

Alexandrite



- Playstyle
 - Alexandrite is a character with two distinct forms, (three if you count her super form separately,) and each one has a unique playstyle. She starts in her green form, which is a slow zoner with weak projectiles as her Special button. During the battle, she can use her supers to switch to red form, an insanely fast rushdown character with rapid punches as her Special button. These forms give her a lot of versatility, but her reliance on meter to switch can be a detriment to the team.
- Attributes
 - Health: 1,000
 - Dash Properties: Green form slowly floats in the inputted direction with low distance but a bit of invincibility. Red form dashes super fast and can continue running in either direction.
 - Jump Properties: Green form is floaty, but red form is quick. Both forms have a double jump with the same arcs as their grounded jumps. Green form's air dash works the same as her grounded dash, but red form just dashes quickly with good distance.
- Normals
 - 5L: Punches with left fist. Green form has a bigger hitbox but red form is faster.

- 5M: Steps forward with a backhand punch. Green is too slow to combo into, but powerful and has high hit/blockstun. Red form dashes ahead a decent distance and hits quickly. Generally, Green form's medium attacks function more like heavy attacks while Red form's medium attacks function more like light attacks.
- 5H: Alexandrite does a spin kick with a delayed attack. Green form's attack is a disjointed explosion, red form's attack is a series of 3 invisible strikes.
- 5S: Green form throws a weak projectile from one hand. Red form flies forward a bit with a quick punch. Either version can be chained up to 6 times.
- 2L: Punches at the ground, hitting low. Green form has a large hitbox while red form punches 3 times, though only the first punch hits low.
- 2M: Stands up with a spinning uppercut that causes a minor launch on hit. Green form is slow but strong, and red form leaves the ground briefly for a bit more range.
- 2H: Green form stomps the ground and creates a low-hitting grounded explosion. Red form slides along the ground with a low-hitting kick that hits 3 times as it moves.
- 2S: Green form throws an explosive projectile up at a 45 degree angle. Red form instead jumps into the air with a powerful uppercut, also going at a 45 degree angle. Both are major launches.
- j.L: Punches forward with right fist. Green form has a bigger hitbox while Red form punches 3 times, though only the first punch hits overhead.
- j.M: Kicks straight ahead with good range. Green form is slow and causes a wall bounce while red form is fast and good for combos.
- j.H: Alexandrite holds her fists together and flips forwards before smashing them down. Green form shoots a large energy blast straight down for more range. Red form flips 3 times with only the third attack smashing the enemy down.

- j.S: Green form throws a projectile diagonally down. Red form does a dive punch at the same angle, landing with an overhead.
- 4M: Green form only. Alexandrite delivers a short-range uppercut with her right arm, knocking the enemy a small distance into the air. Juggles into 4H.
- 4H: Green form only. Alexandrite charges energy into both palms and strikes in front and behind her. Somewhat slow, but it can catch cross-ups and it causes a wall bounce on hit.
- 4S: Green form only. Alexandrite brings her hands together and charges up energy to create a huge close-range energy explosion in front of herself. Extremely slow startup, but has little to no end lag. Can't be canceled into special moves, but it can link into light attacks.
- 6M: Red form only. Alexandrite slides forward on her left leg while delivering a ton of rapid kicks with her right. Can be held for twice the amount of hits, and it lifts enemies up on hit.
- 6H: Red form only. Alexandrite flips forward and axe kicks with her left leg. Somewhat slow, but hits overhead and smashes airborne enemies to the ground. Combos from 6M.
- 6S: Red form only. Alexandrite punches rapidly with both fists in a huge area in front of her. Comes out quickly, but Alexandrite has a long recovery animation where she shakes the steam off her hands. Can't be canceled into special moves.
- j.2M: Usable in both forms. Alexandrite kicks upwards, working just like her j.M but at a different angle. She can even cancel j.M into this, making for more damaging air combos. Green form has enough hitstun to combo into slower attacks, but red form can only combo into j.L.
- Universal Mechanics
 - Ground Throw: Green form holds the enemy in place before blasting them away with a point-blank laser beam. Red form does a backflip off the enemy's head, then rushes forwards with a dashing stomach punch that puts them in a crumple state.

- Air Throw: Alexandrite hits the enemy away in the desired direction. Green shoots an energy blast to throw them far away while red punches them downwards to the ground.
- Push Block: Green form pushes the enemy away with telekinesis while red form vibrates her hands to push them away with air pressure.
- Guard Cancel: An outwards explosion of energy. Green form stays in place and has more circular range, while red form dashes forwards with a headbutt.
- Special Moves
 - Charge Blast (214S Green form only, Air OK): Alexandrite shoots a full-screen beam from her left hand. Can be charged for more damage by holding the Special button, and it can be aimed diagonally up by holding up or down before it shoots. Alexandrite floats while charging in the air. Aerial version can aim diagonally down instead of up.
 - Blast Charge (236S Red form only, Air OK): Works the same as Charge Blast, but red form does a dashing elbow strike instead of shooting a beam. Still floats while charging in the air.
 - Watch Hands (236L/M/H, Air OK): Alexandrite turns sideways, spins clockwise, and attacks with a chop controlling an intangible clock hand. Each version can be chained into the others in any order. Light is fast and has high range but low power. Medium is slower and stronger, but has less range. Heavy has even less range and is super slow, but it deals high damage and hits overhead. Green form stays in place and hits with the point of the clock hands, but Red form flies to the end of the clock hands and attacks directly with the chop itself.
 - Telewarp Strike (623L/M/H, Air OK): Light does a quick invincible teleport, going backwards in green form and forwards in red form. Medium does an invincible knee uppercut, in which green form shoots an energy blast for high knockback, while red form jumps into the air and can

continue with an air combo on hit. Heavy is the slowest, but it teleports behind the enemy before doing the medium version. Still frame 1 invincible, but it's incredibly reactable.

- Inevitable Throw (63214L/M/H): A command grab. If it hits, Alexandrite spins around rapidly and throws the enemy behind her. The light attack version is the same between both forms, being a quick, close-range grab with relatively low damage. Medium version is slower, but it has a different bonus for each form, being a hit of super armor for green form and a dash forward for red form. Heavy version has longer startup and end lag, but it has a follow-up for extra damage. Green form follows up with an energy blast that causes a wall bounce, and red form follows up with a teleporting divekick that stays close while causing a ground bounce.

- Assists

- 5A: Variable Charge: Green form uses her 214S, but red form uses her 236S.
- 2A: Warp Strike: Alexandrite appears in front of her ally and uses her medium Telewarp Strike as a sort of shield. Good defensively, and capable of leading into an air combo. Slower than 4A.
- 4A: Quick Attack: Green form uses her 4H, but red form uses her 6M. While they have different hitstun and knockback angles, they both work as quick close-range combo extenders.
- 6A: Telewarp: Alexandrite tags in with her light Telewarp Strike, appearing behind her ally in green form and in front of them in her red form. Red form can even cross up if close enough.

- Assist Supers

- Power Play: Ultimate Time Stop: Alexandrite snaps both of her fingers, covering the entire screen in an unavoidable time stop for 3-5 seconds. Works the same as golden form's S attacks, but lasts longer and doesn't build any meter by itself.
- Fusion Benefit: Using the fusion input with Alexandrite on the team instead switches to her and activates super form early. This removes access to assists until the super form ends or she dies. If

she dies, her ally becomes unable to use their super form or Power Play. This has priority over Angelite, Bloodstone, and Malachite's fusion functions, but it loses to Magelite's.

- Supers

- Time Skip (22S): Level 1. Alexandrite uses time magic to switch forms. Not an attack.
- Sunlight Shot (214214S Green form only): Level 1. Alexandrite charges a massive amount of energy into her hand, then throws it straight ahead as a giant explosive projectile.
- Starlight Smash (236236S Red form only): Level 1. Starts with the same animation as Sunlight Shot, but red Alexandrite releases the energy with a more powerful close-range punch.
- Daybreak Beam (214214L/M/H Green form only, Air OK): Level 3. Alexandrite focuses her energy as she charges up, then she releases it as a giant green laser beam. Light version shoots straight ahead but deals slightly less damage, medium shoots up at a 45 degree angle with moderate damage, and heavy shoots straight up with slightly higher damage. When used in the air, the medium and heavy versions aim downwards instead. Switches to red form afterwards.
- Nightfall Dash (236236L/M/H Red form only, Air OK): Level 3. Alexandrite snaps her fingers and gathers energy with a frontflip before flying ahead with a high-powered tackle. The differences between buttons work the same as they do with Daybreak Beam, changing the angle and damage of the tackle. Switches to green form afterwards.

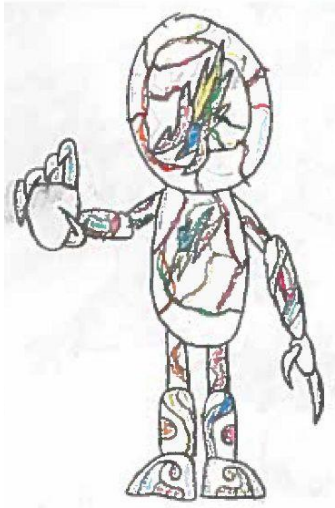


- Super Form: Golden Alexandrite combines the best aspects of Green and Red forms and gives her the abilities to stop time. She can also extend the duration of her super form.
 - Duration: 50 seconds.
 - Attack and Defense Boost: Golden Alexandrite normally doesn't have any boosts to her stats. However, if the enemy is in super form, she automatically copies their stat boosts. These boosts go away when their super form runs out.
 - Attributes: Grounded dash is the same as red form, but air dash is the same as green form. Jump and double jump have a middle ground between the speeds of both forms.
 - Normals
 - Light attacks combine green form's hitboxes with red form's speed and triple hits.

- Medium attacks average their speed and power between both forms. 5M and 2M both keep Green form's hit effects with Red form's movement. j.M has Red form's combo-friendly hitstun while j.2M has Green form's long-lasting hitstun.
 - Heavy attacks hit multiple times like red form, then end with green form's explosions.
 - Golden form is capable of using 4M, 4H, 4S, 6M, 6H, and 6S.
 - 5S, 2S, and j.S are completely different. Alexandrite snaps her fingers for a slow, short-range time stop. This time stop affects the enemy even if they're blocking, which leaves them open to attacks for half a second. Hitting a time stop also builds a quarter bar of meter. 2S and j.S aim diagonally up and down, respectively.
- Universal Mechanics
 - Ground Throw does the backflip and shoots a point-blank beam after the dash punch, causing the enemy to crumple.
 - Air Throw punches the enemy sideways, causing a wallbounce.
 - Push Block vibrates hands and pushes a barrier at the same time.
 - Guard Cancel has green form's outward range and shoots forward like red form.
- Special Moves
 - Golden Charge (214S or 236S, Air OK): 214S elbows backwards while shooting a beam forwards, and 236S shoots a beam backwards while elbowing forwards. Both versions can be charged for more damage and float when charged in the air. They can also be aimed diagonally up or down whether they're used on the ground or in the air.
 - Watch Hands works just like green form's version, but pressing the same button twice flies to the end of the clock hand like red form's version. This can be done any time to surprise the enemy or avoid attacks using sudden movement.

- Light Telewarp Strike can be aimed manually during startup to go in any direction, including up, down, and diagonals. Medium and heavy Telewarp Strike knee twice, first with green form's explosion, and then with red form's flight.
 - Medium and heavy Inevitable Throw have both the super armor and the dash. Both versions are the same speed, being a bit slower than the original heavy version. Medium Inevitable Throw follows up with the divekick while heavy follows up with the blast.
 - Supers: Golden form is capable of using Sunlight Shot, Starlight Smash, Daybreak Beam, and Nightfall Dash, so she has a lot of versatility with her meter.
 - Rewind (22S): Level 1-5. Since Golden Alexandrite doesn't have forms to switch, Time Skip is replaced with Rewind, which causes Golden form to last for 5 more seconds. Can be held to use more meter, adding 25 more seconds if all 5 bars are spent. In permanent super form, this heals blue health instead of extending the duration. Functions like a level 1 regardless of the meter spent, but it could only cancel into Power Play.
 - Breakfall (214214L/M/H during Nightfall Dash or 236236L/M/H during Daybreak Beam, Air OK): Level 5. One of Alexandrite's level 3 supers can be canceled into the other at the cost of 2 bars of meter. If the activation and follow-up are inputted with the same button, the animation for the follow-up is different and it deals more damage. Nightfall Dash follow-up flies through the beam and explodes on contact. Daybreak Beam follow-up crosses through the enemy and shoots the beam point-blank.

