

VIREN

Commands

※When the character is facing right

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

Command Normal

Heroderma Smash

→+ **SP**

Physalia Raid

Near apex of jump ↓+ **LP**

Special Moves

Crotal Fling

↘+ **LP or SP**

Dash Atis Rush

↗+ **LP or SP**
Follow-up
Actions **LP or SP or LK or SK**

Latikauda Capture

↶+ **LK or SK**

Salamander Flame

↖+ **LK or SK**
Igniting Attack: **LK or SK**

Pitohui Blazing Bomb

In Air ↗+ **LP or SP**

Offensive Arts

Atrax Fang

→↶+ **LP or SP**

Crotales Barrage

←↶+ **LP or SP**

Defensive Arts

Dionaea Trap

←↶+ **LK or SK** *Only when taking damage

Critical Arts

Ophiophagus Dance

↗↶+ **LP or SP**

Boost Dive

Dendrobates Shock

On the ground **LP SK or SP LK**

During Boost Dive, command normals and some normals (LP/SP) become unblockable stun baton attacks.