go under Drills and are safe or hard to punish. Strong mix-up game	Slow flight and j.5A makes grazing hard. Slowest neutral wake-ups in the game, third slowest rolls.

NEUTRAL

Tenshi has the tools to beat most Yukari bullets as long as the read is correct. I.E.: **j.2C** beats **2B**. **Pillars** or a well timed **j.2C** beats **j.2C**.

Yukari's **3A** and **66C** lowprofiles **5B** and **6B**.

Tenshi will excel in the close range, fight even in the mid range, and lose at long range. Keep to the close-mid range so Yukari has problems using her much slower **j.5A** and C Bullets.

Pillars are important in this matchup. Tenshi generally loses the bullet game; Pillars fixes that somewhat. In mid range, Yukari has problems dealing with Pillars without being threatened by Drills. At further ranges, Level 1 Pillars can only tank 1 **5C** so it's not as durable at range!

Her C bullets are hard to clear. They'll move around your bullets and hit you if you react with a bullet. In a pinch, **2C** can cancel them out close up.

In the air, fight slightly above or below her to prevent her from sniping you with **j.6A**.

Beware of **j.8A** which has half the range of **j.6A** going upwards.

d623B hits 6 times, C version hits 5 times.

Rock shield nullifies her bullets and lets you set up cover for great approaches. Can be hard to set up due to her fast C bullets.

OFFENSE

Resetting is particularly strong against Yukari.

Yukari has a hard time escaping from pressure with her slow movement.

Yukari's **d623** is a solid DP that can be beaten with Drills, just like any DP. You can also deal with this by using more hj7 in pressure.

DEFENSE

Yukari **2A** can be done up to 6 times.

Her **f.5A** hits low.

Generally, her BE points are immediately when she throws a bullet.

Yuyuko Saigyouji (Tall)

Strengths	Weaknesses
-----------	------------

Big, meaty normals	High commitment melees
Wisps are non-interactable except with Pillars	Weak to Super Armor and Pillars due to slow movement.
Perfect flight	
Can match Tenshi's damage.	

NEUTRAL

Pillars are practically required. It covers Yuyuko **j.2A** angle and blocks wisps. If Yuyuko presses Wisps, **hj8 (j.8D** if needed) Pillars. From there, she has no choice but to play your game.

“I think a good objective to set against Yuyuko is that you want to slip some time to use your own projectiles. Pillars are great for this. EG: yuyuko press **5C**, you can **hj j.22**. This way the wisps go under you, and you set up Pillars, especially in the air. Basically I would say don't try to graze and hit Yuyuko, that usually doesn't work- you want to put your bullets into the equation.” - Fear Nagae.

Graze through her wisps as little as possible. Wisp tracking worsens as it gets closer to you. You can direct them by jumping over or going under them. A common move pattern is to do [hj > Wait (To direct the wisps upward) j.D1/2/3 (to dodge the wisps)].

Yuyuko is weak to snipes at range. **5B** is ideal for sniping her, especially out of wisps. Its fast recovery helps avoid stray hits if you mess up.

Yuyuko's preferred angle of approach makes Drills ineffective. **2C, HJ j.8A** and/or Pillars are your go-to moves to cover that angle instead.

Her dash moves are unsafe on block but have huge hitboxes. Watch out for **66C** in particular, which can cross up if you're crouching or dashblocking.

OFFENSE

Resetting is recommended even with Quake okizeme since she can tech midscreen and avoid a cross up anyway. Forgoing Quake in your deck entirely is also fine.

Her reversal is pretty fast, so it's hard to safejump **j.5A**.

The time difference between her normal wakeup and her tech is huge. You can hit **2A** then chase if she techs.

DEFENSE

Though tricky, you can BE 4th hit of **j.2A**.

Stable BE points are **3A** and **6C**.

Beware of **j.6A** and **j.8A** that's huge and can easily cross under you.

66A RB is - when its not meaty.

Any wisp move she casts in a blockstring is not tight.

Timebomb can CH. Don't throw out any moves before it explodes. Weather system card, Talisman gives invincibility frames that can dodge Timebomb.

(1Card) is -2. Ageless Dream (2Card) is -4. **HJ9 j.5A** beats most options. **2A** loses to yuyu block. **2B** loses to yuyu **2A** but gives the most reward.