Opal



- Playstyle

- Opal is a simple jack-of-all-trades fighter with no distinct weaknesses. This makes them easy for a beginner to pick up and play, but they don't excel in any areas. Opal's special button does different variations of turning slashes, those being close attacks with slow, projectile-invincible startup, but low end lag and rewarding effects on hit. Opal has an additional unique property; they can cancel any meterless special move into any EX special move.

- Attributes

- Health: 1,000
- Dash Properties: Forward dash can continue running. Backward dash is a simple grounded dash.
- Jump Properties: Has a simple double jump and air dash.

- Normals

- 5L: Punches with left fist. Can chain into itself to punch again with the right fist.
- 5M: Kicks forwards with left leg. Pressing 5MM autocombos into 2M, but deals less damage.
- 5H: Opal slashes rapidly with both claws. Has enough hitstun to link into Special attacks or 6H.

- 5S: Opal turns around before slashing to the right with their claws. Opal's fastest S attack.
- 2L: Punches at the ground. Fast and hits low. Can chain into itself.
- 2M: Stands up and knees upwards. Not an anti-air, but it's a decent minor launch.
- 2H: Slashes upwards with left claws. This one is an anti-air. Can combo into 5H.
- 2S: Spin slashes along the ground. Somewhat slow, but hits low and knocks enemies down.
- j.L: Punches diagonally down quickly. Can chain into itself.
- j.M: Kicks forwards. Can cancel into j.2M manually or by inputting j.MM.
- j.H: Slashes down with both claws. Has a large hitbox and smashes enemies downwards.
- j.S: Opal flies forwards and cross-slashes with both claws. Causes a wallbounce.
- 6H: Opal jumps forward and slashes downwards with right claws. Hits overhead.
- 6S: Steps forward and slashes ahead with left claw. Opal's slowest claw attack, but it has the most range out of any of Opal's normals.
- 4S: Turns and slashes in an upwards arc over Opal's head. This is a huge anti-air with a major launch, but it's too slow to combo into without hitting 5H first.
- j.2M: Kicks upwards, launching the enemy for an optimal double jump cancel.
- Universal Mechanics
 - Ground Throw: Opal grabs the enemy, knees them 3 times, then tosses them away.
 - Air Throw: Opal grabs the enemy and slashes them down into the ground.
 - Push Block: Pushes the enemy away with both hands.
 - Guard Cancel: Spins around while slashing with both claws.
- Special Moves
 - Void Bomb (236L/M/H/EX S, Air OK): Opal creates a ball of energy and shoots it forward as a projectile. Light has quick startup and creates a small, fast-moving ball. Medium is slower, but

the ball is bigger and stronger. Heavy is super slow, but creates a huge and powerful ball that floats forwards slowly. Special has the startup speed and movement speed of light, but the size and power of heavy. Void Bomb can cancel into EX moves on whiff.

- Dash Kick (214L/M/H): Opal flies forwards with a dash kick. Light doesn't go very far, but it's plus on block. Medium goes further and has less advantage on block, but it's still safe. Heavy goes almost full screen, but it's a lot more punishable on block. All versions have the same startup and damage. Considered airborne when canceling into EX moves or supers.
- Dive Kick (j.214L/M/H): Opal dives diagonally down with a divekick. The button pressed determines the angle, with light going almost straight down and heavy going a -45 degree angle. All versions are identical otherwise. Can cancel into grounded EX moves and supers.
- Reversal Slash (623L/M/H): Opal jumps straight up with a spinning claw attack. Invincible on startup and completely immune to air attacks throughout, but extremely unsafe on block. Light is slightly quicker and safer, but heavy goes the farthest and deals the most damage.
- Jump Grab (j.623L/M/H): Opal jumps diagonally forwards with a command grab. If it hits, they drop all the way to the ground with the enemy in hand. Has anti-air properties, but it can also be used as a strong combo ender. Light goes straight ahead with high corner carry, medium goes diagonally with a balance between damage and movement, and heavy goes straight up while dealing the most damage. All versions whiff on crouching enemies.
- Counter Blast (EX 214S): Opal creates an energy barrier as a counter stance. If hit, they cause an upwards explosion that could start an easy air combo.
- Dimensional Copy (EX 623S or 421S, Air OK): Opal separates into two copies of themselves, one being real and the other being a decoy. 623S makes the real one go forward and 421S makes the real one go back. Can be useful for a safe mixup.

- Assists

- 5A: Void Bomb: Opal appears behind their ally and shoots a medium Void Bomb. Somewhat slow, but useful as a full-screen projectile assist.
- 2A: Reversal Slash: Opal appears in front of their ally and uses their light Reversal Slash to protect them. Opal's fastest assist, and it's useful defensively.
- 4A: Dash Kick: Opal uses their heavy Dash Kick, making for a long-range combo extender. Comes at the cost of low hitstun, so it's a bad idea to use it during a blockstring.
- 6A: Running: Switches control to Opal as they run in from the side of the screen. Doesn't include an attack, but it's one of the fastest assist switches in the game.

- Assist Supers

- Power Play: Mega Rift: Opal slashes rapidly to create a giant vertical rift that doesn't go away even if it hits an enemy. It also destroys enemy projectiles that make contact with it. This rift closes after 7-10 seconds, and it pulls everything together from full screen when it does so.
- Fusion Benefit: The fusee can cancel one special move into another.

- Supers

- Extraordinary Claw (236236S, Air OK): Level 1. Opal charges energy into their claw and slashes at a 25 degree angle for a long-range, single hit attack. If used in the air, the attack has a -25 degree angle and causes a hard knockdown, but it deals less damage.
- Void Drain (360S): Level 1-5. Opal charges energy into one hand for a powerful close-range command grab. Drains all available meter when used, and deals more damage when more meter is used up. It can get incredibly strong with all 5 bars, even moreso than Opal's level 3. Regardless of the meter spent, it functions like a level 1, though it can't DHC.

- Black Hole Burst (214214S, Air OK): Level 3. Opal slashes down with both claws, creating a black hole that sucks enemies in from full screen. After dealing damage for a bit, Opal slashes again to explode the black hole outwards. Deals more damage the closer the enemy is.



- Super Form: Silver Opal's Special attacks create rifts, which change shape to match the hitbox. Rifts cause enemies hit to be stuck in place with a lot of hitstun, but this only works once in a combo. An active rift closes after half a second, pulling Opal and enemies slightly closer while redirecting projectiles. Only one rift can exist at a time, so the old one closes immediately if a new one is set up.
 - Duration: 20 seconds.
 - Attack Boost: 20%
 - Defense Boost: 20%
 - Normals
 - 5S creates a small rift directly in front of Opal.
 - 2S creates a rift on the ground, which pulls any airborne characters down.
 - j.S creates an airborne rift while flying past it, which pulls characters backwards into it.
 - 6S creates a large rift, which pulls both characters right next to each other when it closes.

- 4S creates a rift in the air, which pulls grounded characters upwards.
- Universal Mechanics: Push Block automatically closes any active rifts. Guard Cancel creates a large horizontal rift with increased hitstun, allowing Opal to combo off of it.
- Special Moves
 - Void Bomb can be shot through a rift to become Rift Boosted, gaining its additional hitstun. A closing rift can also redirect Void Bomb's trajectory.
 - Dash Kick can be pulled into the air by rifts, but this does not change its properties.
 - Reversal Slash can't be pulled by a closing rift during its invincible frames.
 - Counter Blast can be activated by a closing rift for a mobile explosion, or it could be activated with a redirected Void Bomb. If the redirected Void Bomb is Rift Boosted, Counter Blast becomes Rift Boosted as well, gaining a lot of additional hitstun.
 - Dimensional Copy's decoy can be pulled by a closing rift. If Opal and the copy are pulled into each other by a closing rift, they automatically do a Rift boosted Counter Blast.
- Supers: Black Hole Blast ([S] during Black Hole Blade): Level 5. Instead of clawing the black hole away, Opal creates a Void Bomb and shoots it through the black hole, blasting it forwards as a full screen projectile. This also leaves behind a huge horizontal rift that doesn't deal damage, but it can Rift Boost Void Bombs and pulls characters together from full screen when closing.

Onyx



- Playstyle

- Onyx is the biggest character in the game, which can be both a benefit and a detriment. He has slow but huge attacks, powerful moves that can collectively cover the whole screen, and the ability to change the stage itself. His grounded S attacks create rock spires that cover huge areas of the screen. Because of all this, playing Onyx is a lot like playing a boss. Despite his size, he can be grabbed like a normal character, but he takes less knockback from all attacks.

- Attributes

- Health: 1,250
- Dash Properties: Onyx walks slowly, and his dash goes a short distance. Can't run.
- Jump Properties: Onyx jumps super low to the ground. No double jump or air dash.

- Normals

- 5L: Onyx punches to the right with his front left leg. Has huge range for a 5L, but low range for an Onyx attack. Somewhat slow for a jab, but still Onyx's fastest attack.
- 5M: Onyx leans forward and swipes his left front leg to the left. Has long range, but it's somewhat slow and the enemy can duck under it if they're too far away.
- 5H: Onyx stomps the ground with his left leg, making a crater. Faster than 5M, but less range.

- 5S: Onyx magically summons a rock spire from behind, which travels across the whole stage from corner to corner. Because of this, it's faster than Onyx's jab if his back is to the corner. This also means that it's slower if the enemy is cornered, but that gives it more frame advantage.
- 2L: Onyx stands up and swipes his leg upwards. Works as a huge anti-air with a minor launch.
- 2M: Onyx swipes both of his legs along the ground. Hits low with a minor launch. Can't be jump-canceled, but it can reverse beat into 2L for a launch into a launch.
- 2H: Onyx claps his front legs together, causing a shockwave. Somewhat slow and has less range than 2M, but it deals a lot of damage and causes a crumple if the clap hits directly. Hits low.
- 2S: Onyx magically summons a rock spire from the ground, which travels upwards all the way to the ceiling. Not as fast or as safe as 5S, but it has the highest major launch in the game on hit.
- j.L: Onyx stretches his legs outwards as an attack, then keeps them out until he hits the ground as a second hit. Has a lot of hitstun and landing lag. Onyx can only do one air attack until he lands.
- j.M: Onyx turns around in the air and kicks upwards with his back legs, hitting twice. Extremely slow startup, but the attack continues even if he lands. Doesn't hit overhead. Minor launch.
- j.H: Onyx rears back before smashing both front legs on the ground. Slow startup, but continues even after landing. Hits overhead, and has priority over enemy anti-air attacks.
- j.S: Onyx stalls in the air for a second before quickly diving to the ground. Causes an earthquake and hits low, but Onyx gets buried and has a lot of end lag while he climbs back up.
- 6H: Onyx smashes his left leg on the ground similarly to 5H, but he instead uses the side of his leg to give the attack more range. Slower than 5H, but the extra range allows it to combo off a far-connect 5M. It may look like it hits overhead, but it just hits mid.

