


Smite Fighting Game

THE NUMERIC ANNOTATION SYSTEM



The numeric annotation system is based on the number arrangement found on the number pad of a standard keyboard.

Each number corresponds to a different direction.

1 = pressing down and back at the same time.
2 = Pressing down (and so forth).
5 is "neutral position", which means that you don't press any direction and let the joystick return to its neutral position in the center.



System Mechanics:

- Two touch game. This means two full combos will kill opponents, some characters will require 3. No double jumps. 90 secs per round.
- Win 2 rounds in order to win a match
- 236X= A quarter circle forward motion + any attack button
- 22X= Press down twice + any attack button
- 214X= A quarter circle back motion + any attack button
- 236XX= A quarter circle forward motion+ any 2 attack buttons
- A max of 3 bars, H specials cost one bar while Ultimates cost 2

- Power will act as the character's trait which will be like their passive in Smite.
- Powers go on cooldown after use
- Specials and Supers can chip kill but any moves that do DOT will not
- L+M=Grab, H+P= Reversal (Cost one bar), M+P=Burst (Similar to Guilty Gear)
- Anti-Airs are air unblockable, High attacks can be crouched under or blocked standing, Overheads must be blocked standing, Mids can be blocked standing or crouching, Lows must be blocked crouching.
- 1 restand and stagger allowed per combo, 2 ground bounces and wall bounces, and 2 OTGs. Combo Limit is put into place to prevent infinites
- Back dashes are throw invulnerable. This means if a person backdashes they are unable to be grabbed for the duration of the back dash
- 23 characters on the base roster

Characters:

- [Neith](#)
- [Fenrir](#)
- [Bellona](#)
- [Thor](#)
- [Awilix](#)
- [Set](#)
- [Ravana](#)
- [Arachne](#)
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- [Ra](#)
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- [Odin](#)
- [Baron Samedi](#)



Neith-1000HP

Character theme: https://www.youtube.com/watch?v=lOFGQaVZXpI&ab_channel=AnaRivas

Character Difficulty: Beginner

Play Style: Keep Away/Set-ups

Strengths: Strong keep away game, excellent setups, long range normals allows for decent zoning.

Speed: Average

Power: Broken Weave- Neith will place a weave down on the screen, **4P** is close weave, **5P** is midscreen weave, **6P** is fullscreen weave

Ability 1:236X Spirit Arrow- if shot through a weave it will deal more damage, **L** shoots an arrow a short distance, **M** shoots it midscreen and staggers, **H** Shoots it fullscreen and restands if shot through a weave.

Ability 2:236X(Air) Spirit Arrow- **L** arrow shoots straight, **M** arrow shoots at an angle down, **H** shoots at an angle down and is an overhead

Ability 3:22X Unravel- if used on a weave it will health a little bit of health, button will determine range and **H** deals more damage

Ability 4: 214X Back Flip- Neith backflips and places a weave where she started the jump from. Button determines damage, **H** deals more damage and places down two weaves: One where she jumped and the second in front of where she landed.

Ultimate: 236XX World Weaver-Low attack, Neith slides into opponent starting the cinematic super

Normals:

5L- Neith elbow jabs the opponent. Mid

5LL- Neith slaps the opponent. Mid

5M- Shoots one arrow forward. High

5MM- Shoots an arrow angled a bit down. Mid

5MMM- Shoots a final arrow straight. After the final shot Neith is put in an animation where she looks winks at the opponent. Can only use H specials or Ultimate as a follow-up. Mid

4M- Shoots an arrow angled at the sky. Hits airborne opponents. Not an Anti-Air

5H- Horizontal slash with bow. High

5HH- Big kick to the chest. Hard knockdown. Mid

2L- Neith jabs at the feet. Mid

2M- Neith slides towards opponent. Low

2H- Neith swings her bow up. Anti-Air and launcher

Jump L- Jumping forward knee. Good air-to-air. Overhead

Jump M- Arrow shot angled down. Can OTG. Overhead

Jump H- Swings bow straight down. Overhead. Ground bounced airborne opponent

Forward Throw: Grabs the opponent and does a backflip away leaving a broken weave on the ground. Neith can use an air Spirit Arrow while she is in the air.

Back Throw: similar to back throw but Neith switches sides when she grabs.



Fenrir-1000HP

Character Theme:

https://www.youtube.com/watch?v=zQNsgetQHpQ&ab_channel=MaxieDaMan

Character Difficulty: Intermediate Play Style: Rushdown

Strengths: Lots of corner carry, Strong corner mix

Speed: Fast

Power: Unbound Runes- When active Unchained, Brutalize, and Ragnarök will gain additional abilities

Ability 1: 214X Unchained- **L** leaps short distance, **M** leaps medium distance good for crossups, **H** leaps fullscreen. When Runes are active Unchained will leap at the opponent's location

Ability 2: 22X Seething Howl- damage buff on normal and specials, button determines duration, **H** will allow Fenrir to lifesteal as well

Ability 3: 236X Brutalize- Rekka, **L** is singular hit, **M** full Rekka, **H** full Rekka plus wallbounce. When Runes are active Fenrir will become projectile invulnerable for the duration of the Rekka

Ultimate: 236XX Ragnarök- command grab, carries Opponents to the wall for a hard knockdown. Can be used as combo ender but cannot combo after. When runes are active Fenrir will activate **H** Seething Howl automatically

Normals:

5L: Claw swipe. Mid

5LL: Claw swipe with the opposite hand. Mid

5M: Fenrir headbutts the opponent. Mid

5MM: Fenrir bites the opponent's chest. mid

5MMM: Fenrir howls. Hard knockdown. Mid

5H: Fenrir stands on his front legs and kicks the opponent with one of his back legs. Mid

5HH: Axe kick that leads to a hard knockdown. Overhead.

6H: Fenrir stands and bites down. Overhead. OTGs

2L: claw swipes at feet. Low. Moves him forward

2M: Fenrir lays on his stomach and swipes at the opponent's feet. Low.

2H: Fenrir swipes a claw above his head. Similar to Sabrewulf's Eclipse. Anti-air and Launcher.

Mid

Jump L: air version of 5L. Good air-to-air. Overhead

Jump M: Fenrir swipes his claws under him. Good for crossups. Overhead

Jump H: Fenrir stomps down his feet. Ground bounces. Overhead

Forward throw: Fenrir bites the opponent's leg and tosses them in front of him. Wall bounce in corner

Back Throw: Tosses the opponent behind him. Will wall bounce in corner



Bellona-1000HP

Character Theme: https://www.youtube.com/watch?v=2HqtPRtmAVQ&ab_channel=Redblogij

Character Difficulty: Intermediate Play Style: Rushdown

Strengths: Very strong pressure

Speed: Average

Power: Master of War- Activating this will give Bellona a buff randomly to one of her specials.

