

Race:	Namek			Made by u/lceflame1988.
Body build type:	Medium			Tested on PC.
Transformation:	Potential Unleashed			
Target for testing:	Base Trunks(Future) from the first column			
Attributes:	http://steamcommunity.com/sharedfiles/filedetails/?id=1293539109			
QQ bang:	None			
SuperSoul:	None			
KI Ult				Combo finisher means that if used as a combo finisher the enemy has at least a small moment to take action. (Trunks managed to guard with "Guard from start") If there is no phrase about a combo finisher or slow startup it usually means it is a slow startup.
KI super				
KI evasive				
Strike Ult				
Strike Super				
Strike Evasive				
Type	Name	Damage	KI/Stamina cost	Comments
Strike Ult	Power Rush		1000	Cancels all buffs/reinforcements when used. Seems that it can be landed without breaks after knockdowns and some knockbacks.
KI Ult	Super Ghost Kamikaze Attack		300	5 ghosts, first deals 1394 and the others deal 2555
KI Ult	Soul Punisher		500	Can be cast backwards and apparently will have really good tracking.
KI Ult	x100 Big Bang Kamehameha		500	Melee range. Deals 13056 if you remove the lockon and the character does a spin but is only a 1 hit move with a knockback which can actually screw you up since you are stuck in the animation and the enemy can recover.
KI Ult	Super Spirit Bomb		300	Really long move but can work at a stam broken enemy and good damage for only 3 bars.
KI Ult	Gigantic Meteor		300	Slow move.
KI Ult	Ultra Fighting Bomber		300	No stamina armor when casting this.
KI Ult	Serious Bomb		500	Slow startup but can be used as a combo finisher after a long stagger hit. If you hit a block with the punch you will be very vulnerable since you still cast the ball. Best to use after long stagger or stam break.
KI Ult	Final Kamehameha		500	Damage is inconsistent. Deals up to 11935 in melee.
KI Ult	Supernova		500	Slow move.
KI Ult	Supernova Cooler		500	Slow move.
KI Ult	Gigantic Burst		500	Knockback followup.
Strike Ult	Godly Display		500-1000	Knockback followup. Can deal up to 15359 damage at 10 KI bars.
KI Ult	Super Black Kamehameha Rose		500	
Strike Ult	Dragon Fist		500	Ryu Ken their arse! Why did the damage become lower than it was? When did it get nerfed?=(
KI Ult	Dimension Ray		400	Allows to catch up for extension and followup.
KI Ult	Minus Energy Power Ball		500	Can deal up to 9551 in melee.
KI Ult	Innocence Breath		300	
KI Ult	Warp Kamehameha		400	Teleports you in front of the enemy. Can work as a knockback followup most of the time but gotta press it quick.
KI Ult	Dead End Bullet		300	Can be used as a knockdown followup without a break. A lot of times will deal less damage since the angle of the move is quite limited.
KI Ult	Breaker Energy Wave		0	Can use when enemy is low HP.
KI Ult	Meteor Burst		300	Melee ult.
KI Ult	Death Ball		400	Good tracking. Most of the time hits for 8268 though.
KI Ult	Perfect Kamehameha		400	Keeps giving different damage numbers with most damage being at melee range, 9649 damage is max. Goes through block.
KI Ult	One-Handed Kamehameha mk.II		400	Can spend 2 additional KI bars to deal up to 12671. Weird move, can use 3 stamina bars to cast it when attacked but I do not see the point.
KI Ult	Super Vanishing Ball		300	Seems to always miss if you are close to the enemy but should be fine from some distance.
KI Ult	Spirit Ball		300	Gotta spam that button man.
Strike Ult	Divine Lasso		300	Sometimes the final set of the needles that triggers the last explosion misses so the explosion does not go off which makes the move unreliable. Other times another set of needles misses so you lose a bit of damage.
KI Ult	Super Electric Strike		300	Very wide horizontal green blast.
KI Ult	x20 Kaioken Kamehameha		500	Knockback followup(vanishable). Damage is inconsistent and if used without a knockback seems to deal less, weird.
KI Ult	Evil Blast		300	Strike counter.
KI Ult	Divine Wrath: Purification		300	
KI Ult	Destructive Fission		400	If pressed again it will do a wider area explosion that is unblockable and deals 3949 damage.
KI Ult	Excellent Full Course		300	Knockback/knockdown followup.
Strike Ult	Unrelenting Barrage		300	Relatively slow startup. Apparently the tracking issues got fixed which is nice.
KI Ult	Final Flash		300	
Strike Ult	Impulse Slash		300	Damage is inconsistent.
KI Ult	Super Kamehameha		300	Pretty fast ult. Damage is inconsistent with the highest being in melee range.
KI Ult	Scatter Kamehameha		300	
Strike Ult	Death Meteor		300	Can miss a few rocks which leads to less damage, especially at close range.
Strike Ult	Brave Sword Attack		300	Weird tracking, does not connect when knocked back or rolling or knocked down even when stamina broken. Best used as a gap closer if you manage to catch someone, or when an enemy is catching their breath from a heavy stamina break.
Strike Ult	Spirit Sword		400	The first hit is unblockable. If you hit a block the move will not go off but the enemy will be paralyzed and you can get a free move.
KI Ult	Saiyan Spirit		300	Combo finisher. Apparently it can be followed up with fast ults cause the enemy keeps lying down on the ground for some time.
Strike Ult	Time Skip/Molotov		500	
KI Ult	Chain Destructo-disc Barrage		300	Preferrably use it after a heavy stamina break or after knocking down when stam broken, otherwise it tends to miss some discs.
KI Ult	Explosive Assault		300	Keeps giving different numbers. Best to launch horizontally at your enemy from close distance but not melee to get max damage.
KI Ult	Symphonic Destruction		300	Always keeps giving different numbers, usually for less damage. Seems the most damage is in melee range but still random.
KI Ult	God Punisher		400	Knockback followup if you press the button to fire the orbs immediately. As the description says if you get attacked during the approach you vanish and appear behind your enemy to fire this ult off.
Strike Ult	Burning Strike		300	
KI Ult	Dual Destructo-Disc		300	2 homing discs each dealing 3717. Goes through guard.
KI Ult	Gigantic Roar		500	Goes through guard. Deals 10687 when your hp is in danger.
KI Ult	Maiden Blast		300	Combo finisher. Melee ult that instantly stuns the enemy. Allows for extension since you can catch up to the enemy after the move finishes.