- Universal Mechanics

- Ground Throw: Onyx erupts rock spires to trap the enemy in the ground, which has more range than most throws. On hit, Onyx repeatedly stomps the enemy into the ground. Hard knockdown.
- Air Throw: Onyx erupts floating rock spires into the air in front of him to trap the enemy. If it hits, he lands before throwing the spires and the enemy into the wall. Causes a wallbounce.
- Push Block: Pushes the enemy away with a blast of dirt.
- Guard Cancel: Onyx covers himself in hardened dirt and explodes it outwards.
- Special Moves
 - Boulder Crush (236L): Onyx jumps forward, dropping his body onto the ground ahead. Hits overhead and deals a lot of damage, but it's very punishable on block.
 - Sand Slide (236M): Onyx slides forward on sand, then throws a low-hitting wave of sand with his horn. Can be held to slide for longer, delaying the wave until the button is released.
 - Sand Shark (236H): Onyx digs underground, letting him move faster while only his horn is vulnerable. As long as the button is held, he can move left and right freely, and he emerges with an anti-air when released. Good for ambiguous cross-ups, but interruptible by attacking the horn.
 - Sand Storm (EX 236S): Summons a full-screen sandstorm for 10 seconds. This deals unblockable damage over time and prevents the enemy from double jumping or airdashing, but it doesn't cause the enemy to flinch when hitting and it's unable to kill.
 - Earthquake (22L/M/H): Stomps the ground, causing an earthquake that hits low. Light is fast with low range, heavy is super slow but covers the whole ground, and medium is in the middle.
 - Sand Trap (EX 22S): Converts the ground into quicksand for 10 seconds. Doesn't deal damage, but it prevents enemies from dashing and increases landing lag. Only one of Onyx's EX moves can be active at a time, so this can't stack with Sand Storm.

- Magnifying Crystal (214L/M/H/S): Onyx summons a crystal that magnifies light, dealing unblockable but recoverable damage over time to anyone near it, but it can't cause knockback or kill. The animation is slow, but four can exist at a time. If two crystals are active, they deal damage to enemies in between them. If three or four crystals are active, they create a triangle or square of unblockable damage. Enemies can also destroy the crystals with their own attacks. Light creates a close ground crystal, medium creates a close air crystal, heavy creates a far air crystal, and special creates a far ground crystal. The damage can stack with a sandstorm.
- Avalanche (623L/M/H): Onyx roars to erupt a whole bunch of rocks. Light erupts them up from under Onyx, which can make for a good reversal. Medium makes the rocks fly straight forwards full screen above Onyx. This means that the medium version can work as an anti-air no matter where the enemy is horizontally, but it can't hit grounded enemies at all. Heavy drops the rocks from the ceiling right in front of Onyx, which has less defensive benefit but allows him to finish an air combo without having to jump. If the light version hits, it can follow up with either the medium version to launch the enemy away or the heavy version to keep them close.
- Stone Pillar (EX 623S): Creates a rock spire that works as a wall for the enemy, but not for Onyx. Can't stack with other EX moves. Different buttons can be pressed during the startup to change where the spire erupts from. Light erupts it directly under Onyx, sending him high into the air so he can either avoid an enemy attack or continue an air combo with ground attacks. Medium erupts the spire in front of him, acting as a shield. Heavy erupts it further away, making an artificial corner. Can be destroyed by enemy attacks, but lasts 10 seconds otherwise.
- Assists
 - 5A: Upwards Avalanche: Onyx appears in front of his ally and uses his light Avalanche.
 - 2A: Downwards Avalanche: Onyx appears next to his ally and uses his heavy Avalanche.

- 4A: Sideways Avalanche: Onyx appears behind his ally and uses his medium Avalanche.
- 6A: Sand Shark: Onyx approaches while underground, then emerges with an attack. The assist or heavy button can be held to delay the attack while controlling his movement.
- Assist Supers
 - Power Play: The Shadow of the Desert: Onyx creates a Sand Storm, Sand Trap, a medium Stone Pillar, and all four Magnifying Crystals all at once. Everything disappears after 3-6 seconds.
 - Fusion Benefit: The fusee becomes as big as Onyx, changing their hitboxes and hurtboxes accordingly. Does not effect the damage or frame data of attacks, only the size.
- Supers
 - Rolling Stone (236236S): Level 1. Onyx covers himself in a huge boulder and rolls forward quickly, hitting overhead and dragging the enemy into the corner. Explodes on contact with the wall or a blocking enemy. The boulder gets bigger the longer it rolls and deals more damage the bigger it gets. Can be held to rev up in place, making the boulder bigger before rolling.
 - Rose's Memory (222S): Level 2. Onyx takes a second to mourn the loss of his old friend Rose. This causes the flower on his back to glow, but this effect ends prematurely if he spends meter elsewhere or tags out. If Onyx is killed while the flower is glowing, he survives with 1 HP and becomes completely invincible for 5 seconds. This only works once per battle.
 - Terra Rage (214214S): Level 3. Onyx turns the ground into a spiraling pit of quicksand, covering the floor in a huge, long-lasting low attack. If it hits, it plays an animation where the enemy gets buried, takes damage while underground, then gets blasted back out with a sand geyser.



- Super Form: Golden Onyx goes from one of the slowest characters in the game to one of the fastest. However, his attack and defense get no boosts at all, even when the form is permanent.
 - Duration: 20 seconds.
 - Attack Boost: 0%
 - Defense Boost: 0%
 - Attributes: Onyx's walk speed is drastically increased, and he can now run after a forward dash. His jump also goes much higher and further, and he gains the ability to double jump and air dash.
 - Normals: All of Onyx's grounded normals, with the exceptions of 5S and 2S, are slightly faster. All of his jumping normals are radically changed into more traditional jumping attacks, and they can cancel into each other. He also has two exclusive command normals on the ground.
 - j.L: Onyx extends his legs and spins around, hitting four times in front and behind himself. Amazing for crossups and air combos.
 - j.M: Onyx backflips and kicks upwards twice with his back legs.
 - j.H: Onyx flips forward and smashes downwards with his front legs.

- j.S: Onyx stalls in the air for a second before quickly diving to the ground. Causes an earthquake and hits low. Onyx can combo off of a hit, but it's unsafe on block.
- 4S: Onyx gathers rocks from all directions and stabs them to a point slightly above and in front of his head. Works as a powerful long-range anti-air, and it can cancel into 6S.
- 6S: Onyx creates a large boulder and smashes it down, working as a slow but powerful overhead. If canceled from 4S, it has faster startup and deals even more damage.
- Special Moves
 - Boulder Crush flips into the air before diving down face-first, working more like an overhead divekick. It can also be used in the air, dropping down immediately while skipping the flip. Both versions are still highly unsafe on block.
 - Sand Slide and Sand Shark both move faster when the button is held.
 - Earthquake can be canceled into stronger versions of itself on hit or block, but not on whiff. Light can cancel into medium or heavy, while medium can only cancel into heavy.
- Supers
 - Stone Storm Strike (236236L/M/H): Level 1. A high-speed dash attack. Light slides along the ground and hits low, medium goes behind the enemy with a cross-up mid attack, and heavy dives from the air to hit overhead. If any version hits, it plays an animation where Onyx rapidly dashes through the enemy, bringing them into the air before smashing them back down as a huge boulder. Attacks instantly after the super flash, but leaves behind a cloud of sand that subtly telegraphs its direction.
 - Acceptance (S during Stone Storm Strike): Level 2. If the button is timed perfectly with the final hit of Stone Storm Strike, it plays an animation where Onyx sees a mirage of

Rose in the distance. This activates the effect of Rose's Memory, but it only costs 1 additional bar of meter, so it's more cost-effective than using both supers individually.

- Mega Terra Rage (214L/M/H/S during Terra Rage): Level 3.5-5. Onyx's level 5 super has a unique method to access. Inputting the command uses half a bar of meter to summon a Magnifying Crystal, which deals extra damage by shooting a beam at the enemy underground. This can be done up to four times, once for each button. If all four crystals are summoned this way, the beams heat up the ground to the point that it explodes, blasting the enemy into the air and allowing Onyx to combo off of it. Any crystals that were created beforehand deal slightly more damage when summoned for the attack.

Topaz



- Playstyle

- Topaz is a highly mobile air fighter with a large emphasis on his ability to attack at any angle. He can switch between defensive zoning and rushdown on a whim, but his slow ground speed and large hitbox make him an easy target in neutral. Topaz's directional Special attacks have him drill in the inputted direction as long-range movement attacks, and they can be canceled into each other 3 at a time. His 5S also allows him to get close with little to no effort.

- Attributes

- Health: 950
- Dash Properties: Topaz can not dash on the ground, and his walk speed is somewhat slow.
- Jump Properties: Topaz's jump is particularly floaty, but he has a flight meter next to his super meter. Whenever he jumps, Topaz can fly freely and quickly just by holding the stick in any

direction. Doing this drains the flight meter, and it fills back up over time when Topaz is on the ground. Topaz can still block and attack while flying around.

- Normals

- 5L: Claws with left talons. Can chain twice to claw again with right talons.
- 5M: Stabs forwards with tail.
- 5H: Bites horizontally. Less range than 5M.
- 2L: Rolls forwards and slashes tail downwards. Smashes jumping enemies to the ground.
- 2M: Backflips and slashes tail upwards. Works as an anti-air minor launch. Can reverse beat into 2L to immediately smash the enemy back down.
- 2H: Slides forwards and bites at the enemy's legs. Topaz's only low attack.
- j.L,M,H, and S: Topaz's entire grounded moveset can be used in the air with the same effects. All air attacks hit overhead except for jumping Special attacks, which always hit mid.
- 5S: Topaz flies towards the enemy, homing in no matter where they are. This goes through light projectiles and can start an air combo, but it deals low damage and is weak to anti-airs. Normally minus on block, but can be charged to increase the frame advantage. Other S attacks can cancel into this for free, but it can only be used once before landing.
- 6S: Drills straight forwards. Good for a linear approaching attack that crosses through on block.
- 2S: Drills straight down. Smashes down and releases a small wind shockwave upon landing.
- 8S: Drills straight up. Anti-air with a major launch but costs 1/10th of the flight meter to use.
- 4S: Drills straight back. Has a bigger hitbox so it doesn't miss close enemies.
- 3S: Drills diagonally down-forward. Approaches and causes a landing shockwave.
- 1S: Drills diagonally down-back. Bigger hitbox and causes a landing shockwave.
- 7S: Drills diagonally up-back. Bigger hitbox but costs 1/10th of the flight meter.

- 9S: Drills diagonally up-forward. Approaches but costs 1/10th of the flight meter.
- Universal Mechanics
 - Forward or Back Throw: Topaz grabs the enemy with his talons, tosses them up, and smacks them away with his tail. He can use the same throws on the ground and in the air, so his two throws are based on what direction is being held. Can be canceled into 5S.
 - Up or Down Throw: Grabs the enemy with teeth, then smashes them to the ground with tail.
 - Push Block: Pushes the enemy away with a blast of wind from mouth.
 - Guard Cancel: Screeches to create an outwards wind explosion. Can be used in the air.
- Special Moves
 - Wind Spear ([4]6L/M/H or [2]8L/M/H, Air OK): Topaz shoots a spear of wind as a projectile that homes in. The [4]6 input spits it forward, but the [2]8 input spits it straight upwards. Light version is small and weak, but it flies quickly and moves in a straight line. Medium is bigger, stronger, and can slightly readjust its aim, but it's slightly slower. Heavy is large and powerful and constantly turns to keep tracking the enemy, but it's extremely slow.
 - Talon Grasp (360L/M/H, Air OK): Topaz rushes ahead with a command grab. Light dashes diagonally down and drags the enemy along the ground before throwing them upwards. Medium dashes straight forwards and slams the enemy into the wall. Heavy dashes diagonally upwards, slams the enemy into the ground, and deals more damage the higher it hits.
 - Rainbow Boost (EX 214214S, Air OK): Topaz roars and surrounds himself with rainbow energy. Increases the damage of all of his attacks by 10% for 5 seconds.
 - Tornado Aura (EX 236236S, Air OK): Topaz roars and surrounds himself with windy energy. Increases his walk and flight speed by 10% for 5 seconds. Rainbow Boost and Tornado Aura can't be active at the same time. They can be refreshed by using the same move again.

- Assists

- 5A: Falcon Dive: Topaz appears in the air and uses his 3S. Has low range but a landing hitbox, making this good for combos and blockstrings.
- 2A: Eagle Spike: Topaz appears in front of his ally and uses his 9S. Good as an anti-air, but really bad on block.
- 4A: Swallow Return: Topaz appears close to the ground and uses his 6S. If it hits, he continues with a 4S, pulling the enemy closer. Has the longest range of Topaz's assists, but it is ineffective on block.
- 6A: Targeted Flight: Topaz tags in by flying onto the screen with his 5S at half charge. Has the benefit of skipping the startup, but it's easily punishable with an anti-air.