Dealing with spherebloom:

Talisman, hangeki, bomb too but not as much

Vary your wakeup, you can even hold D and mash left-right-left-right to make it truly random

Insta-2BE against **j.5A** or **j.2A**

Mashing 1BE against a close **2A**, lets you escape from **2A**→**2A**, **2A**→bullet, **2A**→**3A** and **2A**→**6A**

You can do a very precise BE against Yuyu's d623→spell

Combos

Tenshi is best known for being able to convert and limit off just about every stray hit into a high damage combo. Her combos follow some set rules:

1. You can do a maximum of 3 Drills and one **2C** hit in a combo. In practice, you're most likely to hit 3 Drills into an ender. *Note: 2C tends to mess with consistency.* If you want to land consistent combos, avoid **2C** in your Drill combos. But if you want extra damage, **2C**.
2. Drill can link into Drill regardless of where it hits.
3. CH generally gives massive untech time, so take all the time you need to convert. Also makes combos more lenient.
4. Removing **j.5A** and/or **2C** in combos will increase consistency.

Combos highlighted **red** are good-to-have combos!

Bread and Butter

4A/2A 6B hj7 j.2B j.6D j.5A j.2B j.66 j.5A Ender

Tenshi's basic BnB. The foundation of all **6B** drill loops, every drill loop is a variant of this.

AA 2B hj7 j.2B j.44 j.2B j.3D Ender

Basic corner BnB. The foundation of all **AA > 2B** drill loops. If **j.2B > j.44 > j.2B** is too hard, do **j.2B > j.6D > j.5A**.

(4A/2A) 3A 2B 2C hj9 j.5A j.8A [2311 damage]

Consistent combo that works anywhere. You can delay **2B** so **2C** can hit more consistently. Omit **j.5A** for even more consistency.

2B/6B hj j.B j.44/j.66 j.B j.5A j.8A [2694 damage]

Basic consistent triple drill combo that works anywhere.

j.5A j.8A j.2C j.5A j.8A j.2C [2268 damage]

Good old reliable that works anywhere. Omit **j.5A** for more reliability. **j.2C** won't limit if the enemy is too far.

Drill Loops

Drill loops are primarily made out of a Starter, 2 - 3 Drills, and an Ender. Which direction you highjump heavily depends on spacing.

DO I NEED TO ALWAYS NAIL TRIPLE DRILLS?

Absolutely not. Triple drills are easy to drop without counterhit and/or a standing opponent. Double drills should be your go-to, especially against short characters like Suika, Marisa.

RULE OF THUMB FOR HIGHJUMPS

HJ7 in point blank.

HJ8 in the midscreen.

HJ9 whenever you're pushed far out of point blank.

Most corner loops can be adapted into midscreen ones with a few highjump changes, and vice versa.

Starters

f.5A is interchangeable with every starter and leads to higher damaging drill conversions. Does not drill loop at tip range, requiring a d623 to knockdown.

2A/4A sometimes requires a **2B** link, but generally can be relied to link with **6B** properly.

AA usually requires a **2B** link. The **6B** link is character specific in the midscreen, and universal in the corner. The link to **6B** can be made tighter by delaying **AA**.

AA 6B is tight against:

Suika, Yukari, Remilia, Patchouli, Alice, Marisa, Cirno, Meiling, Okuu, Suwako, Reisen, Aya, Iku, Reimu

AA 6B is not tight against:

Yuyuko, Sanae, Sakuya, Tenshi, Komachi

AA 6B is unreliable against:

Youmu

NOTE ON LANDCANCELLING

If you are too high to lc **j.5A** with a dash while still making it tight, do **j.6D** instead at the expense of orb regeneration. Or reset.

Air Drill Variations

After the first drill on the ground, you can do 3 variations:

j.Drill j.6D j.5A j.Drill

Easiest variation and gets you the most corner carry. Can be inconsistent against crouchers and short characters.

j.Drill j.Dash j.Drill

Harder but more consistent than the above. Works against all characters.

j.Drill j.3D j.Drill

Hardest, but works against all characters regardless of height.