KI Ult	Thunder Flash		300-600	Can hold the button to use up to 3 more KI bars. 12682 damage at total 6 KI bars used. Damage is inconsistent, 13100 was max damage.
KI Ult	Prominence Flash		300	The damage of this moves goes up 2 times when you use it so the first time it deals 7338 then it deals 8454 and on the third use it reaches its max damage of 9940 which you will have until the mission of whatever ends I guess.
KI Ult	Weekend		300	Numbers are random, do not know why. 7344 is max damage.
KI Ult	Grand Smasher		300-400	Can press button again if enemy is blocking this to make it explode through block for 7155 damage for a cost of 1 KI bar. If pressed when properly hitting an enemy can deal up to 10096.
KI Ult	Dodoria Launcher		300	This move takes a really long time to actually finish once it starts.
KI Ult	One-Handed Kamehameha		300	Weird move, can use 3 stamina bars to cast it when attacked but I do not see the point.
KI Ult	Reverse Mabakusenken		300	Counter for everything but melee range.
KI Ult	Giant Storm		300	Fast move with good tracking and damage.
Strike Ult	Paralysis		300	Allows you to combo into another ult.
Strike Ult	Instant Severance		300	
KI Ult	Crusher Volcano		300	
Strike Ult	Darkness Rush(Ranged)		300	Cannot track up or down. The arm only extends horizontally.
KI Ult	Timespace Impact		500	Knockback/knockdown followup. If used without a lockon will not do the damage animation and will lock the enemy in the time anomaly thingy for a long time where you can just do whatever you want next. Deals 8077 damage if used in melee range.
KI Ult	Sphere of Destruction		300	
Strike Ult	Justice Combination		300	Combo finisher. Final hit of the move should be vanishable.
KI Ult	Last Emperor		0	Can use when own HP is low and can only be used once. Damage is shown for melee range, it gets lower with distance it seems.
KI Ult	Brave Heat		300	Most of the time deals 6539.
KI Ult	Dead End Rain		300	Damage is inconsistent, max was 7049.
KI Ult	Teleporting Vanishing Ball		300	Deals up to additional 967 in melee range in the beginning. Damage seems to be random.

KI Ult	God of Destruction's Menace	300	Fires 4 balls that track the enemy as you repeatedly press the button. Each single ball deals 278 damage. Last wave balls 464. Total damage is inconsistent.
KI Ult	Angry Explosion	300-1000	Very slow startup. Can hold button for more damage at cost of KI. 15232 at 10 KI bars(34 hits).
Strike Ult	Secret Poison	300	It poisons.
KI Ult	Special Beam Cannon	300	Can be timed to work after a knockdown without a stamina break where you catch the opponent after their recovery.
Strike Ult	Super Elite Combo	300	Need to start it in melee range.
Strike Ult	Sword of Hope	300	Is a transformation, 3 light hits into a heavy hit into a finish deal the 7478. This combo can be done before 3 ki bars run out.
KI Super	Spirit Bomb	100	Slow startup. Very slow charge of the bomb, then press again to fire. Fires in a straight line but then returns back tracking the enemy on the way back.
Strike Ult	Blue Hurricane	300	4 hits for 1161 damage each and 5th hit for 1858 damage.
Strike Ult	Victory Rush	300	Knockback followup(vanishable).
KI Ult	Super Galick Gun	300	Knockback followup with no charge. Can be charged to deal 10217.
KI Ult	Full Power Energy Wave	300	Knockback followup but knockback version keeps giving less damage in different numbers. The damage displayed is only if landed raw.
KI Ult	Ribrianne's Eternal Love	300	Deals more damage as you land the Pretty Cannon super. Damage keeps increasing up to 11383 and sometimes 12080.
KI Ult	Remote Serious Bomb	300-600	Total costs 6 KI bars in 2 stages of 3 KI bars. Both stages are a knockback/knockdown followup. First time you cast a seal over your enemy that deals no damage. Says it seals their awoken ability(no idea what it actually does and how exactly this works). Second time it generates a serious bomb at the enemy location to deal the damage. Can be used in many ways if you manage to land the seal.
KI Ult	Hell Flash	300	Deals up to 11041 if hitting with the initial beam from the hands.
KI Ult	Super Black Kamehameha	300	Combo finisher.
Strike Super	Kaioken Assault	100-200	First hit deals 1161 then press again to spend 1 more time to spend an additional ki bar and do the rest of the combo. Knockback followup and first part can also be used as a combo extender. Full move can combo into Super Dragon Fist and other "slow" stuff. When stamina broken last hit send the enemy flying so Super Dragon Fist does not work. Now it drains hp if you decide to active the second part of the ability during the whole animation, meh...
KI Ult	Requiem Of Destruction	300	Very good tracking. Knockback followup.
KI Ult	Elegant Blaster	300	Disappear for some time and reappear firing the beam. Keeps giving different numbers with 6822 being max.
KI Ult	Shocking Death Ball	300	Deals 6725 when hitting in melee range.
KI Ult	Hellzone Grenade	300	Slow move that can be guarded against but they patched something to make it harder for the enemy to guard and I do not understand how it works. Might work after a knockback or something.
KI Ult	Lightning Impact	300	Can tap the button repeatedly to charge the move and then release for max 10563 damage. Description says enemies who touch you during the charge will get paralyzed.
KI Ult	Emperor's Death Beam	400-1000	4 KI bars cost. Knockback/knockdown followup. Will always use up ALL of your KI. Deals 15594 at 10 KI bars.
KI Ult	Full Power Energy Blast Volley	300	Knockback/knockdown followup.
KI Super	Recoome Eraser Gun	100	Slow startup. Very slow move. Can be used after murder grenade.
KI Ult	Heat Dome Attack	300	Damage is very inconsistent and seems to do max 6495 damage when you are at max height.
KI Super	Kaioken Kamehameha	200	Knockback/knockdown followup. Damage might be a bit less sometimes.
KI Ult	Super KI Explosion	300	Base damage for 3 KI bars, can be extended to do more damage for more KI. 12227 damage at 8 KI bars.
KI Ult	S.S. Deadly Bomber	400	Super tracking.
KI Ult	Final Explosion	300	14618 at 6 stamina bars. Damage is inconsistent and the move keep bugging out.
KI Super	Earth Splitting Galick Gun	200	Slow startup. Knockback/knockdown followup.
KI Ult	Mystic Flash	300	Backwards ult, very fast cast. Can be used to punish a z vanish.