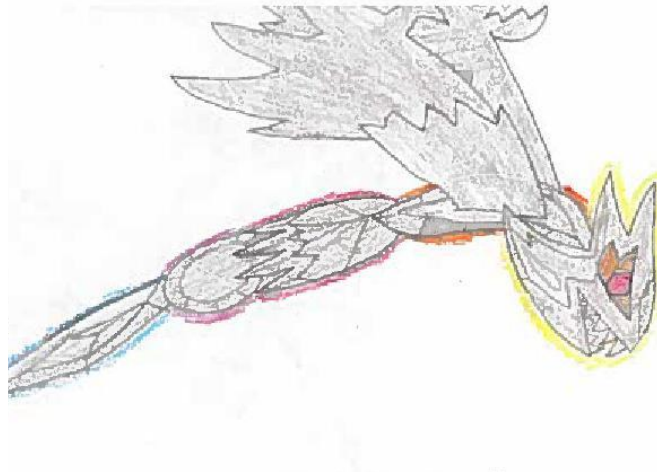
- Assist Supers

- Power Play: Atmospheric Hurricane: Topaz flies to the ceiling and spins around rapidly, creating a huge hurricane that moves from one end of the stage to the other. While under the hurricane, Topaz's team gains the benefits of both Rainbow Boost and Tornado Aura at the same time. This can even stack with Topaz's existing boosts. The hurricane stays on stage for 15-20 seconds.
- Fusion Benefit: The fusee gains Topaz's flight mechanic. Works like an additional jump added onto however many jumps they have, and includes the flight meter as well.

- Supers

- Pressure Beam (00S, Air OK): Level 1. Both inputs must be the same direction. Topaz spins around and shoots a powerful beam of pressurized air. Aims in said direction. Topaz gets pushed in the opposite direction with a less powerful physical hitbox, so shooting backwards can be useful if one wants to trade damage for positioning. Doing this is mainly good for DHCs.

- Ozone Airstrike (720S, Air OK) Level 3. Topaz flies above the stage, dealing a bit of damage on the way up before the super flash. After the super flash, he dives diagonally downwards as a powerful attack, then creates a full-screen tornado when he lands for even more damage.



- Super Form: Silver Topaz trades his talons for large wings, greatly increasing his defenses and the size of talon-related attacks at the cost of speed.
 - Duration: 20 seconds.
 - Attack Boost: 10%
 - Defense Boost: 30%
 - Attributes: Grounded jump goes slightly higher and flight meter drains slower.
 - Normals
 - 5L is a few frames slower, but the hitbox is a lot bigger.
 - 5S has the speed of the uncharged version but the advantage of the fully charged version.
 - All directional Special attacks have a follow-up where they shoot a small hurricane projectile, pushing Topaz a bit in the opposite direction. For example, 6SS shoots a projectile straight ahead after doing the flying drill attack. Topaz can still cancel Special

attacks into each other, but a string ends if a hurricane follow-up is used at any point.

Hurricane follow-ups can also cancel into 5S.

- Universal Mechanics: Forward/Back Throw has a bigger hitbox, but it's just as fast.
- Special Moves: Talon Grasp is a bit slower, but it has a hit of armor and a bigger hitbox.
- Supers
 - Sonic Boom Blast (S during Pressure Blast, Air OK): Level 2. Finishes the beam with a stronger cone-shaped blast. Can be used even if Pressure Blast misses.
 - Orbital Airstrike (720[S], Air OK): Level 5. Works the same as Ozone Airstrike, but costs 5 bars and deals a bit more damage. If the dive attack is a direct hit, Topaz does a follow-up for a lot more damage. In this follow-up, he bites the enemy, flies them into the edge of space, throws them back down, and finishes with a huge beam of air downwards.

Sapphire



- Playstyle

- Sapphire is a character who enjoys lying down and relaxing in one place, and her gameplay reflects that. Her high reliance on charge moves, long-range attacks, and ability to heal by sitting in place reflect her personality just as much as they affect her gameplay. That being said, she struggles when enemies are close up, and her gameplay might feel boring to someone who prefers to get in the enemy's face, spam different attacks, and improvise constantly.

- Attributes

- Health: 1,000
- Dash Properties: Sapphire has an incredibly slow walk speed, and her dash doesn't go very far. Sapphire also has crouch dashes with 11 or 33, being a quick low profile roll in either direction.
- Jump Properties: Sapphire's grounded jump has her blast her water tower away, jumping really high but with low horizontal movement. Double jump has better horizontal movement, but it has very little upwards momentum. Air dash has low distance.

- Normals

- 5L: Punches forward with left hand.
- 5LL: Swipes to the right with tail.
- 5LLL: Continues the spinning motion with a watery backhand from the right fist. Knocks enemies down and away, making this combo bad for dealing damage but good for quickly gaining distance. This attack can't be canceled into medium or heavy attacks.
- 5M: Bites with the clamshell. Lunges forward a bit during this attack, but springs back after.
- 5H: Sapphire shoots a mid-range water bullet from a finger gun. To slow to combo into.
- 5S: Sapphire spits a water droplet from her mouth as a small arcing projectile, which creates a puddle when it lands. If Sapphire or her ally stands on the puddle, they slowly recover blue health and their attacks deal 10% more damage. Sapphire's special moves have further bonuses when sitting on the puddle. The arc of the droplet can be changed with 6S to throw it half screen, or with 4S to shoot it straight upwards. Hitting the enemy doesn't create a puddle.
- 2L: Sapphire punches low at the ground. Can be chained twice to hit with each fist.
- 2LLL: Punches low with both fists, hitting low and knocking down. This is Sapphire's only way to cause a knockdown from a low attack. Can't cancel into medium or heavy attacks.
- 2M: Pivots on one arm to kick low with tail, causing a small splash for more range. Hits low.
- 2H: Sapphire backflips, kicking a geyser up with her tail. Anti-air major launch, but very slow.
- 2S: Sapphire closes her shell on the ground and starts resting. This gives her 1 hit of super armor and slowly recovers blue health as long as it's held, which stacks with the healing from a puddle. Has a lot of end lag when the button is released, and this move can't be canceled into anything.
- j.L: Sapphire punches diagonally down. Can chain into itself to hit with each fist.

- j.LLL: Punches down with both fists, smashing aerial enemies to the ground. This is Sapphire's only way to finish an air combo with a knockdown, but it deals low damage.
- j.M: Closes clamshell and opens it quickly as an attack that hits diagonally upwards.
- j.H: Sapphire turns sideways, separates her arms, and rolls forward with a ring of water. Knocks enemies away instead of smashing them to the ground. Combos into j.S near the corner.
- j.S: Sapphire shoots water backwards, causing her to fly forwards while biting repeatedly with her clamshell. Good as an aerial combo finisher, but it's minus on hit against a grounded enemy. Can be aimed with 8S to fly up before dropping or 2S to fly straight down.
- 4M or 6M: Sapphire closes her clamshell and headbutts diagonally upwards. Works as a quick anti-air while moving slightly forward. 4M and 6M are exactly the same, so this move can be used to attack and approach at the same time, even while keeping back charge. Uncancellable.
- 4H or 6H: Sapphire separates her arms and slashes a small water wave outwards while moving. 4H attacks while moving backwards, but 6H attacks while moving forwards. Uncancellable.
- 3H: Sapphire does a short jump and rolls forward, smacking downwards with her tail. She's invincible to low attacks and grabs while airborne, and the strike itself hits overhead.
- Universal Mechanics
 - Ground Throw: Holds the enemy with one arm and shoots them upwards with a point-blank water bullet. This animation can be jump-canceled, allowing Sapphire to start an air combo.
 - Air Throw: Sapphire tosses the enemy up with one hand, then smacks them down with her tail.
 - Push Block: Pushes the enemy away with a quick spurt of water from mouth.
 - Guard Cancel: Sapphire separates her arms and shoots water down on all sides.
- Special Moves

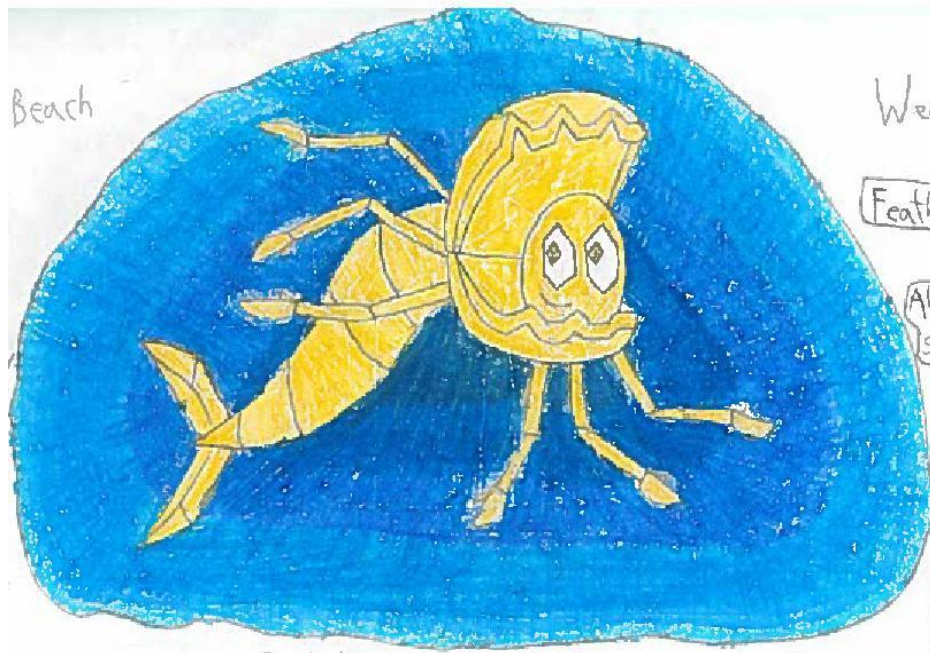
- Hydro Splash ([4]6L): Sapphire quickly creates a water ball and splashes it forward as a close-range attack. This is her fastest special move, and it has good knockback as a combo ender.
- Hydro Current ([4]6M): Sapphire creates two water balls and shoots them forwards as a full-screen water beam. Somewhat slow startup and recovery, but covers a huge area.
- Hydro Homing ([4]6H): Sapphire creates six water balls and leaves them in the air. After a second, they all fly towards the enemy one at a time. Has super slow startup but quick recovery, allowing Sapphire to act however she wants while the enemy is forced to deal with it.
- Surfing Time (EX [4]6S): Sapphire turns her water tower into a surfboard and rides it forwards faster than her walk speed. During this, each button and direction does a different follow-up action, but she can't block. Sapphire can also turn around by holding the opposite direction, but doing that is somewhat slow. If Sapphire surfs over a puddle, she moves a bit faster and deals more damage with each follow-up, but it causes the puddle to disappear.
 - Hang Eight (Surfing Time>L): Spins the surfboard as a quick attack while moving.
 - Overhead (Surfing Time>M): Turns the board into a wave and smashes it down, working as a slow advancing overhead while returning to normal.
 - Wipeout (Surfing Time>H): Throws the board as a projectile. Punishable on block.
 - Buzzkill (Surfing Time>S): Returns to normal without attacking. Relatively quick.
- Upstream Jet ([2]8L/M/H): Sapphire closes her shell and blasts water backwards to tackle. Light goes forward and bounces backwards on hit or block. Medium goes diagonally upwards, but it isn't a real anti-air. Heavy does the light version followed by the medium version, dealing double the damage. Heavy also has a small gap between each hit on block, making it a free frame trap at the cost of being weak to invincible reversals. If Sapphire is standing on a puddle when using any version of this move, it gets invincibility on startup but removes the puddle.

