

Garnet ガーネット

Liar Lip	In air ← + SK	OA Piercing Soul	↑↓ + LK or SK
Piercing Heart *Can be held	↑ + LP or SP or LK	DA Mimic Teller *Only when knocked down	←↑ + LK or SK
Additional Attacks ← or → + Same button as attack that hit		CA Sweet Shuffle	↑↑ + LK or SK
Cancel Stance When holding SK		CA World's End	↖↗↘↙↘↙↘↙ + LP or SP
Gaze Slash	Z + LK or SK	BOOST DIVE Detecting Eyes	LP SK or SP LK
Biting Jest	↑ + LK or SK		

*Note: Successfully landing Mimic Teller fills 1 bar of Offense Meter.



Typhon タイフオン

Tenkeishou *Can be done in air.	↑ + LP or SP	Wall Cling Stop ② During ① on left edge of the screen → or ↘ or ← or ↙	
Shukukeihou	→↑ + LP or SP	Tenkeishou During ② ↙ or ↓ or ↘ + LP or SP	
Retsusouan	←↑ + LP or SP	Hitankyaku After ② at the opposite edge of the screen with a neutral or command other than the following	
Renkatsukyaku	Z + LK or SK	Triangle Jump After ② at the opposite edge of the screen ↗ or ↑ or ↖	
Mouchoushu ① ↑ + LK or SK (2P side ↑ + LK or SK)		Bakkishou In air ↑ + LK or SK	
Sourakkyaku When moving to edge of screen with ① *Only usable when facing forward	↓ + LK or SK	OA Shukukei Houshouan *Can be done in air.	↑↑ + LP or SP
Hitankyaku During ① at the edge of the screen with a neutral or command other than the following		DA Kongou Toutai *Can block Cancel	←↑ + LK or SK
Triangle Jump During ① at the edge of the screen ↗ or ↑ or ↖		CA Typhon Method: Chouzetsu Renkeihou	↑↑ + LP or SP
		BOOST DIVE Tenkeihou	LP SK or SP LK

Tying Tenkeishou is faster and additional projectiles can be thrown by tapping the button.

Viren ヴァイレン

Crotal Fling	Z + LP or SP	Pitohui Blazing Bomb In air ↑ + LP or SP	
Dash Atis Rush	↑ + LP or SP	OA Atrax Fang	→↑ + LP or SP
Follow-up Actions LP or SP or LK or SK		OA Crotales Barrage	←↑ + LP or SP
Latikauda Capture	↑ + LK or SK	DA Dionaea Trap *Only when taking damage	←↑ + LK or SK
Salamander Flame	↑ + LK or SK	CA Ophiophagus Dance	↑↑ + LP or SP
Igniting Attack LK or SK		BOOST DIVE Dendrobates Shock	LP SK or SP LK

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

Aran アラン

Vanishing Strike	↑ + LP or SP	Vanishing Strike Low	↑ + LK or SK
Vanishing Strike (Feint)	↓↓ + LK or SK	OA Strike Burst	↑↑ + LP or SP
Vertical Strike	Z + LK or SK	OA Strike Back -Cross- *Only with a successful Phantom Phase	↑ + LP
Additional Attacks SK		OA Strike Back -Double- *Only with a successful Phantom Phase	↑ + SP
Accelerator Strike	↑ + LP or SP	DA Strike Edge *Only when blocking	↑ + LP or SP
Phantom Phase	↑ + LK or SK	CA Infinity Strike *Can be held	↑↑ + LP or SP
Vanguard Strike ①	↑ + LP or SP	BOOST DIVE Phantom Shift	LP SK or SP LK
		During Boost Dive, gain a shadow that doubles hits. However, the shadow cannot throw projectiles.	
After hitting with ① ↑ + LP or SP		After hitting with ② ← or ↓ or → + LP or SP	
After hitting with ① ↑ + LP or SP		After hitting with ② *Feint	↓ + LK
After hitting with ① → + LK or SK		After hitting with ② *Feint	→ + SK

*Note: After a successful Phantom Phase, can follow-up with Vertical Strike or Vanguard Strike.



Kaya カヤ

Hiyoku	↑ + LP or SP	OA	Housen	↑↑ + LP or SP
Tensen	Z + LP or SP	DA	Soujin	*Only when taking damage ↑↑ + LP or SP
Oborochou -Kumo-	↑ + LP or SP	CA	Kinbu Kumeisen	↑↑ + LP or SP
Getsuei	← ↑ + LK or SK	BOOST DIVE	Hyousa	LP SK or SP LK PRESS TOGETHER *PRESS TOGETHER
Setsuren	↓ + LK or SK		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.	



Boyd ボイド

OA Super Shiny Punch	←↑ + LP or SP		
Sunny Finger *	↑ + LP or SP	OA Super Steel Head	↓ Hold ↑ + LP or SP
Mellow Throw	↑ + LK or SK	DA Twin Sunny Finger *	↑↑ + LP or SP
Fancy Kick	↑ + LK or SK	CA Eccentric Motion	↑↑ + LP or SP
Shiny Punch	Z + LP or SP	BOOST DIVE Sunny Shot	LP SK or SP LK
Sunny Finger (Down) *	↑ + LP or SP	During Boost Dive, Sunny Finger is powered up and shoots projectiles (LP: 1, SP: 3).	

*Can cancel some special moves by pressing another button of the same strength (ex: LP for LK) before they activate. *Moves with ↑ increase the Scorpion Counter on hit (13 max)

*When character is facing right: LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge

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