Enders

AAA is your standard ender. This can drop sometimes. When you want consistency, use **2A 3A**. It enables Quake okizeme but does less damage. If you want to close out rounds or do more damage, **AA 623** is your highest damage ender by a small margin. Leads to worse orb regeneration and okizeme. **AA 2B 623** if you did a double Drill loop and want to limit.

Midscreen

4A 6B hj8 j.2B j.66 j.2B j.3D j.5A 2A 3A [2807 damage]

Go-to against midgets. Omit **j.5A** if its not point blank and go into **2A 3A**.

[Any starter] 6B hj9 j.2B j.66 j.2B j.3D j.5A Ender [3.3k damage]

If you slightly delay the **hj9 j.2B** link, you will switch sides against characters at Sanae's standing height and lower, which would then require a **3A** ender to limit.

f.5A/AA 2B hj9 j.2B j.44/j.66 j.2B j.6D j.5A Ender

Works against all characters except Suwako.

f.5A/AA 2B hj8 j.2B j.6D j.5A j.2B j.5A Ender [3.5k damage]

4A 6B hj8 j.B j.3D j.5A [Ender]

In midscreen, it requires **2A 3A** as a reliable Ender.

AA 2B hj8 j.2B j.3D j.5A f.5A 6B hj8 j.6D AA d623 [4025 damage]

Corner

4A 6B hj7 j.Drill j.44 j.Drill j.3D j.5A Ender [3k damage]

Substitute **hj7** for **hj8** when you're not point blank, or if you're not confident that **j.3D j.5A** would hit.

5A 6B hj8 j.2B 44 j.2B j.3D j.5A Ender [3k damage]

Easier to hit than the above.

5A 6B hj8 j.2B j.3D j.5A Ender [2884 damage]

For when you don't have enough orbs for triple drill, or if you want to reset afterward.

j.5A CH [(AA 6B hj8 j.6D j.5A)x3] hj8 j.6D AA d623C [4230 damage]

Works on crouching Okuu.

Ground Combos

5AA 2B 5C d623C [3k damage]

Easy reliable high damage combo for closing out rounds.

2B/6B 2C [1hit] hj8/9 j.B j.66 j.B j.5A j.8A [2793 damage]

For when you accidentally hit 2C. Omit 1 j.B if you hit them with 2 hits of 2C.

(4A/2A) 3A 2C hj j.5A j.Drill j.5A j.8A [2202 damage]

Corner combo.

4A 2B 2C hj8 j.B j.66 j.5A j.8A [2983 damage]

Will deal less damage in midscreen because of 2C hitting less.

4A 2B hj9 j.5A j.Drill j.44 j.Drill j.66 j.5A j.8A [3034 damage]

AAA (Wallbounce) 4A 2B 2C hj9 j.5A j.8A [2853 damage]

Use mainly for consistency, and when you're on around 1 orb. If you have less, cut out the 2C and go straight into **hj9 j.5A j.8A**. Delay the 4A a bit so **hj9 j.5A** can hit properly. If you suspect you didn't, end it with a **j.8A**.

3A 4A 2C j.5A j.Drill j.66 j.5A j.8A [2544 damage]

Corner only.

DASH ATTACK COMBOS

66A (Level 2+ a623C) hj8 j.6B j.66 j.5A j.8A

Basic combo off Level 2 Slashy.

66A d214 hj8/9 (j.5A) j2/6B j66 j.5A j.8A

Basic combo off **d214**. Requires you to be fairly close after **66A** for **d214** to hit. Remove **j.5A** for more consistency.

(66A) 66A 4A 2C hj8 j.5A j.B j.44 j.B j.66 j.5A j.8A [2.8k damage]

Requires AUB **66A**. j.B links are pretty tight so it is ok to stop at 1 j.B. Omit the second 66A if the enemy is already at the corner.

66C (Wallbounce) 66A d214 hj9 j.5A j.6A [? damage]

66C 66C [1561 damage]

Easy midscreen ender. On CH, this limits from almost full screen.

66C (Wallbounce) 66A 2B 2C hj9 j5A j8A

Near corner combo. Requires wallbounce to work.

66C (Wallbounce) 4A 2B 2C hj9 j.5A j.8A [2244 damage]

Requires the enemy to be hit while in the air. Most damaging **66C** Combo. On CH, works anywhere except from fullscreen.

(CH) 66C 66 6B hj9 j.5C [2133 damage]

Works from almost full screen.