KI Super	Innocence Bullet	100	Slow startup. Poisons.
KI Super	Galactic Donuts	100	Very slow move with weird tracking. Best to use on stationary targets or something.
KI Ult	x4 Kaioken Kamehameha	300-400	Damage is inconsistent and you get more damage in melee range. Knockback/knockdown followup, can use an additional KI bar to deal 7788(timing is required). Leaves you exposed when using extra bar.
KI Ult	Final Shine Attack	300-1000	The damage becomes less as distance to the enemy increases. Damage is inconsistent at 10 KI bars but max was 13794.
KI Super	Focus Flash	100	Slow startup. Knockback followup. Can be used while dragon dashing where you will move a bit forward and start the move.
KI Ult	Assault Rain	300	Artillery strike that can hit multiple enemies.
Strike Super	Kamehameha Boost	100	Slow startup. Back kamehameha deals 3136.
KI Super	x10 Kamehameha	200	Slow startup. Knockback/knockdown followup. 7196 when fully charged.
KI Ult	Revenge Death Ball	300-1000	Spend 3 KI and hold the button to start charging KI as you hold the ball. Charges twice as fast when health is in danger. 4409 damage is if used when only having 3 KI and immediately throwing it at 0 KI. Deals 16016 when charging the full 10 KI bars.
KI Ult	Break Cannon	300-1000	Damage is for 3 KI bars, 14867 at 10 KI bars.
Strike Super	Divine Retribution	100	Slow startup. Knockback/knockdown followup. Fires a ki blast that deals 1858 and is a knockback. If pressed a second time will teleport above enemy and slice with a ki blade for 2323.
KI Super	Bomber DX	100	Slow startup.
KI Super	Finish Breaker	100	Fires around 18 rapid blasts spreading them out a bit. Each blast deals 232 damage. Slow startup but can be used as combo finisher on long staggers.
KI Super	Galick Cannon	100	Slow startup. Damage is for charged beam(repeatedly tap button) and is a knockback/knockdown followup.
KI Super	Flash Chaser	100	Slow startup. Knockback/knockdown followup. Very weird move. Can use the thumbstick to spread the blasts out. The first line of blasts seems to do 348 damage per blast if you do not activate the homing. The moment you activate homing the blasts start dealing 580 damage. 4406 damage is basically when launching 2 volleys and immediately activating homing for all 8 projectiles to hit.
KI Super	Flash Strike	100	Knockback followup. Hits for 1162 when hitting an idle enemy.
Strike Super	Time Skipe/Back Breaker	100	Backhit.
KI Super	Vanishing ball	100	Slow startup. Knockback followup. Allows to catch up and extension if used at short range.
KI Super	God Breaker	100	Strike counter.
KI Super	Finish Buster	100	Slow startup. Knockback/knockdown followup.
Strike Super	Cross Arm Dive	100	3717 is max damage it seems. The longer the fall the higher the damage.
KI Super	Super Destructo-Disc	200	Slow startup. Knockback followup. Goes through block. Allows a free move if it hits.
KI Super	Dual Masenko	100	Slow startup. Spin with 2 KI bursts from your hands.
Strike Super	Sonic Rush	100	Slow startup, knockdown followup at low altitude. When just guarded(or sometimes even guarded) still continues the move.
Strike Super	Burst Rush	100	Strike counter. Can be clunky and drop on small bodies.
KI Super	Super Donut Volley	100	Slow startup. Knockback followup. Spam the button. Can combo into itself after a knockback.
KI Super	Infinity Explosion	100	Slow startup. Very slow chargeable move. Deals 6278 at full charge.
Strike Super	Zigzag Express	100	Slow startup. Damage is for landing 4 hits but it misses a lot of time since you fly all around the place. Usually gets 3 hits and seems to deal a lot of stamina damage if guarded.
Strike Super	Rakshasa's Claw	100	Knockback/knockdown followup.
Strike Super	Wolf Fang Fist	100	Slow startup and damage is inconsistent so it can be higher or lower, weird.
KI Super	Bending Kamehameha	100	Slow startup. Knockback/knockdown followup. Weird vertical bend when spamming button.
Strike Super	Destructive Fracture	100	Combo finisher and extender.
KI Super	Atomic Blast	100	Slow move. Deals 3485(or 4181 from the ground) if letting go of the button right after the flash. Other instances deal less and have wider and closer range explosion.
KI Super	Darkness Eye Beam	100	Slow startup. Knockdown followup on low heights.
Strike Super	Evil Rise Strike	100	Combo finisher.
Strike Super	Angry Hit	100	Slow startup. Knockback/knockdown followup. The move itself is a knockdown and can serve as a combo extender after a knockdown or knockback at low altitude.
Strike Super	Android Kick	100	Knockdown followup. You choose a direction to jump and then press again to do the kick.
Strike Super	Final Blow	100	Slow startup.
Strike Super	Shadow Crusher	100	KI counter, move up to the enemy and hit them, Guard breaks at least a beam ult without dealing damage.
Strike Super	Power Pole	100	Knockback/knockdown followup.
KI Super	Elite Shooting	100	Slow startup, long vulnerable period at the end. Shoots chaotically in different directions. Not worth it.
Strike Super	Volleyball Fist	100	Slow startup.
KI Super	Innocence Cannon	100	Slow move, pushes the enemy far away. Allows to catch up for an extension.
Strike Super	Scissors Paper Rock	100	Slow startup. Rock deals 1394, scissors 232, paper 1858 and paper also breaks guard.
Strike Super	Super Dragon Fist	100	Slow startup but can be connected after a low height knockdown.
Strike Super	Wild Hunt	100	Combo finisher.
KI Super	Burst Attack	100	Slow startup. Allows an extension. Can catch people recovering from a knockdown.
Strike Super	Burning Slash	100	Combo finisher. Deals only 2089 if pressed once but this version is a combo extender if you hold forward and spam the attack. If you press the button a second time it deals the 3481 damage but is not a combo extender anymore.
KI Super	Sudden Storm	200	Slow startup. Knockback/knockdown followup.
KI Super	Big Bang Kamehameha	100	Slow move. Short range. 5105 damage at max charge.
KI Super	Counter Burst	100	KI counter. Is triggered by ults but beams hit you anyway.
KI Super	Whirlwind Blade	100	Slow startup. Melee move. Allows to catch up for an extension.
Strike Super	Super Dragon Flight	100	Slow startup. Can use other moves after it at once(can use kaioken assault after it and probably other stuff). Can chain this move twice at the ceiling.