- Duck Dive (EX [2]8S): Sapphire drops into a small pool of water as an invincible reversal, then shoots back up with a damaging geyser that's unsafe on block. Creates a puddle when used. If a puddle is already active, then Sapphire switches places with it as a teleport, costing no meter.
- Burst Your Bubble (22L/M/H/S, Air OK): Sapphire creates a bubble from her tail and pops it as a close-range attack, launching her in the opposite direction with a headbutt. Light launches her back, medium launches her up, heavy launches her forwards, and special launches her down.
- Big Ol' Bubble (EX 214S, Air OK): Sapphire releases a huge bubble projectile from her shell. The bubble moves slowly, and it traps the enemy for a few seconds if it hits. However, the bubble can be popped by enemy attacks and projectiles. If the move is used while standing on a puddle, it becomes unblockable but the puddle disappears.
- Assists
 - 5A: Puddle Place: Sapphire does her 5S, allowing her ally to take advantage of the puddle's effects. This is bad for combos, but it's actually her fastest assist if used as an attack.
 - 2A: Upstream Jet: Sapphire uses the medium version, making for a mediocre anti-air assist. If used on top of her puddle, it becomes an amazing defensive assist with invincibility.
 - 4A: Hydro Current: Sapphire appears behind before attacking with a powerful full-screen beam.
 - 6A: Duck Dive: Sapphire tags in with her Duck Dive, but it has no invincibility and doesn't set up a puddle. If a puddle is already active, she appears from it instead. Doesn't use meter.
- Assist Supers
 - Power Play: Big Swell: Sapphire fills the whole screen with water. This slowly heals Sapphire and her ally as if they were sitting on her puddle, and it stacks with a real puddle's effects. Also increases the enemy's hitstun just like Golden Sapphire's aura. Lasts 6-12 seconds.

- Fusion Benefit: The fusee slowly recovers blue HP as if they were always standing on a puddle. Doesn't include the damage bonus of a puddle, but doesn't require setting it up either.

- Supers

- Triple Bubble (63214S, Air OK): Level 1. Works just like Big Ol' Bubble, but it shoots 3 bubbles in a spread. One goes straight ahead like normal, one flies diagonally up, and one goes straight up. If used in the air, the straight up bubble is replaced by one that goes diagonally down.
- Release the Kraken (360S): Level 2. Sapphire separates her arms and does a jumping anti-air command grab. If it hits, she drops the enemy into a pool of water, dealing decent damage. If the attack hits above a puddle, the enemy gets stuck inside a bubble. Sapphire says "Release the..." on activation and only finishes the name if she hits. If she misses, she says "Bogus."
- High Tide ([4]646S): Level 3. Sapphire secures herself onto the ground with her hands and clamshell, drains her water tower into her tail, then shoots a massive full-screen water beam.



- Super Form: Golden Sapphire is always surrounded by an aura of water, which increases enemy hitstun when close to her. This allows for more free-form combos, but it doesn't effect blockstun.

- Duration: 15 seconds.
- Attack Boost: 25%
- Defense Boost: 20%
- Attributes: Sapphire can continue running after her backdash and crouch dashes. While these don't move very quickly, they allow her to reposition while charging.
- Normals
 - 5LL can be canceled into 8L or 2L. These use her 2LLL or j.LLL for a slow low or slow overhead follow-up, respectively. While these mixups have a reactable gap on block, they combo properly on hit thanks to the increased hitstun.
 - The aura helps certain normals combo. For some examples, 5LLL can be linked into other normals, 5M>5H is a true combo, and j.S is safe on hit against a grounded enemy.
 - 4S and 6S can be charged, changing the trajectory to be the same as 5S. Once the puddle lands, it slowly travels in the inputted direction, moving at the same speed as Sapphire's continuous crouch dashes. This helps her heal and power up special moves while moving.
 - If 2S is used on a mobile puddle, Sapphire gets carried by it, repositioning while healing.
- Special Moves
 - Hydro Splash, Hydro Current, and Hydro Homing have different effects and use cases due to the aura. Hydro Splash keeps the enemy standing, allowing Sapphire to combo off of it once. Hydro Current is easier to combo into with the aura, but it always pushes the enemy out of the aura. Hydro Homing can be set up mid-combo with the right moves.
 - Surfing Time's follow-ups can be comboed after if the aura is set up, but the aura lags behind while surfing. This means Sapphire has to be extra close to take advantage.

- Duck Dive causes the aura to disappear until after Sapphire emerges from the ground.

This means it can never take advantage of increased hitstun.

- Supers: Even Higher Tide ([S] before firing High Tide): Level 5. Sapphire drains her water aura into the beam, causing it to fan outwards and deal more damage. The final hit blows her away full screen, putting her in an advantageous position on hit but being more punishable on block.

Ruby



- Playstyle
 - Ruby is a highly energetic and aggressive rushdown character. He specializes in pressuring the enemy and pushing them into a metaphorical and literal corner. His Heavy attacks move him towards the enemy while his Special attacks are plus on block, meaning he could potentially force the enemy to block forever if they're too scared to try and interrupt him. Unfortunately, this comes at the cost of low health and little defensive options, so he might be hard to play for someone who can't manage his constant attacks and improvisation.
- Attributes
 - Health: 900
 - Dash Properties: A quick dash with low distance. Can run after a forward dash.
 - Jump Properties: Ruby's standing jump is a short hop, but his double jump has him explode his arms for a much higher jump with less horizontal distance. Air dash is basic but fast.
- Normals

- 5L: Jabs with right knee.
- 5M: Kicks forwards with left leg.
- 5MM: Continues the motion by stepping forward and punching with right fire fist. Causes a sliding knockdown on hit, but it's very punishable on block or whiff. Can't be canceled into heavy attacks, but it can be canceled into Special attacks or moves.
- 5H: Jumps forwards and attacks with a fiery headbutt. Quick in both movement and startup, travels a decent distance, but extremely punishable even on hit.
- 5S: Ruby spins for a double lariat with each fire fist. Hits twice, but there's a small gap between the two hits. Either hit can be special-canceled and the second hit is plus on block. This means the first hit could be canceled or not as a mixup, so it can be used as a built-in frame trap tool.
- 2L: Sweep kicks with left leg. Hits low.
- 2M: Ruby stands up and swipes his tail upward. Minor launch.
- 2MM: Ruby opens his tail and blasts fire from it diagonally upwards. Major launch.
- 2H: Flips upside-down and blasts off the ground while spinning with legs outwards. Has anti-air properties and hits multiple times, but it doesn't hit grounded enemies into the air. It also leaves Ruby open until he lands unless it's canceled. Can be canceled into j.S or air special moves.
- 2S: Ruby swipes at the ground with both hands, hitting low. Hits twice with a gap between hits. Second hit is plus on block and knocks down. Slower startup than 5S, but has more range.
- j.L: Kicks straight ahead with right leg. Decently long horizontal range.
- j.M: Kicks upwards with left leg. Decently long vertical range.
- j.MM: Ruby catches his left leg on fire, then slashes it down to knock enemies to the ground.

- j.H: Ruby stalls in the air for a second, then dives straight down with a fiery punch. Drags enemies down when hit, but doesn't put them into a knockdown. Punishable on hit against grounded enemies, but can be canceled into grounded special moves to stay safe.
- j.S: Ruby rolls forward sideways, hitting once with each arm. Has a gap between hits but the second hit is plus on block. Has a large hitbox and hits overhead, making for a great jump-in.
- 6M: Ruby sweeps his tail along the ground to the right as a quick low attack.
- 6MM: Ruby smashes his right fist on the ground as a slow overhead. Safe on block.
- Universal Mechanics
 - Ground Throw: Grabs the enemy with fire arms and incinerates them with a bear hug, then throws them to the ground. Lower range than air throw, but deals more damage.
 - Air Throw: Ruby grabs the enemy with his foot, then slams them to the ground.
 - Push Block: Kicks forward to push the enemy away with a blast of fire.
 - Guard Cancel: Slides forward with a fiery elbow strike. Small hitbox, but gains distance.
- Special Moves
 - Flame Clap ([6]4L): Ruby claps his hands together, causing a quick explosion while jumping backwards. This is Ruby's fastest special move, and it's useful for making strings safe.
 - Flame Cutter ([6]4M): Ruby backflips with his arms together, then throws a fiery projectile diagonally down at the apex of his jump. Good for punishing punish attempts.
 - Flame Flight ([6]4H): Starts with the same animation as Flame Cutter, but Ruby doesn't throw a projectile. Instead, he lands and then blasts fire backwards, sending him ahead with a headbutt. Good for punishing attempts at punishing Flame Cutter. Very slow, but safe on block.
 - Meteor Kick (j.[8]2L/M/H/EX S): Ruby blasts fire upwards, sending him down with a divekick that moves incredibly fast. The button determines the angle, with light being slightly less shallow

then j.H, medium being in the middle, and heavy going at a -45 degree angle. Special aims in the enemy's exact direction, even if they're above Ruby, at the cost of meter. If the enemy is Burned, the Special version is free. Charge time is short enough to be done during a forward jump as long as the direction is held instead of tapped. All versions hit mid.

- Rocket Punch (41236L/M/H/EX S): Ruby ducks, low-profiling attacks during startup, then delivers a huge punch with a ton of hitstun. All versions are reactable, but safe on block. Light ducks backwards at the cost of range, medium ducks in place, and heavy steps forward for more range but less pushback. Special costs meter and is slower, but it ducks back and forth before delivering a stronger punch that inflicts a Burn on hit.
- Lava Geyser (623L/M/H/EX S): Ruby punches the ground, erupting a small blast of lava from the ground as a projectile. The button pressed determines where the lava appears and what direction it launches the enemy. One can also be canceled into another in any order, but there is a gap on block. Light erupts in front of Ruby and sends the enemy away. Medium erupts half screen and sends the enemy upwards. Heavy appears a bit more than half screen and sends the enemy towards Ruby. Special tracks the enemy and sends them upwards with more hitstun, but it uses meter. If the enemy is Burned, the special version is free.

- Assists

- 5A: Flaming Lariat: Ruby appears alongside his ally and uses his 5S. Useful for plus frames.
- 2A: Meteor Kick: Ruby appears in front and does his 2H into medium Meteor Kick. Decent multi-hit assist when used as an anti-air, but terribly slow and unsafe on a grounded enemy.
- 4A: Lava Geyser: Ruby uses his light Lava Geyser, then cancels it into heavy Lava Geyser. The hits don't combo, but the close hit launches enemies away and the far hit brings enemies close.
- 6A: Flame Flight: Ruby flies in from offscreen, skipping the startup of the move.

- Assist Supers
 - Power Play: Scorched Earth: Ruby covers the whole screen in fire. This damages the enemy over time as if they were Burned, which stacks with a real Burn's effects. Also increases blockstun just like Silver Ruby's aura. Lasts for 6-12 seconds.
 - Fusion Benefit: Any move that deals damage and uses meter inflicts a Burn. This applies to Guard Cancels, Snapbacks, EX moves, and even supers.

- Supers
 - Hellfire Claw (63214S) Level 1. Ruby powers up his right claw into a blue flame, then smashes it down with an explosion. Somewhat slow for a level 1 super, but it launches the enemy high up and allows Ruby to combo on the way down. It also inflicts a Burn, which deals damage over time and enhances certain moves. A Burn is healed if the Burned enemy tags out or makes Ruby block any of their attacks. However, landing a hit on Ruby does NOT heal a Burn.
 - Backbreaker Blast (360S): Level 2. Ruby jumps into the air with an anti-air grab using his fiery arms. If it hits, he drops down with a backbreaker and an explosion. If the enemy is Burned, the explosion has a lot more hitstun, allowing Ruby to combo the enemy on the way down.
 - Volcanic Crash (214214S) Level 3. Ruby digs his claws into the ground to steady himself, then combines his arms and head into a giant pillar of flame. He then smashes the pillar onto the ground ahead, covering half of the screen in a giant explosion.