A meter under her health bar will show which special is buffed. Can be used 3 times in order to buff every weapon. Buff disappears when hit in order of activation or when used by special.

Ability 1: 214X Shield Bash- Charging Star, **L** charges forward short distance **M** medium distance, **H** Has Super Armor on startup. When buffed, Shield Bash will have guard point

Ability 2: 236X Bludgeon- **L** does one hammer swing, **M** ends in an overhead, **H** ends in an overhead + hard knockdown. When buffed, bludgeon will launch on final hit

Ability 3: 22X Scourge-will give Bellona recoverable grey health. **L** recovers 100health, **M** recovers 150, and **H** recovers 200. When buffed, scourge will heal Bellona instead of giving her recoverable health

Ultimate: 236XX Eagle's Rally- Cinematic Super, Bellona hits opponent with each weapon ending with the flag. Master of War is fully charged after the super ends.

Normals:

5L: Sword hit. Mid

5LL: Another sword hit. Mid

5LLL: Roundhouse kick. Mid

5M: Horizontal whip attack. High

5MM: Vertical whip attacks. Hard knockdowns. Mid

6M: Bellona bashes the opponent with her shield. Overhead. OTGs

4M: Bellona swings her shield reflecting 1 projectile. Will not work on beam projectiles. High, crumples on hit

5H: Vertical hammer hit. Mid

5HH: Horizontal hammer attack. Opponents are spinning off the ground after the hit. Mid

2L+M: HitGrab, Bellona steps on opponent. Low. Good for meterless combo ender

2L: Bellona extends her leg for a crouching low kick. Low

2M: Swings sword at the ground. Low

2H: Rising shield attack, Launcher, Anti-air

Jump L: Bellona swings her sword horizontal. Air-to-Air. Overhead

Jump M: Bellona attacks with her whip at an angle. Long reach. Overhead. Hard knockdown

Jump H: Bellona swings her hammer down. Overhead. Ground Bounces

Forward Throw: Bellona grabs opponent with her whip and punches them the head straight down. Her grab heals any recoverable health she had.

Back Throw: Similar to forward throw but switches sides



Thor-950hp

Character Theme: https://www.youtube.com/watch?v=NJ8siEfk4QY&ab_channel=Doopliss

Character Difficulty: Beginner

Play Style: Rushdown

Strengths: High Damage, can build meter with his taunt

Speed: Above Average

Power: Warrior's Madness- Thor gains a damage buff when activated

Ability 1: 236X Mjolnir's Attunement- **L** does one hammer throw, **M** hammer comes back after throw, **H** Comes back fast enough to frame trap

Ability 2: 22X Tectonic Rift- Thor creates makeshift wall that allows one wallbounce, **L** creates a short distance wall, **M** creates a medium distance, **H** creates medium distance wall but allows 2 wallbounces off it

Ability 3: 214X Berserker Barrage-**L** spins 3 times dealing damage to opponent, **M** wallbounces, **H** Wallbounces with more damage

Ultimate: 236XX Anvil of Dawn- Thor's MVCI level 3 hyper combo

https://www.youtube.com/watch?v=Cx1YCi3VqdM&ab_channel=KimVinicius

Normals:

5L: short jab. Mid

5LL: knee attack. Mid

5M: Far reaching advancing jab. Mid

5MM: Leg Sweep. Low. Sets opponents into a spinning state if they are off the ground

4H: Thor golf swings his hammer. Mid. Wall Bounces

5H: Hammer attack. Mid

5HH: Vertical Hammer attack. Mid Knocks down

2L: Crouching jab. Mid

2M: Rising knee. Hits twice, Anti-air and Launcher, Mid

2H: Slams hammer on the floor. OTG. Low

Jump L: Vertical Hammer Swing. Overhead. Ground Bounces

Jump M: Thor dives at an angle with his hammer in front of him. Mid

Jump H: Dropkick. Will wallbounce. Overhead

Forward Throw: Grabs the opponent and calls a lighting strike down to hit them.

Back Throw: Grabs the opponent and turns around to smack them with his hammer.



Awilix-950HP

Character Theme:

https://www.youtube.com/watch?v=pzDmODDVmDM&ab_channel=canuck0boy

Character Difficulty: Intermediate Play Style: Mixup

Strengths: Strong 50/50 mix, Decent midrange play

Speed: Above Average

Power: Initiative- Awilix gets in a stance that will parry the opponents next attack. If the opponent attacks Awilix in this stance they will be launched for a full combo. Does not work on projectiles.

Ability 1: 22X Summon Suku- **L** short jump, **M** Far jump, **H** far jump and more damage

Ability 2: 236X Feather Step- Projectile Immune on startup, **L** flips in front of opponent, **M** Flips behind, **H** flips behind and more damage

Ability 3: 214X Moonlight Charge- Suku charges at the enemy, **L** charges suku straight, **M** launches enemies in the air, **H** launches and deals more damage

Ultimate: 236XX Gravity Surge- Anti-Air Command Grab, Grabs enemy out of the sky no matter what range they are at, Can combo into and combo after the super

Normals:

5L: Shin kick. Standing Low

5LL: Vertical straight kick. Mid. Sends opponents spinning backwards

5M: Straight Spear attack. High. Whiffs on crouching

5MM: Another spear attack. Mid.

5MMM: Last spear attack, Awilix swings her spear down for an Overhead

6H: Double hitting Cartwheel. 1st hit is an Overhead 2nd is a Mid

5H: Roundhouse kick. Mid

5HH: Awilix gets on her hands spinning her legs and hitting the opponent. Similar to Orchid's

Flick Flack in Killer Instinct. Good for combo extensions. Mid

2L: short crouching jab. Low

2M: Awilix does a split and extends her spear for an attack. Low

2H: Awilix spins on one hand rising with her feet. Launcher, Anti-Air. mid

Jump L: Rising Knee. Can be used as an instant overhead. Good air-to-air. Overhead

Jump M: Hits you with the heel of her foot. Ground bounces

Jump H: Awilix comes straight down with her spear impaling the opponent. Crumples if the opponent is standing, Hard knockdown if they are off the ground.

Forward Throw: Awilix turns her back to the opponent while suku pounces and attacks them 3 times.

Back Throw: Awilix somersaults over opponent dropkicking them in the head for a hard knockdown.



Set-900HP

Character Theme: https://www.youtube.com/watch?v=M4vJn0IikkQ&ab_channel=edberg2735

Character Difficulty: Advanced

Play Style: Mixup

Strengths: High Risk High Rewards, Left/Right Mixups, High Damage, His dash turns him to sand allowing him to dash through opponents

Speed: Fast

Power: Relentless- If Set attacks the opponents while Relentless is active, he will gain a stack of Relentless maxing out at 5 stacks. These stacks will increase the damage the damage set does and receives. Stacks decrease with each hit Set receives.