KI Super	Milky Cannon	100	Slow startup.

Ki Super	Burning Attack	100	Very slow move but leaves the enemy in a falling state for a long time and allows you to use another skill immediately after. Can probably be used to get some good combos with Ki blast cannon or murder grenade or something else. Can be chained into itself up to 3 times sometimes.
Strike Super	Time Skip/Jump Strike	100	Slow startup. Knockdown followup(without charging the move). Cancels enemy guard.
Strike Super	Justice Rush	100	Combo finisher. Can be canceled into ults.
Ki Super	Super Explosive Wave	200	Slow startup. Knockback/knockdown followup. Can press back when casting to do a backflip before firing. If you press guard during the backflip you will not fire.
Ki Super	Blaster Shell	100	Slow startup. Knockback/knockdown followup.
Ki Super	Majin Kamehameha	100	Slow startup. Knockback/knockdown followup. Full charge deals 4529 but is inconsistent.
Ki Super	Kamehameha	100	Slow startup. Knockback/knockdown followup. Full charge deals 4529 but is inconsistent.
Strike Super	Ginyu Force Special Combo	100	Combo finisher, damage shown is without directions on thumbstick but can be inconsistent in landing the complete move. Direction versions deal less damage but the forward version is a combo extender if you dash after the opponent and deals 2322. Right side version deals 2322 damage and can break block but only deals 92 damage on the mentioned block break. Also has a back version for 2321 damage. This move is pretty nuts.
Ki Ult	Vacation Delete	300	Long paralyze.
Ki Super	Tri-beam	100	Slow startup. Chargeable, 6680 and unblockable at full charge but leaves you exposed out of breath. Full charge can be used as a combo after murder grenade.
Ki Super	God Splitter	100	Combo finisher. First press creates a ball in melee and second press launches it or you can press guard to make the ball disappear. When used as a melee finisher can deal up to 3060. Knockback/knockdown followup in range version for 2087 damage.
Strike Super	Evil Whirlwind	100	Can be used while guarding for the fast version. If used without guarding is a slow startup move.
Strike Super	Emperor's Edge	100	Knockback followup.
Strike Super	Rough Ranger	100	Counter move against everything. Does a kick for 3020 damage when countering a strike move. Deploys a barrier to protect you when countering a ki move. The barrier lasts a fairly long time and can be ended if you press the button again.
Strike Super	Shining Slash	100	Slow startup. Does a small leap to the enemy if not charged. If charged you teleport to the enemy and hit them. Charged version can be canceled into a side dash for combo extension.
Strike Super	Flash Fist Crush	100	Counter for everything but is only a melee hit. Also hits if nothing is countered at the end of the duration.
Ki Super	Double Buster	100	Slow startup. Knockback/knockdown followup if you press the button to chase fast enough. Press button again for the blast to chase the enemy.
Ki Super	Big Bang Attack	100	Slow startup. 3836 damage if landing the first part of the move in melee.
Strike Super	God of Destruction's Rampage	100	Slow startup.
Strike Super	Neo Wolf Fang Fist	100-700	Slow startup. Damage is very inconsistent. Can be extended at the cost of Ki. At approximately 7 Ki bars it deals 7860.
Ki Super	Ill Flash	100	Combo finisher.
Strike Super	Evil Flight Strike	100	Slow startup. Last hit does not usually land so only 2436. Last hit is a smash that allows for followups.
Strike Super	Savory Slicer	100	Combo finisher. Damage may be inconsistent as the move can end up not landing all its hits, max damage is 3897. Had several instances where the move actually ended prematurely cause the character went above the enemy and stopped landing hits.
Strike Super	Sledgehammer	100	Slow startup. 4298 fully charged, breaks guard on full charge or heavy stamina damage on lower charges.
Strike Super	Meteor Strike	100	Combo finisher. Can be a combo extender but sends the opponent flying in an inconvenient direction, gets a lot easier at low altitude. Can be canceled into a stamina break out of the vanish.
Ki Evasive	Special Beam Blast	300	
Ki Super	Evil Explosion	100	Slow startup. 3717 when fully charged.
Ki Ult	Ice Cannon	300	Has tracking issues but freezes if it hits with the blast.
Ki Super	Power Blitz	100	Slow startup. 2 blasts go around and attack from the side or back, each dealing 1603. Can be used as a counter kind of.
Ki Super	Dodoria Beam	200	Combo finisher. Knockback/knockdown followup. If used from neutral when holding forward will do a punch but I do not see any practical use here.
Ki Super	Death Slicer	100	Slow startup. Press again to return and hit a second time. 2788 damage is total for 2 hits. Goes through block.
Ki Super	Gigantic Breaker	200	Slow startup. Knockback/knockdown followup. Combo extender. Also fires a blast that deals 6680. Your character will trip if you miss the punch.
Strike Super	Strike Of Revelation	100	Slow startup. Knockback/knockdown followup now, woaah. Also a combo extender.
Ki Super	Death Slash	100	Combo finisher.
Strike Super	Evil Ray Strike	100	Slow startup, breaks stamina and breaks guard at the same time. Can be a knockdown followup at low altitude.
Strike Super	Death Crusher	100	Slow startup. Knockback/knockdown followup. Chargeable dash forward, 4182 when fully charged.
Ki Super	Prelude to Destruction	200	Slow startup. Stamina break. Cannot be used after a combo, has a delay. Maybe can work if you Z vanish after a knockdown or use other moves to combo into this one.
Ki Super	Sudden Death Beam	100	Instant transmission with counter for everything. If counter is triggered by any attack you teleport behind opponent and blast them.
Ki Super	Masenko	100	Slow startup. Knockback/knockdown followup. Can jump back before firing if holding down.
Ki Super	Death Wave	100	Slow startup. Knockback/knockdown followup.
Strike Super	Rocket Tackle	100	Slow startup. Knockback followup.
Ki Super	Spirit Blaster	100	Slow startup. Knockback/knockdown followup.
Ki Super	Blazing Attack	100	Combo finisher.
Strike Super	Charge	100	Combo finisher.
Strike Super	Sauzer Blade	100	Slow startup
Ki Super	Chaos Shot	100	Slow startup. Fires shots in all direction or fires in a frontal cone if held. Front cone can deal up to 2786 in melee, round cone up to 1857.
Strike Super	Deadly Dance	100	Combo finisher. Combo extender. Can chain into itself infinitely.