- Super Form: Silver Ruby surrounds himself with an aura of fire, which increases blockstun of all attacks that land within it. This allows for more reckless blockstrings, but it doesn't effect hitstun.
 - Duration: 15 seconds.
 - Attack Boost: 20%
 - Defense Boost: 25%
 - Attributes: Ruby can hold up after a jump to float downwards slowly, but his arc can't be changed. Doesn't work with double jump and ends immediately when using j.H. He can also hold an air dash to continue running while airborne. This air run ends if Ruby attacks.
 - Normals
 - Medium follow-ups benefit greatly from increased blockstun, as they go from punishable to safe. 6MM still has a small gap, but the second hit is plus.
 - Heavy normals are still punishable on block, but the enemy has to use faster attacks to do so. They also have cause small explosions on startup, which slightly launch enemies on

hit. This means they always hit airborne enemies, making them finally plus on hit as long as they're close upon activation. This explosions are slightly smaller than the fire aura.

- Special normals don't have a gap between hits due to the increased blockstun. However, they can be charged to delay the second hit for a similar effect. If any S attack is fully charged, it causes a guard crush on block and inflicts a Burn on hit.

- Special Moves

- Flame Clap, Flame Cutter, and Flame Flight can all be used in the air with the same effects. Note that Flame Cutter gains no additional blockstun if the projectile lands outside of Ruby's aura, which will happen often because of his backwards jump.
- Rocket Punch causes a guard crush if it hits within the aura. However, the hitbox extends a bit outside of the aura, so it's still minus if it's blocked at the tip.
- Light Lava Geyser is too far from the aura to gain increased blockstun in most situations. The Special version can benefit if the enemy is close enough.

- Supers: Apocalypse Crash ([S] before landing Volcanic Crash) Level 5. Ruby charges his aura into his fire pillar, extending it to cover the whole ground when it smashes down. Afterwards, Ruby flies forwards full screen, causing explosions along the way and pushing the enemy into the corner with his left foot even on block. This puts him in an advantageous position on hit, but it's extremely punishable on block and doesn't benefit from the aura's effects.

Jade



- Playstyle

- Jade is a gem of many talents. She has a wide variety of special moves, but her best attribute is her ability to change forms, giving her access to different attacks and stronger special moves. While this gives her a lot of versatility, she needs meter to switch forms. To make matters worse, she always starts the battle in her normal form, so she has to fight an uphill battle to gain enough meter to switch forms. She also reverts to normal form after using any of her supers, so it isn't just a one-time handicap and she has to change forms every time one is used.

- Attributes

- Health: 1,000
- Dash Properties: Jade's walk speed is relatively quick, and she can keep running after a forward dash. Back dash is a normal grounded dash.
- Jump Properties: Has a basic arc, a basic double jump, and a basic air dash.

- Normals

- 5L: Jade casually backhands with her left hand. Chains into a slap with the same hand.
- 5M: Steps forward and attacks with an electrically charged backhand.
- 5H: Jade charges up her right hand and delivers a beefy slap upwards. Major launch.

- 2L: Swipes along the ground with left hand. Hits low.
- 2M: Jade stands up and backhands with her right fist. Good anti-air, but doesn't launch enemies.
- 2H: Slides along the ground with an electrically-charged slide kick. Hits low and knocks down.
- j.L: Spin kicks twice, but only the first one hits overhead.
- j.M: Extends one leg for a spin kick. Hits in front, then behind. Good for crossups.
- j.H: Jade scrunches up before doing an electric drill kick diagonally downwards.
- 5S (Normal Form): Jade flips her hair sassily, building 1/10th of a bar of meter. All of her S attacks are changed based on her current form, and they can all be used in the air. This taunt can also be used as a follow-up to any other form's unique 5S by inputting 5SS.
- 5S (Beauty Form): Jade poses to the camera while doing a stomp that releases an upwards lightning bolt. Covers a huge vertical area and launches enemies away for more zoning.
- 5S (Acting Form): Jade spins forward while spin kicking three times. Somewhat slow startup, but it's good for approaching and it's plus on block while also being decent for combos.
- 5S (Intelligence Form): Jade teleports into the air while calling the enemy an idiot, then shoots a lightning bolt where she was standing. Can be aimed forward or back with 6S or 4S, respectively. Good for avoiding grabs, but weak to delayed attacks or projectiles.
- 5S (Strength Form): Jade jumps a bit and does a dropkick that hits overhead. Can be aimed with 4S or 6S to jump back or forward, respectively. 4S is plus but 6S is punishable.
- 5S (Singing Form): Jade flicks a small spark forwards as a slow projectile. If it hits or travels a certain distance, it becomes a bigger, immobile spark with more damage and hitstun. Can be held to delay when the spark expands. Also blocks enemy projectiles and locks the enemy down on oki, giving Jade more time to build meter or use Lightning Rod Charge.

- Universal Mechanics

- Ground Throw: Jade grabs the enemy by the shoulder and kicks them in the crotch. Causes them to stumble in place, allowing for 5S spam or combos into slower moves.
- Air Throw: Jade slaps the enemy repeatedly before smacking them away.
- Push Block: Pushes the enemy away with an electric barrier and a “talk to the hand” pose.
- Guard Cancel: Jade snaps in a Z formation, hitting 3 times.
- Special Moves
 - Zap Shot (236L/M/H, Air OK): Jade shoots a weak projectile straight forwards. Light version and throws one shot, Medium has slower startup but it throws 3 shots, and Heavy has even slower startup but throws 5 shots. Enhanced version shoots a single multi-hitting shot, adding an extra explosive hit at the end. Permanently enhanced in Beauty Form.
 - Lightning Kick (214L/M/H, Air OK): Jade charges electricity into her leg and does a short-range dash kick. Light version has fast startup, but it’s punishable on block. Medium version has slower startup but is safer. Heavy version has slow startup, but it’s 0 on block. Aerial version turns it into an overhead divekick with all the same effects otherwise. Enhanced version is projectile invulnerable, travels much further, and causes an electric explosion on contact, dealing more damage or increasing its block advantage. Permanently enhanced in Acting Form.
 - Thunder Shield (623L/M/H, Air OK): Jade beckons the enemy as a counter stance, retaliating with an electric explosion if hit. Light has frame 1 startup but a short active time, while heavy starts later with a longer stance. Enhanced version uses the follow-up automatically, working more like a DP. All versions are frame 1 invincible but punishable on block, with light coming out quickly and heavy dealing high damage. Permanently enhanced in Intelligence Form.
 - Crowd Pleaser: (421L/M/H) Jade uses her wrestling abilities for a slow, flashy command grab. Light does a giant swing, which has the most range but the lowest damage. Medium does a

backbreaker, which has middling range and damage. Heavy does a flying piledriver, which has the least range but the highest damage. Enhanced version is much faster, deals way more damage with a raw hit, and allows them to be comboed into. Permanently enhanced in Strength Form.

- Lightning Rod Charge (22L/M/H): Jade does a cool pose and lets herself get hit by a lightning bolt. This enhances the next special move, but it has no hitbox or defensive purpose. Each button has a different pose and a separate charge, so three can be active at once. Has no enhanced version by itself, but it is faster in Singing Form.
- Kiss of Death (EX 236S, Air OK): All of Jade's moves that use the special button change her to a different form at the cost of half a bar of meter. If she's already in the associated form, the move becomes free to use until she changes forms with a different move. This move activates Beauty Form. Jade blows a kiss, creating a winged heart as a projectile. This projectile flies forwards slowly before floating upwards, and it causes Jade to restore a bit of blue health if it hits.
- Action Rush (EX 214S): Activates Acting Form. Jade rushes forwards with a dashing punch, which can then be extended into a rekka on block or hit. Light attack does a spin kick that hits low, medium attack does an anti-air uppercut, heavy attack does an overhead dive punch, and Special does a quick backdash to gain some distance, making Jade safer if the string is blocked.
- Paparazzi Shield (EX 623S, Air OK): Activates Intelligence Form. Jade takes a second to summon a shield of electricity. This shield lingers for a few seconds and protects Jade from all projectiles while it's active. The shield disappears if Jade gets hit by a physical attack or a super.
- Shocking Net (EX 421S): Activates Strength Form. Jade shoots a net of electricity diagonally upwards as an anti-air command grab. If it hits, she suplexes the enemy into the ground behind her, switching sides and causing a knockdown. Can be comboed into.

- Pop Song (EX 22S): Activates Singing Form. Jade poses to the camera, building a quarter bar of meter. Can be held to keep building more meter by singing, but Jade is left open while doing so.
- Assists
 - 5A: Special Talent: When in normal form, all of Jade's assists use her 5S to build 1/10th of a bar of meter. 5A has her appear in front of her ally and use her current form's 5S as a quick attack with various effects. Intelligence form uses her 6S for more range, Strength form uses 6S for more range but hits mid, and Singing form doesn't charge the spark.
 - 2A: Enhanced Attack: Jade appears next to her ally and uses the medium version of whichever move is enhanced by her current form. Crowd Pleaser can be blocked and doesn't get increased damage from a raw hit. Singing Form does Lightning Rod Charge, which increases the damage of her ally's next special move by 10%, and builds a medium enhancement stack.
 - 4A: Talent Show: Jade appears behind her ally and uses her current form's switching move. Kiss of Death gives the healing to her ally, Action Rush does the medium follow-up on hit, Paparazzi Shield applies to her ally, Shocking Net is blockable, and Pop Song builds meter.
 - 6A: Grand Entrance: Jade tags in with her jump as spotlights appear over her. Doesn't change in any form, but it's quick enough for Jade to continue an air combo manually.
- Assist Supers
 - Power Play: Steal the Show: Jade enters her golden form and does a dance to power herself up. This permanently enhances all of her special moves and allows her to use form-switching moves for free, but it returns her to normal form afterwards. Switches to Jade upon use and makes her unable to tag out and immune to snapbacks. Lasts 5-10 seconds.
 - Fusion Benefit: The fusee gains meter passively, even when doing nothing.
- Supers

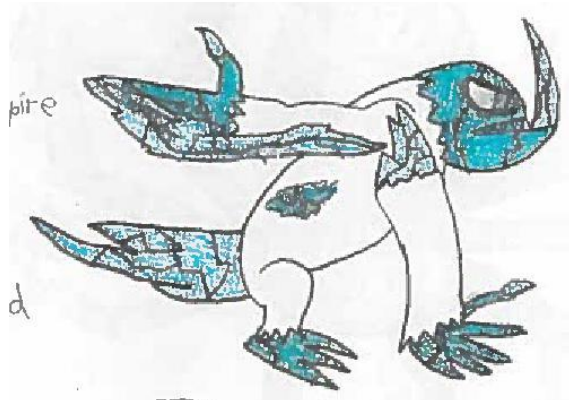
- Lightning Dance (236236S, Air OK): Level 1. Jade dashes half screen as a quick physical attack. If she's in normal form, this is where the super ends. If she's in any other form, she leaves behind an afterimage and shoots a lightning bolt at it for a second attack. Can be aimed diagonally up by holding a vertical direction during startup. If used in the air, holding a direction goes diagonally down instead. Always returns to normal form whether it hits or not.
- Lightning Rain (214214S): Level 3. Jade shoots a lightning bolt into the air, causing it to split and rain more bolts down all around her. As long as the enemy is in range, they take a consistent amount of damage. If Jade isn't in normal form, she releases the form's power into a final bolt that hits her, causing a unique effect. Beauty Form heals a bit of blue health. Acting Form causes an electric explosion, allowing Jade to combo off of it. Intelligence Form gives her a free Paparazzi Shield. Strength Form powers up Jade's next special move by 10%. Singing Form gives Jade all three enhancement stacks. Always returns to normal form.



- Super Form: Golden Jade combines the moves of all of her forms. She returns to normal form once the duration runs out, regardless of which form she was in before powering up.