6A Combos

6A (Wallbounce) 2B 2C j.5A j.8A

Near corner combo.

6A (Wallbounce) 2B/6B 6B

Easy limit from midscreen to corner. Gives more time for okizeme.

Air Combos

Note: Doing j.Drill j.3D j.8A ender will allow Quake oki for most of the cast.

j.5A j.8A j.2C j.5A j.8A (Level 1+ d22) [2561 damage]

Limits more reliably than the BnB. Pillars give a good okizeme situation if they decide to wake up inside Pillars.

j.5A j.8A j.2C j.5A j.8A j.5B [2202 damage]

j.5B ender limits more consistently in exchange for less damage and angle coverage. It will whiff if the enemy is too high up.

j.5A j.8A j.6[B] j.5A j.8A [2380 damage]

Midscreen combo.

j.5A j.B 66/44 j.B j.6D j.5A j.8A [2493 damage]

Works anywhere on the screen, provided the enemy isn't too high.

j.5A j.B j.66/j.44 j.B j.3D j.8A

Allows for Quake oki.

j.5A j.6A (Wallbounce) j.B j.2C j.5A j.8A [2338 damage]

Exists for when you want to get the enemy near a corner.

j.5A j.2C j.44 j.2B j.5C [3k damage]

CH Combos

After Pillars, j2A

2C hj9 j.5A j.6B j.66 j.5A j.8A [2.9k damage]

j.5A must be somewhat level with the opponent to connect fully. You get a lot of time to space it right so don't rush to convert it.

4A 3A 2B

For when you have no orbs. The untech time given by 3A should be enough to toss out **2B**.

4A 3A 2B 2C j.5A j.8A [2.6k damage]

Standard combo. Less damage for more consistency.

After 1 hit of CH 2C

j.5A/66A 5A 2C j.5A j.B j.6B j.5A j.8A [3k damage]

Highest damaging conversion off of CH 2C.

4A 2C j.5A j.B j.5A j.8A [3244 damage]

Shortened version of the above.

After more than 1 hit of CH 2C

Drill j.B j.5A j.8A [2589 damage]

Easy aerial conversion. Omit j5A if the enemy is too high.

After 3A CH

j.5A j.B j.66 j.5A j.8A [2300 damage]

In midscreen, it requires an almost point blank hit to work.

6B/j.B j.66 j.5A j.8A [2130 damage]

You have to wait for the enemy to drop before converting.

2B 22C [1779 damage]

Easy and reliable conversion.

Spell Conversions

4Card Laser

Confirmed off AA, Any Drill, low j.5A lc, Pillars, j.2A CH.

AA [Laser] 2B 2C hj9 j.5A j.8A

Near corner only. Omit **j.5A** for more consistency. If you think you're too near to the corner for the **2B** to hit fully, you can walk backward for a bit before converting.

[After Laser] d236C

Do this after fullscreen/near-fullscreen conversion for extra damage. Outright limits on tall characters after a near fullscreen 4Card.

AA 2B hj9 j.2B j.3D j5A hj9 j5A j.2B j.3D j5A hj9 [CH] j.6A [Wait] 4Card

Tall characters only. Requires the opponent to be standing and Tenshi to be at point blank range. The first **j.B** is slightly delayed. Highly impractical but cool combo that deals a whopping 7k damage.

5Card WCP Confirms

3A 2B WCP

Decent way to confirm WCP without losing too much damage.

[CH] Pillar / j.2A WCP

Leads to 5k damage when done near corner or with running momentum before casting WCP.

d623 [WALLBOUNCE] WCP [4093 damage]

Not the most optimal but it can yield match-ending damage.

[After WCP] 4A 2B 2C j.5A j.8A [5794 damage]

Do this when the enemy lands close to you. If you didn't time it right, then just do 2B>j.5A>j.8A or 2B>2C>j.8A. Omit 4A for a much easier conversion.

[After WCP] 2B j.B

Trades damage for Quake Okizeme.

[After WCP] d623

Works sometimes. Untested.

5Card SWR Confirms

[CH] j.2C, Pillars, j.6A, j.8A SWR

Most common way to get a SWR confirm. You have to time SWR right sometimes, otherwise you end up with terrible damage.