Ki Super	Ki Explosion	100-400	Slow startup, 5802 at 4 Ki bars. Damage is a bit inconsistent.
Strike Super	Orin Combo	100	Combo finisher.
Strike Super	Meteor Crash	100-300	Combo finisher. 4641 at 3 Ki bars.
Strike Super	Gigantic Rage	200	Grab move that cannot be used mid combo but can be used as an evasive eating up 300 stamina.
Strike Super	Explosive Buu Buu punch	100	Slow startup.
Ki Evasive	Dimension Cannon	300	Breaks guard if blocked, weird.
Ki Super	Consecutive Energy Blast	100	Slow startup. Knockback/knockdown followup. Very good homing and decent damage with a fast animation. Really good move to spam.
Ki Super	Blades of Judgment	100	Slow startup. Knockback/knockdown followup. Need to hold button for more shots. Blades that hit terrain stay there until you let go of the button at which point they explode.
Ki Super	Galick Beam Cannon	100	Slow startup. Is a knockback/knockdown followup even when fully charged for 4056 damage.
Ki Super	Galick Gun	100	Slow startup. 4056 at full charge. Knockback/knockdown followup at full charge.
Ki Super	Emperor's Blast	100	Backwards ki blast. Allows for a free move.
Ki Super	Double Sunday	100	Slow startup. Knockback/knockdown followup.
Ki Super	Tyrant Lancer	100	Combo finisher. Knockback/knockdown followup.
Ki Super	Reverse Launcher	100	Slow startup. Knockback/knockdown followup.
Ki Super	Menacing Flare	100	Slow startup. Knockback/knockdown followup. If misses or hits guard teleports behind enemy for a kick for the same damage.
Ki Super	Elite Beam	100	Combo finisher. Knockback/knockdown followup.
Strike Super	Ice Claw	100	Slow startup, blinds.
Strike Super	Mach Kick	100	Slow startup but can use other moves interrupting it. Inconsistent - middle of the move does not hit a lot of times and gives a window to guard.
Ki Super	Jumping Energy Wave	100	Slow startup. damage is inconsistent with max damage seemingly being 3948.
Ki Super	Kamekameha	100	Slow startup. Knockback/knockdown followup.
Ki Super	Trap Shooter	100	Slow startup, fires 8 balls with really good tracking. Knockback followup. Move gets canceled if pressed again before launching.
Strike Super	Power Pole Combo	100	Combo finisher. Can press multiple times for the full combo with a lengthy end animation.
Strike Super	Dragon Blitz	100	Combo finisher and damage is shown if you just press the button twice with neutral stick input. Can be used as a knockback/knockdown followup if you hold the stick in a direction and press the button several times for 1858 damage. If you use directional input after initiating it as a finisher you will get a knockdown but the damage will only be 1974.
Ki Super	DIE DIE Missile Barrage	100	Slow startup. Knockback/knockdown followup.
Ki Super	Riot Javelin	100	Slow startup. Deals 4646 when own hp is low and becomes a knockback followup.
Ki Super	Ki Blast Thrust	100	Slow startup. Knockback/knockdown followup. Dash that cancels supers and ki blasts.
Ki Super	Gravity Impact	100	Slow startup but does a very long knockback that allows for usage of slow supers or fast ults. Cancels ki supers and ults.
Ki Super	Death Psycho Bomb	100	Frieza Krillin explosion move. Slow startup, goes through block. Knockback/knockdown followup.
Strike Super	Arm Crash	100	Slow startup, breaks guard. Deals 232 if breaking guard. Allows for followup.
Strike Super	Recoome Kick	100	Knockback followup, gives a basic attack buff. Can be used as a knockdown followup but sometimes does not connect.
Strike Super	All Clear	100	2904 when countering from a block.
Strike Evasive	Headshot	300	Single target knockback with your finger
Strike Super	Pearl Flash	100	Slow startup. Knockback followup. 2788 when fully charged.
Strike Super	Aura Slide	100	Combo finisher, combo extender. Best used when pressing a direction to get more hits and include the stab. The forward stab is a long stagger with restand and allows for combo extension. Can get 4 back hits if holding the back direction. Only 2 chops if no direction is pressed.
Strike Super	Sneaky Strike	100	Disappear and have control of your horizontal movement. Press button again to appear in a dash forward for damage or press guard to just reappear back. Can use a dash to cancel the animation both when you finish the move or appear from using guard.
Strike Super	Super Mad Dance	100	Combo finisher. 4274 when transformed with Potential Unleashed, deals less damage and has a different animation without a transformation.
Ki Super	Evil Flame	100	Slow startup. Knockback/knockdown followup. Second part of the animation can be canceled if you press the button again. If you hold the thumbstick left the breath will go from right to left.

KI Super	Perfect Shot	100	Knockback followup, allows you enough time to chase enemy and extend combo. Can combo into itself multiple times or into Flash Strike or Savage strike and maybe something else. Really good move and it was dealing almost double damage some time ago. Carried me through almost the entire the game at that point.
KI Super	Endless Shoot	100-430	Slow startup. Knockback/knockdown followup. Can switch targets when firing. Can hold button to drain ki for more damage, max is 5875 at approximately 4,3 KI bars.
Strike Super	Gigantic Omega	100	Slow startup, knockback and knockdown followup that does a slow knockback allowing to catch up and extend the combo.
Strike Super	Hawk Charge	100	Combo finisher.
KI Super	Punisher Shield	100	Combo finisher and a counter. Counters strike moves with 2724 damage and ki moves with a small ki blast for 320 damage.
KI Super	Burst Slinger	100	Slow startup. Goes through guard and only deals 1950 when doing so. Can be used when boost dashing. If you are hit during the start of the move you will dodge and then perform it anyway. Not sure how the dodge works entirely but it worked against a basic attack at least.
Strike Super	Final Cannon	100	Combo finisher.
Strike Super	Brave Sword Slash	100	Combo finisher if spamming button. Knockback/knockdown followup.
Strike Super	Burning Shot	100	Combo finisher, knockback/knockdown followup. Can be used after other super with knockback for a combo. Cannot combo into itself however.
KI Super	Split Finger Shot	100	Slow startup.
Strike Super	Android Rush	100	Combo finisher.
KI Super	III Bomber	100	Slow startup, you have super armor during this even when stamina broken.
