

Commands

※When the character is facing right

LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge

Command Normal

Rakuyo



Special Moves

Hiyoku



Tensen



Oborocho -Kumo-



Getsuei



Setsuren



Gessen



Offensive Arts

Housen



Defensive Arts

Soujin



Critical Arts

Hyouza



Boost Dive

Kinbukumeisen

On the ground

During Boost Dive, hitting opponent (cancels effects) with normals slows their movement, and they slowly take damage over time. However, this cannot cause a KO.