Ability 1: 236X Skewer- fireball, **L** short distance, **M** medium distance, **H** far distance + more damage

Ability 2: 214X clone- **L** places sand clone in front of opponent, **M** Places it behind, **H** places 2. Do 214X to teleport to the clone placed. Opponents can hit the sand clone to make it disappear. Clone will explode for damage if Skewer is used on it.

Ability 3: 22X sandstorm- creates a sandstorm around set making him projectile invulnerable, button pressed determines duration

Ultimate: 236PP Kingslayer- Morrigan's MVC3 Astral Vision. Set creates a clone of himself on the opposite side of the opponent that will mirror everything Set does.

<https://youtu.be/HCMstiNAt9k?t=27>

Normals:

5L: First attack of his auto attack. Mid

5LL: 2nd attack of his auto. Mid

5LLL: Final hit of his auto attack. Mid

5M: Set thrust his weapon advancing him forward. High

5MM: Uppercut. Opponent is spinning of the ground. Mid

64M: Small short hops backwards while doing a horizontal slash with his weapon. Mid

5H: Set attacks with the non-bladed part of the weapon into the opponent's stomach. Crumples.

Mid

5HH: Set turns around and attacks with the spikes on his back. Hard knockdown. Mid

46H: Set short hops and swings his weapon down. Overhead. Knockdowns

6(Hx5): An attack flurry with his weapon. Hits 5 times. Mid

2L: Set attacks with the non-bladed part of his weapon. Low

2M: Leg sweep. Low

2H: Swings weapon up. Anti-Air. Launcher. Mid

Jump L: Straight punch. Overhead

Jump M: Horizontal weapon slash. Overhead

Jump H: Set spins and dives at an angle. Crossup. Can steal corners. Overhead

Forward Throw: Grabs opponent with 1 hand and launches them up with his weapon

Back Throw: Teleports behind opponent and attacks them with the spikes on his back.



Ravana- 1000HP

Character Theme:

https://www.youtube.com/watch?v=hTD3LhS7TXE&ab_channel=PikminExpert

Character Difficulty: Intermediate

Play Style: Shoto

Strengths: Strong Rushdown, decent mixup

Speed: Average

Power: Prana Onslaught- SF4 Focus Attack

Ability 1: 236X Prana Onslaught-Projectile, works like a fireball, **M** deals more damage, **H** will travel midscreen and hits twice

Ability 2: 22X Overhead Kick- invincible kick, overhead, **M** deals more damage, **H** will hit twice

Ability 3: 214X 10-hand Shadow Fist- **L** will heal a little bit of health, **M** will hard knockdown and deal more damage, **H** will restand

Ultimate: 236XX Mystic Rush- Akuma's SFxT super, an overhead

<https://youtu.be/qKaRI3vVGjg?t=177>

Normals:

5L: Straight Punch. Mid

5LL: Palm Strike. Mid

5M: Right hook. Mid

5MM: Spinning Backhand. Mid

5H: Chop. Overhead

5HH: Spinning Hook Kick. Sets spinning. Mid

5HHH: Overhead Stomp. Hard knockdown

46H: Akuma's Demon Flip.

- Press nothing for an empty flip
- Press L to shoot an air Prana Onslaught. Mid
- Press M to land and do a sliding low. Will knockdown
- Press H to do an elbow drop in the air. Overhead. Knockdowns

2L: Crouching jab. mid

2M: Extends foot out for a kick. Low

2H: Uppercut. Anti-Air. Launcher. Mid

Jump L: Jumping knee. Useful for cross-ups. Overhead

Jump M: Jumping Axe Kick. Overhead

Jump H: Elbow drop. Overhead

Forward Throw: One hand grabs opponent's head and the other palm strikes them.

Back Throw: Grabs opponents and lifts them over his head slamming them down on the other side.



Arachne- 950HP

Character Theme: https://www.youtube.com/watch?v=-XMzeK-rvQw&ab_channel=edberg2735

Character Difficulty: Advanced

Play Style: Setup, Rushdown

Strengths: Able to close the gap very easily, gameplay revolves around her buffs and setting up webs, strong pressure, Able to cling onto the walls

Speed: Fast

Power: Predator- When activated Arachne's normals will gain increased damage based on opponent's missing health

Ability 1: 214X Venomous Bite- buff attack, button determines duration and **H** will apply poison to opponent. Poison wont chip kill

Ability 2: 22X Cocoon- buff, if the next three attacks land without being interrupted the opponent will be stunned. The button determines duration

Ability 3: 236X Web- Set a web that will ensnare the opponent if they walk into it. **L** places a web on the floor **M** places a web in the air at head height, **H** places two webs

Ultimate: 236XX Night Crawler- Arachne pounces at opponent leading to cinematic super

Normals:

5L: Strikes with one hand. Mid

5LL: Strikes with the opposite hand. Mid

5LLL: Strikes with both hands. Mid

5LLLL: Using her two front legs to stab the opponent. Mid

5M: Advancing horizontal swipe with one of her legs. Mid

5MM: Vertical swipe with another leg. Mid

4L+M: Arachne will advance forward and bite the opponent. Crumples. HitGrab. Mid

5H: Straight kick with leg. Good for pokes. Mid

5HH: Advances forward with an uppercut from one of her side legs. Mid

5HHH: Arachne does a small jump where she stabs forwards with all her legs at once. Hard
Knockdowns. Mid

4H: Shoots a web ball from her mouth angled up. Will stun an opponent if they are airborne. Mid
Anti-air

2L: Crouching jab. Mid

2M: Arachne strikes down at the ground with her two front legs. OTGs. Low

2H: Arachne leans forward and turns to a side allowing her to extend 3 of her legs for an attack.
Hard knockdown. Low

Jump L: Downward thrust with one of her legs. Overhead

Jump M: Arachne spins like a wheel midair extending her legs to attack. Hits twice. Crossup.
Overhead

Jump H: Attacks with all her legs at once angled down. Overhead

Forward Throw: Wraps opponent in a web cocoon. Can combo after

Back Throw: Switches sides with opponent after biting them. If Predator is active Arachne will apply a poison bite



Hera-1000HP

Character Theme: https://www.youtube.com/watch?v=Xzf71e6-IY&ab_channel=HYDEgaming1

Character Difficulty: Advanced

Play Style: Puppet, Midrange

Strengths: Great Damage, Able to apply very annoying pressure with Argus

Speed: Below Average

Power: Argus will attack from a portal with a kick that will stagger the opponent