Strike Super	Raid Blast	100	Combo finisher but need to press the button fast. The kick can become charged to go through guard. If you hold the thumbstick in a direction you do not do the kick and just teleport above the enemy and start smacking at them so this can be used as a knockback/knockdown followup. If your enemy hits the ground as you smack them you get bonus animation for more damage. MI highest total damage for the kick with the bonus animation was 3696 but it seems to depend on the height.
KI Super	Heavenly Arrow	100	Slow startup. Knockback/knockdown followup. Most times misses a few shots. If holding forward or side on the thumbstick when casting does a delayed unblockable slash.
KI Super	Energy Wave Combo	100	Can be used as a combo finisher uncharged. Knockback/knockdown followup. 3601 damage when fully charged and all 7 beams hit.
KI Super	God of Destruction's Anger	200	Slow startup. Stamina break. Cannot be used after a combo, has a delay. Can be used after a Z vanish in a combo though so you can easily land this after a knockback or knockdown.
KI Super	Power Impact	100	Slow startup. Damage is inconsistent. Knockback followup. Knockdown followup on low altitude. Buffs ults damage by 7.5%.
KI Evasive	Spreadshot Retreat	300	Very inconsistent. Damage is shown if all blasts hit and that usually requires you to be at a good distance from the enemy when there is not much point to use an evasive so...
KI Super	Change The future	100	KI counter, description incorrectly says it is a strike counter. When countering from close range seems to deal 2263.
KI Super	Dimensional Hole	0	Only reacts to ordinary ki blasts(not even supers). Spawns an explosion behind the enemy.
KI Super	Destructo-Disc	100	Slow startup. Goes through block and deals 1626 when breaking block. Allows for a free move if it hits.
Strike Super	Super God Fist	100	Combo finisher. Smack their face!
Strike Super	Eagle Kick	100	Combo finisher. Combo extender when at the ceiling.
Strike Super	Dodoria Headbutt	100	Slow startup. Knockback/knockdown followup. Guard breaks and you can instantly use an ult but leaves you exposed otherwise.
KI Super	Dragon Flash Bullet	100-300	Slow startup. Can hold button to drain up to 3 KI bars for up to 3638 damage. Usually deals less unless in hugging melee.
KI Super	KI Blast Cannon	100	When enemy is in fall animation it puts them back into a standing state and is a long stagger.
Strike Super	Gigantic Charge	200	Slow startup. Knockdown followup at low altitude but tracking might let you down sometimes. Goes through block and can be charged for 3485 damage and a stamina break. Can be used as an evasive eating up 300 stamina.
KI Super	Total Detonation Ball	100	Slow startup. Knockback/knockdown followup. You jump up at the start of the move and apparently have iframes for a moment as you rise according to the description.
KI Super	Death Beam	100	Combo finisher. Knockback/knockdown followup. Really good and fast move overall, need to press 3 times for 3 beams. Can be used as a combo extender in the air when firing only one beam, preferably not after a knockback/knockdown.
KI Super	God of Destruction's Wrath	100	Slow startup. Fires multiple shots in all directions each dealing 801. Can hit for less or more.
KI Super	Holy Wrath	100	Slow startup. Knockback followup. Can hold button to charge the move while moving around to deal up to 3485 at stage 3.
Strike Super	Freedom Kick	100	Slow startup. Knockback/knockdown followup. Good gap closer.
KI Super	Turtle Style Last Resort	100	Slow startup. Paralyzes at the end. Deals 3,5 stamina bars damage if hitting a block. Sometimes works as a knockdown followup at low altitudes but not reliably.
KI Super	Shining Friday	100	Combo finisher. Hold the button for the full move.
KI Super	Murder Grenade	100	Combo finisher. Can combo into other long charging abilities like full charge Tri-Beam or Recoome Eraser Gun or other slow supers or fast ults.
Strike Super	Meteor Blow	100	Combo finisher. Combo extender. Can be canceled into a stamina break out of the vanish.
KI Super	Mighty Explosive Wave	100	Slow startup. Allows for a free move.
KI Super	Flash Bomber	100-300	Slow startup. Can hold button to drain up to 3 KI bars for more damage. Max damage unknown since it has wide spread, around 4860.
Strike Evasive	Bloody Counter	300	Can hold button to drain KI really fast. Deals 7733 at 10 KI bars.
Strike Super	Super God Shock Flash	100	Strike counter. Why did the damage get lower?=(
KI Evasive	Victory Cannon	300	
KI Super	Burst Reflection	100	Slow startup. 2672 damage when countering something. You have super armor when using this.
KI Super	Tail Slicer	100	Slow startup. Goes through block dealing 1603 damage.
KI Super	Ice Field	100	Slow startup. Very short aoe melee freeze. Gets super armor when casting.
KI Super	Energy Shot	100	Knockback/knockdown followup. If not charging can be used as a combo finisher for only 929 damage.
KI Super	Evil Eyes	100	Knockback/knockdown followup. It sends the enemy towards you when used as a knockback followup so you can fly up to them and extend the combo.
Strike Super	Shockwave	100	Combo finisher. Sends into a knockback with 185 damage when guarded and allows for an extension.
Strike Super	Soaring Fist	100	Damage is for one burst if you just tap the button which has shorter range than the 3 bursts if you hold the button. If you hold the button you fire 3 bursts which sum up to 2788 damage but the damage spread goes 697/697/1394. Knockback/knockdown followup. Can be used as a combo finisher but is tricky with input.
KI Super	Temporal Holy Ray	100	Knockback/knockdown followup if you just tap the button. If you hold the button you will charge the clock to delay the blast but you can still press the button again later for a manual beam release on all clocks. Does NOT consume holy inscription charges and allows placing additional clocks with a max of 2 clocks at 4 charges and max 3 clocks at 8 charges. It seems that if you want to place a new clock you need to have neutral input on the left thumbstick and if you have a directional input most of the time you will fire all the clock beams.
KI Super	Powered Shell	100	Slow startup. Knockback/knockdown followup. Can be used when attacked for 300 stamina.
Strike Super	Mach Punch	100	Combo finisher that knocks back and can be followed up. Combo extender. Damage is inconsistent.
KI Super	Lightning of Absolution	100	Slow startup. Knockback/knockdown followup. Amazing tracking since the lightning spawns right at the enemy.
KI Super	Handy Canon	100	Combo finisher. Can be canceled by a dash to extend the combo. Fires blasts in a cone each dealing 267 damage.
Strike Super	Punisher Drive	100	Slow startup. Puts you in a stance where you can move with up down left right and deals damage when getting close to the enemy. Defensive too. Appear behind enemy after hitting.