AA 2B SWR [4484 damage]

Doesn't work on Suika, Utsuho, Yukari, Remilia. Spacing varies between characters.

AAA [Wallbounce] SWR [3955 damage]

Don't do this unless you need the 3955 damage to end the [round](#). It will drop if the enemy chickens it.

6[B] SWR

Tech

Quake Tech

The objective of quake okizeme is to cover the enemy's neutral tech. Alternatively, it can be used to force movement. Proper Quake okizeme lets Tenshi drain 1 - 2 orbs. Missing the setup entirely forces Tenshi to lose an orb for 2 seconds, a big disadvantage.

Credits to:

Hayate for the OG quake video.

Relial for compiling 3A Quake timings and Quake Crossups.

PC_volt for transcribing the original Hayate Quake video.

Cactus for labbing 3A Quake timings with PracticeEX.

3A Quake Timings

Immediately after 3A	Okuu
During launch	Yuyuko, Meiling, Youmu, Sanae, Patchouli (HJ buffer/5A)
At the apex of 3A / The moment they start turning	Patchouli (neutral tech), Remilia, Reimu, Cirno, Alice, Suwako, Tenshi, Suika
After the apex of 3A / The moment they turn over	Marisa, Aya, Sakuya, Iku
After feet reach the top / After turn over, while falling	Komachi, Reisen(Catches forward tech too), Yukari

AAA Timings

After any AAA, right before they land	Komachi, Reisen, Yukari
After corner AAA, as soon as possible	Sakuya, Suika, Tenshi (Forward tech), Aya(Forward tech), Iku
After Midscreen AAA, as soon as possible / while rising	Okuu
After Midscreen AAA, immediately when they start dropping	Remilia, Alice, Suwako, Tenshi, Suika, Sakuya, Patchouli, Cirno, Reimu, Aya, Marisa
After Midscreen AAA, right before halfway to the ground	Iku
After Midscreen AAA, at the apex of their spin	Yuyuko, Meiling, Youmu, Sanae

j.8A Quake Timings

Note: Quake immediately on land.

Must be right above you, highest point of j.8A	Alice, Aya, Cirno, Marisa, Reimu, Remilia, Suika, Suwako, Tenshi
Must be above you	Sakuya, Iku
Right before you land	Yukari, Reisen, Komachi
Must be higher than you, Quake immediately to hit tech	Patchouli, Meiling, Aya, Suika
Doesn't Work	Okuu, Yuyuko, Sanae, Meiling, Patchouli, Youmu

Monsoon 3A Quake Timings

When the foot comes to the top	Yuyuko, Okuu
Right after foot comes to the top	Meiling, Sanae
Right before they land	Reimu, Patchouli, Youmu
Immediately when they land	Alice, Cirno, Suwako, Remilia, Sakuya, Suika, Tenshi
Right after they land	Marisa, Iku, Aya
While spinning	Komachi, Reisen
Right after spinning	Yukari

Monsoon j.8A Quake Timings

Note: Timings are recorded based on **3A 2B 2C hj9 j.5A j.8A**. Monsoon bounce timings will be different depending on the hit. This is a point of reference to figure out the timing for different bounces.

Right after they land	Okuu, Yuyuko, Sanae, Youmu
During rising bounce	Meiling, Reimu
While spinning	Patchouli, Remilia
At the apex of the spin	Alice, Cirno, Suwako, Sakuya, Suika, Tenshi, Iku, Marisa, Aya
Immediately when they start dropping	Komachi, Reisen
Right before she lands	Yukari

Quake Crossups

Character	Instructions
Patchouli	Crossup: hj7 , walk forward. Neutral Tech: j.6D j.5A .
Youmu	Crossup: hj8 j.4D Land, Walk forward Neutral Tech: Safejump j.4D j.6D j.5A
Meiling	Crossup: Backdash cancel Quake, walk forward