Ability 1: 214X Royal Assault- Argus will attack from a portal. **L** Argus punches in front of the opponent, **M** punches from underneath, **H** will attack from the sky and is an overhead

Ability 2: 236X Polymorph- Hera summons a monster to attack for her. **L** the monster shoots a projectile forward, **M** the monster will tackle the opponent, **H** the monster will perform an Anti-Air grab. Buttons can be held to delay attacks

Ability 3: 22X Divine Shroud- Creates a shield that will absorb a projectile shot, **H** will reflect the projectile dealing 1.5x damage back to the opponent

Ultimate: 236XX Argus- Summon Argus and he will do attacks based on buttons that are pressed. **L** Argus punches the opponent, **M** Argus will attack with a launcher, **H** Argus will grab

the opponent for a bearhug and restand them. Argus will have a health bar that also acts as a timer. He is alive for 10secs

Very Important- If Hera wins while Argus is still alive, he will point finger guns at the opponent

Normals:

5L: Slap across the face with leading hand. Mid

5LL: Horizontal attack with her weapon. Mid

5M: Hera summons Argus's hand to do a straight punch. Mid

5MM: Argus's hand will do a right hook while Hera yawns. Can cancel the yawn animation into a special. Mid

6M: Hera bonks her opponent on the head. Overhead

5H: Shoots a projectile forward. Midrange distance. Mid

5HH: Shoots another projectile forward. Midrange Distance. Mid

5HHH: Hand of the gods strikes down in front of Hera. Overhead. Hard knockdown.

4H: Hera leans back and kicks one leg straight up. Similar to Peach's Up-Tilt. Anti-Air.

Launcher

2L: Uses her weapon to strike the ground. Low. OTGs

2M: Calls in Argus to do a sweep attack. Low

2H: Crouches to shoot a projectile forward. Sends opponent spinning. Mid

Jump L: Air jab. Overhead

Jump M: Air version of 6M. Overhead

Jump H: Argus' fist attacks at a downward angle. Overhead

Forwards Throw: Hera grabs opponent with Argus' hand. Argus slams opponent on the ground for a ground bounce while Hera laughs. Can combo after

Back Throw. Similar to the forward throw except opponent she sent behind Hera for a knockdown. Cannot combo after.



Ra-1000HP

Character Theme: https://www.youtube.com/watch?v=bYPlcBejvOo&ab_channel=MidniteWv4

Character Difficulty: Beginner

Play Style: Zoner

Strengths: Strong keep away, Strong zoning

Speed: Average

*Combo game is weak

Power: Speed of Light- using an ability while this is active will increase Ra's movement speed for 3s

Ability 1: 236X Celestial Beam- **L** short distance, **M** full screen, **H** fullscreen overhead

Ability 2: 22X Divine Light-when used near an opponent it will stagger them, **M** has slightly increased range, and **H** will deal small amount of damage

Ability 3: 214X Solar Blessing- Works similar to Kotal Kahn's light, **L** has short duration, **M** Has longer duration, **H** longer duration + Ra sends the light towards the opponent

Ultimate: 236XX Searing Pain- Ra shoots his beam across the stage

Normals:

5L: Straight Jab with free hand. Mid

5LL: Straight staff attack. Mid

5LLL: Ra spins swinging his staff. Opponents spins away from Ra. High

5M: Horizontal attack with staff. Mid

5MM: Ra attacks with the end of his staff. Mid

5M[M]: Holding M will allow the staff to hold the opponent in place. Applies a burn, does 3 additional hits, and pushes the opponent away from Ra.

5H: Ra pecks the opponent. Mid

5HH: Beam shot from his mouth. Mid

2L: Crouching leg kick. Low

2M: Ra shoots a beam from his mouth angled up. Anti-Air, Launcher. Mid

2H: Sweeps with his staff. Low.

Jump L: Air jab. Overhead

Jump M: Horizontal Staff swing. Overhead

Jump H: Shoots a mouth beam angled down. Overhead

Forward Throw: Grabs the opponent and summons a ray of fire to hit them

Back Throw: Similar to forward throw but switches sides and knocks opponent away further.



Sol-950HP

Character Theme:

https://www.youtube.com/watch?v=cRmwFBK0cyk&ab_channel=MickGordon

Character Difficulty: Beginner

Play Style: Keep Away

Strengths: Very straightforward, Good damage

Speed: Below Average

Power: Unstable Manifestation- When activated Sol gains heat which will increase the next Steller Burst performed

Ability 1: 214X Radiance- Sol places a fire pool at her feet that deals initial damage + burn damage. **L** deals burn damage, **M** deals burn + initial burst damage, **H** deals burn damage and launches. Burn damage will not chip kill

Ability 2: 236X Steller Burst- fireball with 2 hits, main hit will deal more damage while the outer hit deals less, **L** travels short distance, **M** travels medium distance, **H** travels full screen + more damage.

Ability 3: 22X Disapparate- Sol becomes projectile invulnerable, button determines duration, **H** leaves a fire trail that applies a burn

Ultimate: 236XX Supernova- Shoots 8 bursts from the across the stage. If done in the corner or directly in front of opponent all 8 shots will land

Normals:

5L: Chop. Mid

5LL: Steps on opponents' feet while spinning. Low

5LLL: Ends the spin by kicking opponent away. Mid

5M: Stomach punch. Mid

5MM: Sol lights the hand she punches with on fire. Hits 3 times. Mid

5MMM: Palm strike with the other hand. Knocks opponent away. Mid

5H: Turns around and attacks with her hair. Mid

5HH: Lunging punch that will wallbounce if near a corner. Mid

2L: Crouching jab. Mid

2M: Shoots a fireball at the ground. Low

2H: Sol shoots fire from her eyes moving from the ground up. Anti-Air. Launcher. Mid

Jump L: Lunging punch. Overhead

Jump M: Jump stomp with one foot. Overhead

Jump H: Shoots a fire beam angled from her hand. Starts away from her then moves closer as she finishes the animation. Overhead. Crossup

Forward Throw: Hugs the opponent, applies a burn

Back Throw: Switches sides, Sol grabs opponent and shoots them with a Stellar Burst to the stomach. If Unstable Manifestation is active her back throw will do more damage and knock the opponent away.