KI Super	Crusher Ball	100	Slow startup. Allows for a free move by catching up.
KI Super	Pretty Cannon	100	Slow startup. Knockback/knockdown followup. can be charged up to deal 2781 damage but will stop being a followup.
Strike Super	Lovely Cyclone	100	Combo finisher. Damage might be inconsistent since it can miss a few hits. Can press button again to end the move early with a short knockback that is a combo extender.
Strike Super	Savage Strike	100	Knockback/knockdown followup. When pressing button second time teleports above enemy and deals 2904 damage but misses a lot. Can be comboed after perfect shot (even with the teleport from above), works similar to flash strike after perfect shot.
KI Super	Light Grenade	100	Slow startup. Knockback followup when fully charged. Deals 3485 at full charge. Spam button to charge.
Strike Super	Drain Charge	100	Slow startup. Is a grab move. Drains 5 bars of KI.
Strike Evasive	Spinning Blade	300	Spin around your opponent and hit him from behind with a blade.
Strike Super	Variant Drive	100	Slow startup. Knockback/knockdown followup. Combo extender. If used from neutral you can hold the thumbstick in a direction and press the button again to stop and fire a short range blast for 2788 damage. Deals 2090 damage when hp is in danger and the blast still deals 2788.
KI Super	Photon Swipe	100	Combo finisher. Knockback/knockdown followup.
KI Ult	Goody Chronos Cannon	300	You get 4 charges to shoot a ki blast somewhat similar to a perfect shot so you get a knockback/knockdown followup and also can combo 2 shots into each other. Sometimes one shot lands 6 hits instead of 5 and deals 1857 damage but on very rare occasions. Consumes holy inscription charges to deal more damage. At 4 holy inscription charges starts dealing 2205 and 2553 on rare occasions. At 8 holy inscription charges starts dealing 2785 and 3249 on rare occasions.
Strike Super	Critical Upper	100	Combo finisher and extender.
KI Super	Blaster Ball	100-1000	Slow startup. Knockback/knockdown followup. Can keep spamming button to throw more balls at the cost of KI. Deals 17291 damage at 10 KI bars.
KI Evasive	Chaos Wall	300	Damage shown if used in melee ranged which gives an additional hit. Can be charged up to become faster and deal 1740/2159 damage.
KI Super	Burst Kamehameha	100-200	Combo finisher. Allows to catch up and do an extension when using only one button press. Knockback/knockdown followup. Can press button again for bonus damage up to 3825 total depending on your timing. Best used as a finisher.
KI Super	Revenge Final Flash	100	Slow startup. Allows to catch up for extension. Knockback/knockdown followup. Can hold button to use up to 3 KI bars for 3564 damage. When health is in danger you can hold it for longer and deal up to approximately 6173 damage. Still only uses 3 KI bars at low hp.
Strike Super	Sonic Bomb	100	Knockback followup. Can be used as a counter or catching Z vanishes.
KI Ult	Neo Tri-Beam	300	First beam deals 1394, and every following one deals 929.
Strike Super	Pressure Sign	100	Counter for everything. Why did the damage get lower?=(
KI Super	III Rain	100	Slow startup. Guess it can be used to secure yourself if the enemy starts hitting you.
KI Super	Super Ghost Kamikaze Attack	100	Slow startup.
KI Super	Gorgeous Shot	100	Slow startup. Jump above enemy and hit them knocking them up so that they are right in front of you. Allows combo extension. If used as a knockdown followup it tracks the opponent and seems to always hit.
Strike Super	Rebellion Spear	100	Slow startup. Dash around only in the horizontal plane and damage on collision.
Strike Super	Feint Crash	100	Slow startup. Teleports behind the enemy and punches. Can press button again to teleport again to the other side and kick for 1626. Allows a free super or even a stamina break is you use the punch and an extension after the kick.
Strike Super	Spirit Stab	100	Combo finisher and combo extender. Knockback/knockdown followup. Goes through guard dealing 697 damage.
Strike Evasive	Hyper Movement	200	Teleport behind the enemy and hit them, can be used as a knockback followup to extend the combo.
KI Super	Saturday Crash	100	Slow startup. Knockback/knockdown followup. Paralyzes for a moment which makes it a combo extender.

Strike Ult	Burning Spin	400	Mobile ult, deals 2 hits combo and knocks back, 2 hits deal 1394, repeatable. Great move against gigantic monkeys, it destroys them.
Strike Super	Sonic Kick	100	Knockdown followup at low altitude, inconsistent knockback followup. Combo finisher. Combo extender - second hit is a knockback that allows you to catch up with the opponent and keep smacking them. If used on a blocking enemy can hit them in the back on the second hit. Apparently it does not work well if the target is on the ground.
KI Evasive	Super Explosive Wave	200	Wide explosion, knocks enemies flying spinning diagonally.
KI Super	Eye Beam	100	Slow startup. Knockback/knockdown followup. Move into the direction where you press. Allows to extend combo after knockback/knockdown if going forward.
KI Super	Reverse Shot	100	Slow startup. Knockback/knockdown followup but seems to not hit all shots after a knockback a lot of times. Move seems to have bad tracking but it flies past the enemy and then turns back and tracks them from the back. When your health is in danger it starts firing 8 shots instead of 4 for a total of 3098 damage.
KI Super	Ray Blast	100	Slow startup. Knockback/knockdown followup. Allows to catch up for extension. Description says it can be canceled into an ult. This works for gigantic burst but it already is a followup on its own. It can probably be canceled into other fast ults which are followups anyway.
KI Super	Super Ghost Buu Attack	100	Slow move. Spawns 5 ghosts each dealing 320 damage. Need to press button again for the ghosts to chase the enemy.
Strike Super	Hyper Tornado	100	Combo finisher. Inconsistent damage. Sometimes hits 9 times for 1415 damage.
KI Super	Genocide Shell	100	Slow startup. Throw 4 balls in a line of all in front of you. When using in melee deals 1615 total.
KI Super	Destruction's Concerto: Meteor	100	Knockback followup. Spawns orb behind enemy. Conductor makes it shoot 5 orbs in a spread formation towards you. The orb that hits deals 1858 damage.
KI Super	Destructive Ray	100	Combo finisher and extender.
KI Super	Destruction's Concerto: StarFall	100	Spawns 2 orbs above in front. Conductor makes them shoot 6 total homing orbs. Each orbs deals 348 damage for 2088 total.