<p>Okuu</p>	<p>Crossup: hj7, walk backwards. Neutral Tech: j.6D j.5A (can be poked out of)</p>
<p>Sakuya</p> <p>Note: Both her tech rolls have the same timing.</p>	<p>Crossup: hj7 j.2D 5A Neutral Tech: hj7 j.6D j.5A Alternative Crossup: hj9 j.4D j.5A (Works without quake as well!)</p>
<p>Alice, Aya, Remilia, Suika, Tenshi, Yukari, Komachi, Meiling</p>	<p>Crossup: hj7 j.2D 5A Doing 2D earlier lands you on the right. Delayed 2D lands you on the left.</p>
<p>Reisen</p> <p>Note: Her Forward Tech and Neutral Techs are the same timing, so you only have to cover Backward Tech.</p>	<p>Corner Tech Crossup: hj7 j.2D Midscreen Forward Tech: hj8 j.1D Midscreen Back Tech: hj9 j.6D Midscreen Neutral Tech Crossup: hj9 j.6D j.1D/j.2D (Lands Right) Delayed j.3D lands you on her right.</p>
<p>Iku</p>	<p>Crossup: hj7 [LAND] hj8 j.1D.</p> <p>Note: If you do a j.5A, 2B and f.5A won't connect on crouching Iku.</p>
<p>Reimu, Marisa, Yuyuko, Sanae</p>	<p>No crossup possible.</p>

Quake Crush Setups

Reisen, Yukari, Komachi

Neutral Tech: **hj8 j.1D f.5[A]**

Forward Tech: **6[A]**

Kanji Sword

Credits to Vishllet (vishllet_32729) for writing out all the weather effects

Avoid using Kanji Sword when River Mist/Typhoon/Calm/Diamond Dust is on the clock.

Do not deny these weathers: Mtn Vapor, Diamond Dust, Dust Storm, Scorching Sun, Monsoon

Weather	Effect	Deny?
Sunny	Opponent loses the "free" BE" and has normal turning radius. BUT May save him in a situation where he benefits from the spirit orbs recovered	Maybe
Drizzle	Opponent loses damage boost from spell use.	YES
Cloudy	Opponent loses the discount and accelerated meter gain.	YES
Blue Sky	Opponent cannot cancel skills into other skills.	YES

Hail	Opponent loses the skill dmg bonus and the fast orb regen	YES
Spring Haze	opponent cannot graze melee attacks and no longer loses spirit while grazing bullets	YES
Heavy Fog	opponent no longer has lifesteal	YES
Snow	Attacks from the opponent won't drain meter while affected, so they can't remove Tenshi's cards.	YES
Sunshower	Opponent loses accelerated broken orb regen and can't guardcrush with melees.	YES
Sprinkle	Opponents gets no maxed out skills.	YES
Tempest	removes speed boost and third air action	Maybe
Mountain Vapor	reveals the hand your opponent currently has, rerandomizes once the effect runs out (haven't tested the effect on weather timer)	NO
River Mist	opponent stops being moved by the weather (you still move tho)	Maybe
Typhoon	opponent can block but they lose armor	YES

Calm	opponent cannot get the healing, you can still lose it by getting hit	YES
Diamond Dust	completely negates it for the opponent, they can tech and does not take damage on knockdown	NO
Dust Storm	Tenshi loses dust storm CH property.	NO
Scorching Sun	opponent does not get the damage boost, chip damage, and meter gain	NO
Monsoon	stops the bounce caused by the weather	NO

Frames & Esoterica

Esoterica

4 Card "Meteorological Revelation"

weather is still active 2f after 4sc becomes active, so you can get a little healing from heavy fog or a dust storm counterhit

draining 0.05 orbs instead of 0.02 orbs on graze during spring haze for 2 frames

and calm healing you during spell flash

Frames

Tenshi Hit Stop by Relial

Move(s)	Hit	Block
66B	2F	2F
Other melee normals	10F	10F
B bullets	5F	0F
Drills(first 3 hits)	10F	10F
Drills(last 3 hits)	5F	4F
Charged Drills(first 5 hits)	10F	10F
Charged drills(last 3 hits)	5F	5F
C bullets	10F	10F
d236	0F	0F
Burger 236 (Rock)	10F	10F
Burger 236 (Collision)	0F	0F
Waveslash(bullet & slash)	5F	5F
d623	10F	10F
Slashy (first 2 hits/extended hits)(Tenshi)	5F	5F

Slashy 623(C version last hit)(Tenshi)	10F	10F
Slashy 623 (opponent side)	10F	10F
DP 623	10F	10F
d214	0F	0F
Quake	0F	0F
Boomerang	5F	0F
d22	0F	0F
Rock Shield	10F	10F
A22 Quake (Set)	5F	5F
A22 Quake (Quake & self-destruct)	10F	0F

WIP

Misc.