Discordia-1000HP

Character Theme:

https://www.youtube.com/watch?v=82fTvyUmuoQ&ab_channel=VersusFightingTV

Character Difficulty: Intermediate

Playstyle: Anti-Zoner

Strengths: Flexible playstyle

Speed: Average

Power: Contest of Gods- Discordia summons 3 small balls around her. These balls are assigned to **LMH** and will attack the opponent when those buttons are pressed. Can be held to delay the attack

Ability 1: 236X Unruly Magic- shoots a ball that will release 6 smaller balls that bounce off the walls. **L** short distance, **M** midscreen, **H** deals more damage and full screen

Ability 2: 236X(Air) Unruly Magic- **M** will shoot angled down, **H** shoots straight and deals more damage

Ability 3: 214X Strife- **L** will only deal damage, **M** will restand on hit, **H** will restand and deal more damage

Ability 4: 22X Erratic Behavior- leaps a small distance and creates a small pool where she is invisible, **M** version will side switch, **H** will side switch with medium leap

Ultimate: 236XX Golden Apple of Discord- The thrown apple can bounce off the wall, Cinematic super

Normals:

5L: Short Jab. Mid

5LL: Straight kick. Mid

5M: Attacks downwards with her fist. Mid

5MM: Spinning elbow. Overhead.

4M: Backflips. Launcher. Mid

5H: Throws an apple at the opponent. Mid. Apple counts as a projectile

5HH: Recalls the apple hit the opponent from behind. Can frame trap. Mid

5HHH: Roundhouse kick. Mid

2L: Crouching kick. Low

2M: Sliding Split. Low

2H: Throws an apple towards the sky. Anti-Air. Mid

Jump L: Air jab with apple. Overhead

Jump M: Spinning foot dive. Mid

Jump H: Drop Kick. Overhead

Forward throw: Grabs opponent to fake a kiss and shoving an apple in their mouth. After the apple is in their mouth Discordia laughs and kicks them in the stomach spiting the apple back out which she catches. She wipes the apple clean on her dress saying “Ew”

Back Throw: Teleports behind opponent to kick them in the back.



Terra-1100HP

Character Theme: https://www.youtube.com/watch?v=BiEi4KGFDSY&ab_channel=NekoLily

Character Difficulty: Intermediate

Play Style: Grappler

Strengths: Can close the gap easily, Great Damage despite having limited combos, Has one of the best Anti-Airs

Speed: Slow

Power: Standing Stones- Terra covers her arms in stone that will empower all her attacks that involve her arms and hands for a limited time. Shattering any stones placed by Terra will reset the cooldown.

Ability 1: 236X Force of Nature-Terra shoulder charges towards opponent, Has super armor. **L** charges a short distance, **M** travels far, **H** travels far and Terra will powerbomb opponent if it connects

Ability 2: 214XCrushing Earth Terra Summons two stones to crush and stagger opponent. **M** deals more damage, **H** deals more damage

Ability 3: 22X Monolith-Summons a stone in front of terra that will heal and take one projectile hit. If she uses Force of Nature the stone will break and send the debris towards the opponent. M increases heal, H allows for the stone to take two hits

Ultimate:236XX Earthen Fury-Install Super, Terra buffs her attack and defense

Normals:

5L: Chop to the body. Mid

5LL: Double chop. Mid

5M: Side kick. Mid

5MM: Advancing punch

5MMM: Knee strike. Mid

6M: Big Boot. Super Armor. Wallbounce if Ultimate is active. Mid

5H: Forward advancing headbutt. Mid

5HH: Forearm strike. Mid

5HHH: Slingblade. Mid. Hard knockdown

46H: Running Lariat. If Ultimate is active this move gets super armor

6L+M: Hit grab. Terra grabs the opponent and throws them in from of her. The opponent is forced to run a certain distance until they fall. If opponent is thrown towards a wall or corner it will wallbounce. Mid

6H: RKO, Anti-Air Grab. Hard Knockdown

2L: crouching jab. Mid

2M: Extend leg for a kick. Low

2H: Uppercut. Mid

Jump L: Horizontal punch. Good Air-to Air. Overhead.

Jump M: Leg Drop. Overhead

Jump H: Phoenix 630 Splash. Overhead. Ground Bounce

Forward Throw: Hits the opponent with a shining wizard

Back throw: Hits the opponent with a German Suplex.



Ymir-1150HP

Character Theme:

https://www.youtube.com/watch?v=kfkhB9o8IHs&t=17s&ab_channel=FightersThemes

Character Difficulty: Beginner

Play Style: Bruiser

Strengths: Easy to learn, Most health, Decent resets

Speed: Slow

Power: Frostbite- When Ymir attacks the opponent, he applies a debuff that will reduce their defenses causing them to take more damage.

Ability 1:22P Ice Wall- **L** creates a wall in front of Ymir, **M** creates a wall mid screen, **H** creates wall full screen. The wall disappears after a few seconds and can block projectiles

Ability 2:236P Glacial Strike- **L** short range, **M** increased range, **H** does more damage

Ability 3:214P Frost Breath- Ymir freezes opponent, **M** deals more damage, **H** is invulnerable

Ultimate: 236PP Shards of Ice- The two buttons can be held for more damage.

Normals:

5L: Forehead flick. Mid

5LL: Straight Punch. Mid

5LLL: Backhands opponent. mid

5M: Swings Club horizontal

5MM: Swings Club again in the opposite direction

5H: Chest Bump. Staggers. Mid

5HH: Big Punch. Mid.

2L: Shin flick. Mid

2M: hits the ground with the butt of his club. OTGs

2H: Swings Club up. Anti-Air. Launcher

Jump L: forward punch. Overhead

Jump M: Does a split in the air while spinning his legs. Air-to-Air. Overhead. Hits twice

Jump H: Swings club down. Overhead. Hard Knockdown

Forward Grab: Releases cold breath from his nose that freezes opponents

Back Grab: Giant swings opponent behind him



Tyr- 1050HP (Assault Stance) 1100HP (Guard

Stance)

Character Theme:

https://www.youtube.com/watch?v=5dluQMPNLC8&ab_channel=GilvaSunner

Character Difficulty: Intermediate

Play Style: Stance Character

Strengths: High Damage, Good range on normals

Speed: Below Average

Power: Switch Stances when activated

Assault Stance: Increased Damage on normals and specials, certain normals only available in this stance

Guard Stance: Increased Defense and Health

Ability 1: 236X Fearless (Assault)- charges forwards **L** does 1 slash, **M** does two slash but knockdowns down, **H** does 2 slashes and launches

236X Fearless (guard Stance)- projectile immune while charging, **M** deals more damage and knocks the opponent further, **H** has guard point

Ability 2: 214X Power Cleave (Assault)- **L** will juggle airborne opponents, **M** slash more damage will wallbounce airborne opponents, **H** will hard knockdown opponents and stagger standing

214X Power Cleave (Guard Stance)-Slash will give Tyr recoverable health, button determines how much

Ability 3:22X Earthquake- Tyr Stabs his sword on the floor causing the ground under the opponent to shake. Low Attack, More damage in Assault stance. **L** hits one time for a low, **M** hits for a low then an overhead sword swing, **H** is an unblockable low into overhead.