Strike Super	Holy Inscription	100	Can be chained up to 4 times using KI to deal 1161/929/929/1626 damage. Gives charges to the other SKoT abilities. As you build charges the move gets shockwaves that increase the range a bit.
KI Super	Paralyze Beam	100	Backhit laser beam.
Strike Super	Stone Bullet	100	The stones that fly high will almost always miss if your character is tall, this is a Goten move. Low damage but can be an annoyance.
KI Ult	Double Death Slicer	300	Each disc deals 929. Keep pressing the button for the discs to home in again.
KI Super	Shine Shot	100	Dash to the side and fire a ki blast. Can dash afterwards to start a combo.
KI Super	Side Bridge	100	Can work as a knockdown/knockback followup. Fires a blast that boomerangs back and can hit the enemy in the back. Was a combo finisher before but now it is going above Trunk's head, wtf.
KI Evasive	Maiden Burst	300	
KI Super	Feint Shot	100	Slow startup. If holding button down will shoot without the 2nd teleport. If not holding or letting go before shooting then will teleport again.
Strike Evasive	Time Skip/Tremor Pulse	200	Teleport behind opponent, activate time skip and kick.
Strike Super	Namek Finger	100	Combo finisher. Combo extender. Grab move.
KI Super	Kairos Cannon	100	Spawns 4 orbs around you that will home in at the enemy one by one if you leave them each dealing 232 damage. If you press the button again you will send all the orbs flying towards the enemy. Consumes holy inscription charges to spawn more orbs so each holy inscription charge gives an additional orb up to 12.
KI Super	Kill Driver	100	Slow startup. Tap the button to charge the move and deal 2788 damage when detonating at full charge.
Strike Super	Time Skip/Flash Skewer	100	Combo finisher, combo extender. Cancels guard and goes through guard.
Strike Super	Finishing Blow	100	Slow startup that teleports behind the enemy. Knockback/knockdown followup and also a combo extender.
KI Evasive	Break Strike	300	
KI Super	Thunder Eraser	100	Slow startup. Blinds.
KI Evasive	Absolute Zero	300	
KI Evasive	Dragon Burn	200	
Strike Super	Super Drain	100	Slow startup. Is a grab move. Drains a little bit less than 2 stamina bars.
Strike Super	Hyper Drain	100	Slow startup. Is a grab move. Drains 2 KI bars and 1.5 stamina bar.
Strike Super	Rolling Hercule Punch	100	You have iframes while rolling. Allows to start a combo after the punch hits.
Strike Evasive	Spirit Slash	200	Yellow aura horizontal diagonal hand chop(seems like adult Gohan stuff).
KI Super	Destruction's Concerto: Comet	100	Slow startup. Spawns orb in front, moves slowly forward. Conductor launches it at enemy(no tracking) for 2829 damage.
KI Evasive	Blaster Meteor	300	
KI Evasive	Rolling Bullet	200	Fires ki blasts around you while ascending, Android 18's evasive.
KI Super	Crazy Finger Shot	100	Combo finisher. Combo extender. Knockback/knockdown followup. Can hold button to deal more damage, deals around 8946 at 7 KI bars. Works in a strange way, at first the lasers are weak but grow more powerful with each hit and final hit always deals 1068.
Strike Evasive	Energy Barrier	300	Hold the button to extend barrier at the cost of cost of KI. Hits twice for total 928. Knockback allows to catch up for extension.
KI Super	Dodon Ray	100	Knockback/knockdown followup. Combo finisher. Combo extender.
KI Super	Freezing Beam	100	Slow startup. Knockdown followup on low heights. Allows for a free move.
KI Super	Senko Ki Blast	100	Blind the enemy and jump up. Has iframes, can dodge ults with this. Can counter Z-vanishes since blind is aoe.
KI Super	Confusion Blade	100	Combo finisher. Weird move since it does a slash and leaves some shurikens in the air that try hitting the target after a delay. They can miss since tracking ain't that good. If you hold the left thumbstick down it slashes 2 times and deploys the shurikens to the right and left.
KI Super	Energy Minefield	100	Slow startup. Deploys several randomly positioned mines that hit with a verital pillar and slightly paralyze the enemy. Weird move but can probably be used as a knockdown followup cause they can catch people after recovery if the rng decides to properly position them.
Strike Evasive	High Tension Turn	300	Roll back in an arc and come back with a punch. Allows to catch up for an extension.
Strike Evasive	Psychic Move	300	Teleport behind the enemy and hit them.
Strike Super	Destruction's Conductor	0	0 KI cost. Slow startup.
Strike Super	Fake Death	0	OP spamable iframes.
KI Super	Darkness Twin Star	100	Slow startup. 2 orbs fly around you and deal damage when enemy is in melee range. Can press button again to fire them for 3206 damage which can be a knockback followup.
KI Super	Psycho barrier	100	Combo finisher. Aoe shield barrier, can press button up to 4 times total to expand it and can hit the enemy with each expansion for 348/348/697/1162 damage for a total of 2555 damage max.
Strike Evasive	Buu Buu Ball	300	
KI Evasive	Explosive Wave	300	Staggers enemies and allows you a free move.
KI Evasive	Energy Field	200	Can hold button to keep it up at the expense of KI.
KI Evasive	Force Shield	200	Vegitto move.
KI Evasive	Energy Dome	300	To deal damage need to press a second time which makes the dome bigger. Can hold it using your own KI to deflect enemy KI moves.
Strike Evasive	Brutal Buster	300	Can press the button repeatedly to charge the move for up to 2555 damage.
Strike Evasive	Spirit Explosion	200	Goku's blue shockwave
Strike Evasive	Angry Shout	300	Restores 1 KI bar. 138 damage if all 6 hits land, usually deals less though.
Strike Evasive	Turn Retreat	300	If you jump back you only hit once for the 116 but if you jump forward you can hit 3 times for a total of 348 damage.
Strike Super	Dynamite Kick	100	Slow startup. 6151 when fully charged but keeps giving different numbers.
Strike Super	Go-Go Gum	0	Disable that goes through block but cannot damage opponent while they are in the gum or falling out of it.
Strike Super	God of Destruction's Roar	0	Forces enemy to guard and drains their stamina. Leaves exposed if draining more then approximately 2 stamina bars. Max drain is 2.5 bars.
KI Evasive	Fake Blast	0	Blinds.
KI Super	Candy Beam	0	Slow startup. Turn enemy into candy. Goes through guard.
KI Super	Petrifying Spit	0	Slow startup. Turn enemy into stone. Goes through guard.