- Duration: 15 seconds.
- Attack Boost: 30%
- Defense Boost: 15%
- Attributes: Golden Jade can airdash twice before landing.
- Normals: Golden Jade has access to all of her forms' Special attacks. The attacks themselves have no differences, only their inputs are changed.
 - 4S: Beauty Form's lightning bolt.
 - 6S: Acting Form's spin kick.
 - 7S, 8S, or 9S: Intelligence Form's dodge.
 - 1S, 2S, or 3S: Strength Form's dropkick.
 - 5S: Singing Form's projectile.
- Special Moves: Golden Jade can use Kiss of Death, Action Rush, Paparazzi Shield, Shocking Net, and Pop Song all for free. Lightning Rod Charge is also sped up.
- Supers
 - Lightning Dance always uses its stronger version with Normal Form Jade as the afterimage. Lightning Rain always uses its Normal Form version, so it has no final bolt.
 - Lightning Rain Encore ([S] during Lightning Rain): Level 5. The lightning bolts get absorbed into the ground before blasting upwards all at once. Has the additional effects of all forms' versions of Lightning Rain all at once, so it's best to do it as early as possible.

Turquoise



- Playstyle

- Turquoise is an aggressive character with a high emphasis on mixups. He doesn't have a lot of special moves, but almost everything he has requires the enemy to figure out how to block it. His forward dash lets him slide into your DMs, and his special attacks create cold clouds that force the enemy to play his game. The game is just as risky on Turquoise's end, however, as his only defensive option requires the player to guess what type of attack is coming.

- Attributes

- Health: 900
- Dash Properties: Both of Turquoise's dashes are very fast. Backdash can be canceled into from heavy attacks. Forward dash can continue into a decently fast run. Whether he runs or not, Turquoise continues to slide forward for a bit after stopping, as if he was on ice. This allows him to attack or block while moving toward the enemy, helping his aggressiveness.
- Jump Properties: Turquoise has no double jump. His backwards air dash is normal, but his forward air dash goes in an arc that tracks the enemy's general area. This lets him threaten a jump-in from any range, but reduces his cross-up ability. He can also fastfall by inputting 22 in the air, and he can wall jump by inputting the opposite direction when jumping in the corner.

- Normals

- 5L: Claws to the right.
- 5M: Palm strikes with right hand. Low range for a 5M, but relatively quick.
- 5H: Tackles forward, stabbing with left frozen arm. Uneffected by sliding dash.
- 5HH: Turquoise grabs with his right frozen arm. If it hits, he spins around and throws the enemy into the wall. Unblockable, but it whiffs if 5H is blocked. Can be used even if 5H whiffs.
- 5S: Spits a cloud of frost breath forwards as a weak projectile. Moves slowly and deals no hitstun, but the enemy moves slowly and takes damage over time while inside it. Good for oki because it forces the enemy to try and block Turquoise's mixups.
- 2L: Swipes the ground with left hand. Hits low.
- 2M: Stands up and claws up with right hand. Minor launch.
- 2H: Stabs at the ground with frozen arms. Hits low and knocks down.
- 2HH: Stabs frozen arms into the ground and slashes them up. Unblockable, hits otg, and causes a major launch on hit. Whiffs if 2H is blocked and can't hit airborne enemies.
- 2S: Spits a cloud of frost breath diagonally upwards. Works the same as 5S, but as an anti-air.
- j.L: Slashes down with left claw. Can chain into itself many times.
- j.M: Turquoise spreads his arms and legs, attacking with his belly. Lingers for a bit and has a big hitbox, making it good at jumping in or crossing up.
- j.H: Stabs upwards with frozen arms. Doesn't hit overhead and doesn't smash down.
- j.HH: Grabs upwards with all four arms. If it hits, Turquoise flips upside down and drops to the ground with the enemy in tow, causing a knockdown and landing soon after. Unblockable, but whiffs if j.H is blocked and only hits aerial enemies.
- j.S: Spits frost breath diagonally down from the air. Turquoise stalls for a bit when used.

- Universal Mechanics

- Ground Throw: Turquoise summons an ice spike on the ground and slams the enemy into it.
- Air Throw: Grabs the enemy by the face and throws them to the ground. Lands further away.
- Push Block: Slashes all arms outward in a cross shape.
- Guard Cancel: Turquoise spins around and slashes with all four arms.

- Special Moves

- Blizzard Rush (236L/M/H/EX S): Turquoise slides forwards quickly and attacks with a headbutt. Light has quick startup but travels a short distance, medium is slower but goes further, and heavy is even slower but goes full screen. Special costs meter, but it has high speed and range, and it crosses through the enemy before headbutting from the other side. If any version hits or gets blocked, Turquoise can follow up with four different finishers.
 - Icebreaker (Blizzard Rush>L or M): Turquoise slams his hands down. Light is quick and hits low, but medium is slower and hits overhead despite using the same animation.
 - Frostbite (Blizzard Rush or Icebreaker>H): Bites the enemy as an unblockable attack. If it hits, Turquoise slams the enemy to the ground, which can be aimed left or right.
 - Slalom (Blizzard Rush or Icebreaker>S): Turquoise rolls quickly in the inputted direction, crossing through when going forward or making a string safe when going back.
- Snowflake (214L/M/H/EX S): Turquoise holds up a giant snowflake as a shield, which parries attacks. Light parries low attacks, medium parries mid attacks, heavy parries overheads, and special parries everything but costs meter. Turquoise also has four follow-ups that can be used even if the parry isn't hit. If the parry is successful, the follow-ups can be used immediately. Both the parry and the follow-ups can cancel into Blizzard Rush.

- Shatter (Snowflake>L): Turquoise smashes the snowflake on the ground while jumping back. Very quick and good for punishing parried attacks, but minus on block. The jump back makes it safer than it would be otherwise, and canceling allows for frame traps.
- Slash (Snowflake>M): Swings the snowflake like a giant blade, advancing a little bit. Slower than Shatter, but deals more damage and has more frame advantage.
- Storm (Snowflake>H): Jumps up with the snowflake as an anti-air grab. If it hits, Turquoise smashes the enemy into the ground behind him. Can't hit grounded enemies.
- Slalom (Snowflake>S): Rolls in the inputted direction. Works the same as Blizzard Rush's Slalom follow-up, but it can also cancel into Blizzard Rush itself.

- Assists

- 5A: Snowflake: All of Turquoise's assists have him appear slightly in front of his ally and protect them with a parry. He doesn't do any follow-ups, but the enemy is slowed down during their recovery if the parry is successful. 5A does medium Snowflake, parrying mid attacks.
- 2A: Lowflake: Uses light Snowflake, parrying low attacks.
- 4A: Highflake: Uses heavy Snowflake, parrying overheads.
- 6A: Blizzard Rush: Turquoise slides in with the heavy version. Can use follow-ups.

- Assist Supers

- Power Play: Wintry Boost: Turquoise roars and creates a subtle snowstorm. This applies the effects of all three level 2 Arctic Speeches at once to both Turquoise and his ally, which lasts the same amount of time as a real setup. Only gives level 1 boosts if used in super form.
- Fusion Benefit: The fusee gains Turquoise's sliding icy dash. This applies to both their forward and backdash, and it gives them a forward run if they don't have one.

- Supers

- Ice Auger (421L/M/H/S or 623L/M/H/S): Level 1. Quickly jumps to a wall, going back with 421 or jumping past the enemy with 623. The super flash occurs the moment Turquoise reaches the wall, then he does a drill attack that changes based on the button pressed. Light rushes along the ground with a quick low attack that switches sides on hit. Medium jumps off, then flies directly at the enemy for an overhead attack that leaves Turquoise airborne. Heavy jumps at the enemy in an arc for a command grab, then drills the enemy into a knockdown if it hits. Special quickly dashes to the opposite wall, then dives at the enemy for a cross-up mid.
- Arctic Speech (22L/M/H): Level 1-5. Turquoise roars and freezes a part of his body, powering himself up in some way without attacking. Light freezes his feet, increasing his walk and dash speed. Medium freezes his torso, reducing damage taken. Heavy freezes his hands, increasing all damage dealt. Each buff increases its respective stat by 10% for 10 seconds, but they end prematurely if another stat is boosted. Any button can be held to do a speech, which slowly spends more meter and increases the stat boosts to a maximum of 50% for 50 seconds. Turquoise is left wide open while speaking, so doing this past level 2 isn't realistically possible.
- Invisible Blizzard (222S): Level 3. Turquoise blasts icy wind outwards as a short-range attack with low damage. Whether it hits or not, this move whips up a blizzard that covers the whole screen. The blizzard is a filter that makes it difficult to see, and it has the slowing effects of 5S. Turquoise can do whatever he wants while hidden, allowing him to reset the enemy constantly and deal damage over time. Lasts 10 seconds, but ends early if Turquoise is hit.



- Super Form: Silver Turquoise gains the ability to double jump and use his follow-ups in the air, giving him much better air combos and a lot more versatility.
 - Duration: 15 seconds
 - Attack Boost: 15%
 - Defense Boost: 30%
 - Attributes: Turquoise walks, dashes, and runs 15% faster, which also means he slides further with his icy dash. He can double jump as well.
 - Normals: Every one of Turquoise's normals can be jump-canceled. Grounded normals allow for tiger kneeling Turquoise's new special moves, while air normals allow for double-jump combos.
 - Special Moves
 - Air Icebreaker (j.236L/M): Uses the same animation as the follow-up for a dive punch. Light drops straight down and hits low upon landing. Medium jumps forward a little bit and hits overhead on the way down. Both versions have Frostbite as a follow-up.
 - Air Frostbite (j236H): Dives diagonally down while biting as a command grab. Goes further than Air Icebreaker, and it can hit enemies in the air or on the ground. If it does hit, Turquoise slams the enemy down, which can be aimed just like the ground version.

- Air Slalom (j.214S or j.236S): Quickly rolls to the ground in the inputted direction. Either version can be canceled into Blizzard Rush upon landing.
- Air Shatter (j.214L): Jumps back while shattering a snowflake as a retreating attack. Can cancel into Air Icebreaker, Air Frostbite, or Air Slalom.
- Air Slash (j.214M): Spins forward and a bit upwards while slashing a giant snowflake as an advancing air attack. Can cancel into Air Icebreaker, Air Frostbite, or Air Slalom.
- Air Storm (j.214H): Jumps diagonally up forward with a snowflake as an air grab, then slams the enemy to the ground behind if it hits. Can cancel into Blizzard Rush.
- Supers
 - Arctic Speech can be held for two levels during the super flash, making higher boosts more feasible. Still becomes vulnerable when trying to boost further.
 - Impaling Blizzard (222S during Invisible Blizzard) Level 5. If the input is done while the enemy is neutral or in blockstun, it fails automatically. This can only be done during a combo, but it's among the highest damage of all level 5 supers to compensate. If it's successful, Turquoise erupts an ice pillar that carries him and the enemy into the sky. He then gathers the cold air and snowflakes from the blizzard into many icicles, and repeatedly stabs the enemy from all directions. This freezes the enemy, allowing Turquoise to finish by slamming them to the ground with a shatter.

Emerald



- Playstyle
 - Emerald is a large, slow character that revolves around keepaway and setup. His main methods of defense are two structures: an offensive structure called Turretree and a healing structure called Flower Field. He also has plenty of projectiles and other methods of healing and team support. In terms of weaknesses, he has no fully invincible attacks and many of his strongest moves cause him to take recoil damage. Special attacks blow wind, which work as weak tracking projectiles that push the enemy in the inputted direction.
- Attributes
 - Health: 1,150
 - Dash Properties: Emerald has the slowest walk speed in the game, and he can not dash at all. Also, his crouch barely lowers his hurtbox, but he is still immune to fuzzy attacks.
 - Jump Properties: Emerald's jump looks like he's standing up on his roots and taking a big step. His roots are invincible, so it functions as a high, floaty jump. No double jump or air dash.
- Normals

- 5L: Pokes forward with left branch. Chains into a second poke with right branch.
- 5M: Pokes forward with both branches. Slow but long range.
- 5H: Leans forward and attacks with a blast of light from gem core. Emerald's only heavy attack with no recoil damage. 2H and j.H are exactly the same, and they both hit mid.
- 2L: Smashes left branch down. Chains into a second smash with right branch. Hits low.
- 2M: Swipes upwards with both branches for a minor launch.
- j.L: Claws upwards with left branch. Chains into a second claw with right branch.
- j.M: Smashes both branches down. Smashes aerial enemies to the ground.
- 2H: Emerald's heavy command normals are inputted by pressing the direction and button at the same time. If Emerald is crouching or jumping, he just does 5H. These attacks are powerful, but Emerald takes recoil damage and they are punishable on block. 2H has Emerald swing his body along the ground like a baseball bat, hitting low and knocking down as a long-range sweep.
- 1H: Emerald leans back and kicks his roots up as an anti-air. Retreats a short distance.
- 3H: Slides forward along the ground, hitting low and knocking down while approaching.
- 7H: Emerald jumps, leans back, and dropkicks with his roots. Deals a lot of damage, immune to lows, and causes a powerful wallbounce on hit, but slow and very punishable.
- 8H: Emerald jumps, uproots, and falls to the ground with his roots spread. Hits overhead with huge range on both sides, and knocks down on hit.
- 9H: Emerald jumps diagonally forward, hitting with his leaves, then falls to the ground. Aerial enemies get caught in the leaves and slammed to the ground. Falling hit is an overhead.
- 5S: Emerald blows air as a projectile that tracks the enemy, but deals no damage or hitstun. This causes the enemy to be stuck in place, making them unable to move but still allowing any action. Doing this while the enemy is in hitstun pauses their recovery. j.5S works the same.