Ultimate: 236XX Lawbringer- Tyr will launch the opponent in the air and hit them back down with his sword. Similar to Ike's recovery in Smash Bros.

https://www.youtube.com/watch?v=O6Jrpezq8FM&ab_channel=SDK

Normals:

5L: Jab with free hand. Mid

5LL: Straight kick. Mid

5LLL: Sword swing down. Hard knockdown. mid

5M: Horizontal sword swing. High

5MM: Sword swing from the opposite side. Mid

5MMM: Vertical sword swing. Overhead.

4M: (Assault Stance Only), Tyr sweeps the ground with his sword. Low

6M: (Assault Stance Only), Tyr brings down his free hand for an overhead attack

5H: Sword thrust. Mid

5HH: Sword slash at body.

5HHH: Tyr spins for another slash. Wall Bounces

4H: (Assault Stance Only), Tyr strikes the ground with his sword. OTGs. Mid

2L: Jab. Mid

2M: Kick. Low

2H: Swings Sword front one side to the other above his head. Anti-air. Launcher. Mid

Jump L: straight jab. Overhead

Jump M: horizontal sword slash. Overhead

Jump H: Swings sword straight down. Overhead

Forward Throws: Grabs opponent and strikes them with his other hand crumpling them.

Back Throw: Throws opponent down and stomps on them sending them backwards



Ares- 1050HP

Character Theme:

https://www.youtube.com/watch?v=18Gr79LKKOQ&ab_channel=RagnarokIsComing

Character Difficulty: Advanced

Play Style: Grappler

Power: Blessed Presence- Ares can choose from 3 different attacks to use. **4P** Low Command Grab and will only hit crouching opponents, **5P** High Command grab that will stagger the opponent opening them up for a combo, **6P** Overhead attack that is unsafe on block

Ability 1: 236X Shackles- Command Grab, Won't land on crouching opponents, **L** Chain goes straight restands, **M** Chain is an anti-air grab, **H** Chain goes straight and applies 3 chains + restands

Ability 2: 22X Bolster Defenses- Buffs defense, **L** recovers 50 health, **M** reduces damage taken, **H** does both

Ability 3: 214X Searing Flesh- Fire shot from Ares shield will apply burn, if done on chained opponent it will deal extra damage. **M** deals more damage, **H** deals more damage and increased flame duration.

Ultimate: 236XX No Escape- Command Grab Super, Cinematic, Ares ends the super by applying burn to the opponent

Normals:

5L: Jab. Mid

5LL. Punches with the hilt of the sword.

5M: Spartan kick. mid

5MM: Advancing punch to the head. Mid

5MMM: Ares spins to attack with his shield.

4M: Ares thrust his sword to the sky and slam down whoever it catches. Anti-Air. Ground

Bounces airborne enemies

5H: Sword strike to the body. Mid

5HH: Horizontal sword strike. Mid

6H: Sword Strike down. Overhead.

2L: Extend leg. Low

2M: Leg sweep. Mid

2H: Forward sword thrust. Low

Jump L: Air jab. Overhead

Jump M: Swings his foot forward. Good for crossups

Jump H: Lunging Sword Attack

Forward Throw: Ares grabs opponent by their neck, hits them in the stomach, and then throws them down

Back Throw: Similar to forward throw but thrown behind Ares.



Xing Tian- 1100HP

Character Theme: https://www.youtube.com/watch?v=GoXqJwm7NQw&ab_channel=armorvil

Character Difficulty: Intermediate

Play Style: Big Body Bruiser

Strengths:

Speed: Slow

Power: Smoldering Rage- Xing Tian lets out a battle cry. Level 1 has short distance and will knock down the opponent, Level 2 has midscreen range, Level 3 will have fullscreen range and will crumple the opponent on hit.

Ability 1: 236X Furious Roar- **L** will deal damage but not DOT, **M** will deal Damage and DOT, and **H** will deal increased damage and increased DOT

Ability 2: 214X Hook Slam- Anti-Air grab, **L** will grab and knockdown, **M** will ground bounce, **H** will restand + more damage

Ability 3: 22X Sky-cutting Axe- **L** will do 1 short Jump, **M** will do a 1 slightly farther jump, **H** will do 2 jumps. Xian is able to attack during his jump

Ultimate: 236XX Whirlwind of Rage and Steel- Command Grab Super, releases opponent in direction Xing is walking, will wall bounce if thrown against wall

Normals:

5L: Jab. Mid

5LL: Straight kick. Mid

5M: Arm swipe. Mid

5MM: Attacks with the top of the axe. Staggers. Mid

6M: Xian punches the ground. OTGs. Low

5H: Horizontal slash. Mid

5HH: Horizontal slash the opposite direction. Mid

4H: Swings Axe up. Anti-Air. Launcher

6H: Xian swings his axe down. Overhead. Ground bounces airborne opponents

2L: Crouching jab

2M: Xian Tian spins and swings his axe on the floor. Low

2H: Axe is used to trip opponent. Low

Jump L: Horizontal punch

Jump M: extends feet out for a stomp. Good for crossups.

Jump H: extends his axe out dropping straight down. Overhead. Hard Knockdown

Forward Throw: Xian grabs the opponent and breaths fire from his stomach mouth onto them.

After he tosses them up in the air. Can combo after

Back Throw: Similar to forward throw but switches sides



Cthulhu-1050HP

Character Theme:

https://www.youtube.com/watch?v=CSwUCzDKGmU&ab_channel=RKosmik

Character Difficulty: Intermediate

Play Style: Midrange Space Control

Strengths: Controls space very well, Great pokes, Excels at midrange

Speed: Below Average

Power: Prey on Fear- Summons 3 black orbs that will circle around him. If they come in contact with the opponent, they will take damage. Unblockable

Ability 1: 236X Sanity Break- Cthulhu sends out an energy blast that will deal damage do the opponent and apply a debuff. The Debuff lowers the opponents defense causing them to take more damage. **M** increase damage dealt, **H** deals more damage and crumples

Ability 2: 22X The Mire- Midrange distance. **L** summons one shot, **M** summons two shots, **H** does more damage and the 2nd shot is an overhead.

Ability 3: 214X Rushing Terror- Godpress, Cthulhu grabs the opponent dragging them on the floor as he flies forward. Wall bounces if used near a wall. **L** drags them a short distance, **M** drags them midrange distance, **H** drags them fullscreen.

Ultimate: 236XX Descend into Madness- Cthulhu strike the opponent with his wings sending them into his world. Cinematic Super.