Thinking about MU

Note: Relial talked about this and i wrote this down, expanding on it...

What positions are good for this MU?

What moves are good for this MU?

What movement patterns are good for this MU?

What is the enemy's win condition?

What are the strengths of the enemy character?

If i sit inside Pillars how does it affect what my opp can/will do

Is it beneficial to slow down neutral so i can farm meter

you probably don't want to prolong vs iku when she's going to farm to veil

but having your skills leveled is pretty important for both neutral and pressure

so you probably gain advantage against characters with weaker meter

if you slow down the start of each match

you can ask yourself how difficult it is for the opponent character to punish j.2C in each position you throw it

Once you get familiar with the matchup and your characters, start thinking:
What gameplan should i run for this match

Winter Mellow's Tips & Tricks on Getting Better with Tenshi

Tenshi's airdash is fast. Learning when to use Tenshi's airdash is crucial to improve your overall offense and land hits.

Tenshi's flight is below average. Makes getting out of the corner hard during defense when the opponent is watching for escapes to midscreen. (This tends to happen around the end of Tenshi's 6A range). To deal with this issue, you can do the following:

1. Trade CH to get space with fast moves like **2A, 5B, j.5A, j.6A**, etc.
2. Beat them with Drills. That kind of range is where Tenshi tends to excel.
3. Just be patient and escape as normal.

Incorporate **j.B lc** once you're confident with Tenshi pressure. Opens up many options.

Tenshi beginners should learn her in the following way:

Beginner

Land combos consistently first. At minimum you should nail Double drill loops, 3A combos, your air BnB. This should carry you all the way out of beginner level. This should also get you your basic flowchart, enough to clap beginners but not anyone out of that.

Common bad habits to get rid of:

Ceiling hugging, Spending all 5 of your orbs flying in a straight line.

Midlet

Learn the fundamentals listed.

Learn simple flowcharts and mixups off command normals. 2A/5A 6A, 2A/5A 3A.

Learn her movelist, starting from **2A/j.5A/2B/2C**. Can't go wrong with picking 1 and going with it. Then the rest. **j.2A, 66B** should be the last thing to learn. Get familiar with your skills, starting with the 22 of your choice.

Tenshi's melees are really good relative to most of the cast. Get confident with your melees, it is usually every Tenshi midlet's weakness.

Common bad habits to get rid of at this stage:

Predictable flowcharting, relying on melees, overtly wasteful movement, nonexistent okizeme.

Solid Mid Level

Not all hits are created equal. Time to learn how to land solid hits that convert well. Up your conversion game. You should be able to convert 90% of your hits.

Learn how to manipulate the pace of the match and the opponent with movement such as empty jumps. Be patient.

Focus on learning how and when to use your airdash and flight.

Common bad habits to get rid of at this stage:

Flowcharting, Drill, 2B spam, 2C spam, Mashing inputs, wasteful movement.

Getting Out of Mid Level

Learn how to turn wacky hits into advantage. Basically almost anything can be some form of reset or airtech trap if you're crafty enough. Then figure out if you wanna do it in the first place.

Layers	Type
Matchup gameplan	Matchup Knowledge
Matchup spacing	
Matchup nuance	
Player habits	Player knowledge
Tempo	
Timing	
Preferred moves, positions, sequences	

Baiting is context-specific. You can do one of many things:

Playing at the edge of their threat range so they think they can just run at you.

Making yourself minus so they use a specific move to punish, which you can counter with your own. A good way to think about this is “how can I gain advantage if my opponent does X answer”. For example, if i do **hj9 j.6B**, Reisen may **hj9 j.8A**. So i can do **j.5B** or just movement to bait out the **j.8A** and land a whiff punish with **3A**.

How do i gain an advantage in neutral?

Make them move after you, the one who moves first usually wins interactions. Force them into a situation where they have to move but you're moving first.

Conclusion

Different skill levels naturally demand different meta strategies. Don't worry about developing bad habits, sometimes it's just a natural product of playing effectively at a certain skill level. The strategy to beat beginners is different from beating high level players.