

# SHERYL

## Commands

※When the character is facing right

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

### Command Normal

Akzent

→+SP

### Special Moves

Einsatz

↗+LP

Schaffer Einsatz

↗+SP \*Can be held

Ambrasen

↖+LP or SP or LK or SK

\*Can be done in air.

Schneident

↘+LP or SP

Unfang ①

↘+LK or SK \*Cancel and drop with D

Lange Harte

When hanging with ① LK or SK

Kuze Harte

When hanging with ① LP or SP

Vite Up

↖+LP or SP

### Offensive Arts

Schlussstrich

↗↗+LP or SP

### Defensive Arts

Wogent

↖↖+LK or SK

### Critical Arts

Uberschlagen

↗↖+LP or SP

### Boost Dive

Ubelklang

On the ground LP SK or SP LK

With Boost Dive, activate 2 threads with Schneident.  
One will go between crosshairs in ascending order and one in descending.  
A crosshair is also be placed automatically when Boost Dive activates.

Note: Change firing angle of Schaffer Einsatz by pressing LP or LK after input.