Normals:

5L: Claw strike. Mid

5LL: Claw strike with other hand. Mid

5LLL: Spews energy from his mouth. Mid

5M: Straight wing attack. Mid

5MM: Attacks with his wing coming down. Mid

5H: Front kick. Staggers. Mid

5HH: Advancing wing punch. Hits 2, hits with his fist and wing.

5HHH: Backhands with wing. Hard Knockdown. Mid

4H: Turns his body and swings one of his wings up. Anti-Air. Launcher

6H: Stomps the ground. OTGs. Low. Causes opponents to flip out resetting them for a mixup

2L: crouches down and attacks with tentacles on his face. Mid

2M: attacks the ground with one wing. Low

2H: Extends leg for an attack. Low

Jump L: Attacks with tentacles on his face. Overhead

Jump M: Attacks straight with his wings. Overhead

Jump H: Claw swipe at a downward angle. Hard knockdown airborne opponents.

Forward Throw: Grabs opponent with one hand and stabs them in the face with his tentacles.

Slams them down after for a ground bounce.

Back Throw: Grabs opponent, spews energy from his mouth, and then tosses them behind him for a knockdown.



The Morrigan-950HP

Character Theme: https://www.youtube.com/watch?v=PoxSLIGN-60&ab_channel=MythKiller77

Character Difficulty: Advanced

Play Style: Rushdown

Strengths: Very strong mix and pressure

Speed: Average

Power: Doomsayer- The Morrigan hits the opponent and copies their trait for the duration of the round.

Ability 1: 22X Deadly Aspects- The Morrigan thrust her spear forward at midrange distance. **M** will do more damage; **H** will hit twice and restand

Ability 2: 236X Dark Omen- The Morrigan shoots a dark magic wave at the opponent. **L** short distance, **M** midrange, **H** more damage

Ability 3: 214X Confusion- The Morrigan rushes at the opponent alongside 2 clones. One clone is above the opponent while the other is at an angle. Pressing the button again will allow her to teleport to the clone's location and replace them, but by not pressing a button The Morrigan will

always do a sliding low. **L** The Morrigan teleports to the angled clone for a mid-attack, **M** teleports her to the clone above the opponent for an overhead, **H** makes The Morrigan appear behind the opponent. The attacks done are based on her normals.

Ultimate: 236XX Changeling- Morrigan takes the opponent to another realm where all three of her forms attack the opponent. Cinematic.

Normals:

5L: Straight jab. High

5LL: Elbow strike. Mid

5LLL: Overhead strike. Ground bounces. OTGs

5M: Kick across the head. Mid

5MM: Spinning jump kick. Off the ground when performed. Mid

5H: Horizontal strike with spear. Mid

5HH: Vertical spear strike starting from the ground up. Mid

2L: Straight jab. Mid

2M: Extends out leg for attack. Low.

2H: Rising palm strike. Anti-Air. Launcher. Mid

Jump L: Jumping knee. Good for crossups

Jump M: Palm strike angled down. Overhead

Jump H: Aerial Heel Kick. Overhead. Hard knockdown airborne opponents

Forward Throw: The Morrigan grabs opponent and summons a clone to launch the opponent.

The Morrigan switches places with her clone after the launch

Back Throw: The Morrigan stabs opponent with her spear and flings them over her head.



Jing Wei-1000HP

Character Theme:

https://www.youtube.com/watch?v=qVv7LC130P8&ab_channel=EpicStuffForYou

Character Difficulty: Intermediate

Play Style: Mixup

Strengths: The only character with an air dash, Great mix

Speed: Above Average

Power: Agility- Jing Wei dashes forward. Can be used in the air which allows for instant overheads. One of the few powers that do not go on cooldown.

Ability 1: 22X Persistent Gust- Jing Wei summons a gust of wind to launch the opponent. **L** will always summon the wind in front of her, **M** will place it midrange, **H** will track to the opponent's location and deal more damage

Ability 2: 214X Explosive Bolts- Jing Wei shoots the sky with her crossbow and an arrow will rain down on the opponent's location. OTG. **L** shoots one arrow, **M** shoots 2, **H** shoots 3.

Ability 3: 236X Rapid Reincarnation- Jing Wei throws her crossbow forward. The crossbow spins hitting the opponent before coming back to Jing Wei. **L** hits the opponent 5 times, **M** will

vacuum the opponent bringing them to Jing Wei as the crossbow comes back to her, **H** deals more damage and vacuums. Both **M** and **H** are special cancellable into Persistent Gust.

Ultimate: 236XX Air Strike-Jing Wei takes to the sky, flies forward, and shoots down explosive arrows on the ground. If the opponent is in front of Jing Wei or in the corner all 3 explosive arrows will land

Normals:

*Jing Wei's only launcher is persistent gust

5L: quick jab. Mid

5LL: Another quick jab. Brings opponents closer to her. Mid

5LLL: Jing Wei shoots an arrow into the opponent pushing them away. Good pushback on block. Mid

5M: Spins around hitting the opponent with her crossbow. Mid

5MM: Follow up to the spin that hard knockdowns the opponent

5H: Multiple kicks with one leg. Hits 5 times. Mid

5HH: Turns around to kick with her other leg. Wallbounce on air hit. Mid

6H: Straight attack with crossbow. Useful for extending combos. Wall bounce on air hit. Mid

2L: Jab. Low

2M: Spins and drags her crossbow on the floor. Low

2H: Jing Wei does a pole vault kick off of her crossbow. Not a launcher but can be used to extend combos. Hits 2 times. Anti-air. Mid

Jump L: Rising Knee. Overhead

Jump M: Horizontal strike with the crossbow. Overhead

Jump H: Side swipe with her crossbow. Overhead. Ground bounces if opponent is airborne.

Forward Throw: Jing Wei hits the opponent then shoots them with her crossbow. Wall bounces

Back Throw: Jing Wei jumps over the opponent shooting them with her crossbow before she lands. Hard Knockdown.



Mercury-950HP

Character Theme: https://www.youtube.com/watch?v=jUs-ITmi_u4&t=20s&ab_channel=Alkalins

Character Difficulty: Beginner

Play Style: Rushdown

Strengths: Strong pressure, High damage

Speed: Very Fast

Power: Fastest God Alive- When activated everything except for mercury is slowed down. Can allow for extra hits during combos. While the power is active Mercury is unable to block. If Mercury is hit, then the power will be negated.

Ability 1: 214X Made You Look- Works similar to Flash's Fist of Fury

<https://youtu.be/VrIDXr7nGik?t=29> L will hit 5 times, M will hit 7 times, H will hit for 10 times.

Good for ending combos

Ability 2: 22X Maximum Velocity- Mercury takes a stance that will parry the next mid or overhead attack. If the opponent attacks while he is in the stance Mercury runs straight through them punching them in the process. H will parry lows as well. Knockdowns.

Ability 3: 236X Special Delivery- Mercury steps back and runs at the opponent performing a superman punch. Projectile Immune. **M** will do more damage and knockdown, **H** ground bounces and is an overhead.

Ultimate: 236XX Sonic Boom- Mercury runs across the screen to hit the opponent. If it connects Mercury attacks the opponent with a 20 Hit punch combination that ends in an uppercut. If the opponent blocks mercury falls on his back. Fullscreen Mid Attack

Normals:

5L: Straight punch. Mid

5LL: Anther straight punch with the same hand. Mid

5LLL: Final punch with other hand. Mid

5M: Spinning backfist. Mid

5MM: Jab combination. Hits twice. mid

5H: Mercury leans forward extending his arm for a hard-straight punch. Mid

5HH: Uppercut. Wallsplats airborne opponents. Mid

6H: Mercury short hops forward and brings down a hammer fist. Overhead. Ground bounce airborne opponents otherwise it will hard knockdown

2L: Crouching jab. Mid

2M: Sliding kick. Low. OTG

2H: Mercury lifts his legs straight up for a kick. Hits twice. Anti-Air. Launcher

Jump L: Straight punch. Overhead

Jump M: Air right hook. Overhead

Jump H: Elbow Drop. Overhead

Forward Throw: Mercury hits the opponent 3 times before knocking them up. Can use Fastest God Alive after in order to start a combo.

Back Throw: Mercury runs around the world to end up behind the opponent shoulder charging them.



Odin-1000HP

Character Theme:

https://www.youtube.com/watch?v=gcEu8IVay4Y&ab_channel=SamuelKimMusic

Character Difficulty: Beginner

Play Style: Footsies

Strengths: Jack-of-all trades

Speed: Average

Power: Path to Valhalla- Odin hits the opponent with a power kick that will bounce and has 3 hits of super armor. Can be held for more damage. Odin can also dash forward or back during the charge in order to cancel out of the kick animation.

Ability 1: 214X Lunge- Odin tracks the opponent and jumps to their location. Button determines damage done. If Raven Shout is active during Lunge, then Odin will create an explosion upon landed losing his super armor but dealing more damage.

Ability 2: 22X Raven Shout- Odin is granted 1 hit super armor and regains a small bit of health. Button determines duration of super armor. **H** allows for 2 hits and last 7 secs.

Ability 3: 236X Gungnir's Might- Odin throws his spear forward at a midrange distance. **M** will cause a wallsplat if used near a wall or corner, **H** will deal more damage.

Ultimate: 236XX Rings of Spears- Odin summons a wall of spear around himself trapping the opponent. If the opponent is trap within the wall of spears, they are unable to jump. The wall last 8secs

Normals:

5L: Quick jab. Mid

5LL: Strikes with the end of his spear. Mid

5M: Sticks out foot to kick the opponent's shin. Mid

5MM: Donkey kick. Mid.

5H: Horizontal spear slash. Mid

5HH: Another slash from the opposite direction. Mid

5HHH: Odin sweeps the floor with his spear. Low

6H: Odin swings his spear down. Overhead.

2L: Crouching jab with the end of his spear. Mid

2M: extends out leg out for a kick. Low. Decent range

2H: Odin swings his spear up. Anti-Air. Launcher. Mid

Jump L: Quick air chop. Overhead

Jump M: Horizontal spear strike. Overhead

Jump H: Swings spear straight down. Overhead

Forward Throw: Odin grabs the opponent and flips them on their back. Hard Knockdown

Back Throw: Odin monkey flips the opponent behind him. Hard Knockdown



Baron Samedi-1000HP

Character Theme:

https://www.youtube.com/watch?v=xh1K0mBOxTw&ab_channel=Mooncrystal

Character Difficulty: Advanced

Play Style: Projectile Rushdown

Strengths: Momentum based; very good pressure due to curses, very technical

Speed: Average

Power: Hysteria- When activated Baron summons 3 skull around him. He will also gain the benefits of using the skull version of his abilities at no cost for 5 secs. Baron can hold a maximum of 5 skulls at once

Ability 1: 236X Vivid Gaze- (No Skulls) Baron shoots a ball of magic across the stage from his cane applying a debuff when it hits. The debuff cuts the opponent's burst meter in half for 10 secs or until Baron is hit. (With skulls) Barron shoots the ball across the stage from the mouth of the skull applying a debuff to meter gain. Any time the opponent would gain meter it goes to Baron instead. This will consume one of the skulls and the debuff last for 20 secs or until Baron is hit. Both debuffs from will stack and the oldest one will disappear first when Baron is hit, or

time runs out so he must be hit multiple times to take them all away. **L** shoots the ball high, **M** shoots a slower ball and is a Mid, **H** shoots two beams: one high and one mid. **H** will give one skull to Baron after use.

Ability 2: 22X Consign Spirits- Baron teleports to the opponent. **L** teleports in front, **M** teleports above, **H** teleports behind. If Hysteria is active, then Baron is able to cancel the **H** version into another ability.

Ability 3: 214X Wrap it up- Baron throws his snake in front of him. It will travel midrange distance and will wrap an opponent if they do not block it. **M** increase the damage dealt by the snake; **H** increases the wrap time. If Baron has at least 1 skull the **H** version will consume it and apply a meter gain debuff to the enemy.

Ultimate: 236XX Life of the Party- Baron stands on his coffin vacuuming the opponent inside it leading to a cinematic super.

Normals:

5L: Straight jab. Mid

5LL: Knee to the stomach. Mid

5M: attacks with the end of the cane. Mid

5MM: Swings the end of the cane across the opponent's head. mid

5MMM: Kicks the opponent away. Gains 1 skull. Mid

4M: Baron summons a skeleton fist from the ground to punch straight up. Anti-air. Launcher

6M: Baron rises his cane in front of him. If timed right on an incoming projectile, he will deflect it and gain 1 skull. Mid

5H: Baron attacks the opponent with the top of his cane in their stomach. Mid

5HH: Horizontal cane strike. Mid

5HHH: Baron spins backwards and hits the opponent with a blast from his cane. knockdown Mid

6H: Baron swings his cane down over the opponent's head. Gains 1 skull. Overhead

2L: Crouching punch. Mid

2M: Sits on one knee while extending his other leg. Low

2H: Sweeps the ground with his leg

Jump L: Straight punch. Overhead

Jump M: Dive kick. Mid

Jump H: Swings cane down. Overhead

Forward Throw: Baron grabs the opponent and sends out a blast from his cane to knock them down. Gains 1 skull.

Back Throw: Baron lifts the opponent with his cane and flips them over his head