- OS: Emerald blows air to manipulate the enemy's movement. This is similar to 5S, but it pushes the enemy in the inputted direction. Back directions pull the enemy close, up directions push them into the air, down directions push them to the ground, and forward directions gain distance. All can be used while jumping, but they are all laggy.
- Universal Mechanics
 - Ground Throw: Emerald grabs with vines from his mouth, giving the grab good range. If it hits, he spins around while dragging the enemy on the ground. Heals a bit of blue health on hit.
 - Air Throw: Uses vines to pull the enemy into Emerald's mouth, chews on them, then spits them to the ground. Causes a hard knockdown and heals a bit on hit.
 - Push Block: Ties mouth vines into a hand, then pushes it forwards. Heals Emerald when used. Since it uses the same animation, Emerald's snapback also heals on hit.
 - Guard Cancel: Extends vines outwards in all directions. Heals on hit.
- Special Moves
 - Apple Toss (214L or 236L, Air OK): Emerald throws an apple as a low-damage projectile. 214L tosses the apple up, allowing it to fall down. 236L throws the apple forward for more range.
 - Golden Apple (214M or 236M, Air OK): Emerald throws a golden apple as a healing projectile. 214M tosses it straight upwards, allowing it to fall down in front of him. This heals whoever touches it first, whether that be an enemy or ally. 236M throws the apple backwards, which heals Emerald's ally. 214M heals more, and it can heal a well-placed assist character.
 - Photosyntheshot (214H or 236H, Air OK): 214H activates a counter stance which builds energy over time, and builds even more energy when hit by projectiles. Building energy increases the damage dealt by 5H and Growing Light. 236H releases this energy as a straight projectile, which powers up the more energy is gathered, but can't be used when out of energy.

- Bark Trap (214S or 236S, Air OK): Rips off a piece of bark and throws it as a projectile. This sacrifices a bit of HP but traps the enemy in place on hit, allowing for a follow-up. Each version has the same trajectory as its respective Apple Toss input.
- Turretree (22L): Emerald plants one of his two structures, a tree that throws apples at the enemy. It starts at stage 0 when first planted, which is a harmless sapling. After 5 seconds, it upgrades to stage 1, which throws a weak apple projectile with no hitstun at the enemy every 1.5 seconds. After another 5 seconds, it upgrades to stage 2, which doubles the projectiles' damage and shoots every second. Another 5 seconds finalizes it at stage 3, which has triple the damage and fire rate of stage 1. The tree can be destroyed by enemy attacks, but it has more health at higher stages.
- Flower Field (22M): The other one of Emerald's structures. Almost everything about this is the same as Turretree, but it shoots healing projectiles at Emerald or his ally instead. These projectiles do not heal if the recipient is blocking, and they can miss when moving quickly. Only one structure can be active at a time, but both of them will stay up even if Emerald tags out.
- Growing Light (22H): Emerald leans forward and shoots magic from his gemstone, aiming directly down. This can be used as a multi-hitting attack that deals more damage with Photosyntheshot energy built up. If this hits a structure, it gets upgraded by one stage immediately. This also hits otg, allowing for better combos after a knockdown.
- Absorbing Roots (22S): Emerald plunges his roots into the ground, healing a tiny bit of health. If a structure is nearby, Emerald absorbs the structure, destroying it but healing more depending on its stage. There is no difference in the health gained from Turretree or Flower Field.
- Assists
 - 5A: Apple Toss: Emerald appears beside his ally and uses his 236L. Good for spacing.

- 2A: Growing Light: Emerald appears in front of his ally and attacks. The large hitbox and multitude of hits makes this a great combo tool, though Emerald is punishable on block. This also levels up structures, allowing Emerald's ally to micromanage them somewhat. Hits otg.
- 4A: Golden Apple: Emerald appears behind his ally and uses his 214M, guaranteeing a heal if the ally stays in place. Has no offensive benefit and can heal the enemy if used recklessly.
- 6A: Reckless Charge: If used on the ground, Emerald tags in with his 3H, hitting low. If used from the air, Emerald tags in with his 9H, hitting overhead. Both versions still cause recoverable recoil damage, and they are very punishable if blocked.
- Assist Supers
 - Power Play: Forest Evolution: Emerald creates a large forest with trees littering the stage. The trees act as walls for the enemy, but Emerald and his ally can go through them. The enemy can destroy these trees with attacks, but they go away automatically after 5-10 seconds.
 - Fusion Benefit: The hollow tree remains in the background. The fusee can use any of Emerald's heavy command normals to make the tree attack independently of their own actions. These normals do not cost HP, and they can be done in the air as well.
- Supers
 - Apple Storage (214214L/M/H/S): Level 1-4. Emerald converts meter into giant apples and hides them offscreen. Light uses one bar to create one apple, Medium uses two bars, Heavy uses three bars, and Special uses four bars. Inputting the motion again with any button uses no meter but recollects the apples and gains the meter back. If apples are set up and Emerald's ally DHCs into this super, meter is recovered but the ally remains in control. The meter is lost if Emerald dies. Regardless of the version used, this super always functions like a level 1.

- Ultra Tree Blast (236236L/M/H/S): Level 1-4. Emerald charges up before shooting a beam from his gem as an attack. Each button uses a different amount of meter to deal more damage and cover more space. Light costs 1 bar for a thin, easily avoidable beam. Medium costs 2 bars for a bigger beam that can still be ducked under. Heavy costs 3 bars for a larger beam that only be avoided by jumping. Special costs 4 bars, but the beam is so big that it can't be avoided at all. Light and Medium function like level 1s, but Heavy and Special function like level 3s.



- Super Form: Golden Emerald controls a bunch of large vines behind his back. He can transfer his body from the tree to one of these vines, turning it into a replacement tree and allowing him to cancel between heavy attacks. This, plus his powered-up structures, makes him much more capable offensively.
 - Duration: 45 seconds.
 - Attack Boost: 15%
 - Defense Boost: None

- Normals: Emerald can cancel any directional heavy attack into any other directional heavy attack, though the follow-ups have different animations. He also has two new attacks, 6H and 4H. All follow-ups heal the health lost by the previous attack, but they're punishable on block.
 - 6H: Pokes vines forward, hitting rapidly with long range.
 - 4H: Pokes vines diagonally upwards as a hitgrab. Smashes an enemy to the ground on hit.
 - 0H>2H: Swings the tree upwards like a giant baseball bat. Causes a major launch.
 - 0H>1H: Spins the tree around, then throws it diagonally up as a projectile.
 - 0H>3H: Emerald runs forward while using the tree like a jousting lance. Long range.
 - 0H>7H: Jumps back and throws the tree at the ground as a powerful projectile.
 - 0H>8H: Smashes the tree on the ground, hitting with the roots and knocking down.
 - 0H>9H: Jumps forward before smashing the tree down as a long-range overhead.
- Special Moves: Immediately upon transforming, an active Turretree or Flower Field upgrades by one stage. If they're already at stage 3, they get upgraded to a new stage 4. When Emerald returns to his normal form, stage 4 and 5 structures return to stage 3.
 - Turretree: Stage 4 swings itself at the enemy if they are close, which knocks them away on hit. This is technically punishable on block, but Emerald can stop punish attempts.
 - Flower Field: Stage 4 slowly heals allies over time when close, which stacks with its healing projectile. Healing over time can't be blocked.
 - Growing Light: Can upgrade structures to stage 4 or 5. When a structure reaches stage 5, it doesn't change its properties, but it becomes invincible to enemy attacks. This only lasts for 5 seconds, after which the structure returns to stage 4. Note that structures do not upgrade to stage 4 or 5 over time, so use of Growing Light is required.

- Absorbing Roots: Heals the same amount when absorbing a stage 4 or 5 structure. If used on a stage 5 structure, the structure is not destroyed, but instead is reduced to stage 0.
- Supers: Emerald can cancel Ultra Tree Blast into the recall of Apple Storage and vice versa.
 - Ultra Apple Tree Beam Barrage (Ultra Tree Blast after Apple Storage after Ultra Tree Blast) Level 5-8. This super is very unique. If Emerald lands Ultra Tree Blast, cancels it into an Apple Storage to return the meter spent, and then cancels that into another Ultra Tree Blast, while spending at least 5 bars of meter, this super activates with a quick homing laser beam. If that beam hits, the enemy is stuck in place while Emerald summons many identical trees to surround them. All of the trees then shoot beams at the enemy, dealing more damage the more meter is spent, and ends by blasting them into the air as a tree-shaped firework. The first super before the Apple Storage doesn't have to hit.

Gemini



- Playstyle
 - Gemini is a highly technical puppet character with a lot of versatility. They can rushdown with rekka chains, steal meter with command grabs and counters, or zone with powerful projectiles, all while dealing passive damage with a single button. The light, medium, and heavy buttons control Lazuli, a cyborg gem with rocket wings and the ability to power up laser beams. The special button controls Lapis, a small robot that can fly around and attack independently of Lazuli. This character is designed to be unstoppable when controlled by an AI, but incredibly difficult to control due to the weaknesses of the human body.
- Attributes
 - Health: 1,000
 - Dash Properties: Dash is very quick. Lazuli can run forwards quickly.
 - Jump Properties: Lazuli has a quick and heavy jump arc. They can double jump three times, but they can only air dash once. Air attacks deal more damage after each double jump.
- Normals

- 5L: Jabs forward with left claw.
- 5M: Dashes forward a short distance and does a spinning elbow with left arm. Safe on block.
- 5H: Dashes forward and punches in a downward arc with left arm. Travels further and moves faster than 5M, but it's punishable on block.
- 2L: Spins lower body to kick low twice. The first hit has high enough frame advantage on hit that it can combo into slower special moves, but the second hit has significantly lower advantage. This means it's best to cancel off the first hit, but it's almost impossible to react to a successful hit. Almost impossible for a human, but not for a computer.
- 2M: Punches straight up. Very quick anti-air with a minor launch, but with a tiny hitbox.
- 2H: Rockets upwards with a knee attack. Anti-air minor launch that leaves Lazuli airborne.
- j.L: Claws forward while in the air.
- j.M: Backflips while kicking twice.
- j.H: Spins lower body to kick four times. Doesn't smash the enemy down.
- 6M: Kicks at the ground with right foot. Hits low and knocks down. Puts the enemy airborne for a short second before knocking them down, allowing for a tight cancel before they land.
- j.2M: Shoots rocket flames downwards as a lingering attack. Lazuli descends slowly during this attack, and it can be held to attack for longer. 2H can combo into this, but it's a 1 frame link.
- j.2H: Rockets downwards while punching with both fists. Hits overhead and smashes enemies to the ground, but it's punishable on block or whiff.
- 5S: Lapis projects an energy blade and spins around. If Lapis is connected to Lazuli, this attack is active for a while and moves along with Lazuli. If they're separated, Lapis attacks in place.

- OS: Lapis projects an energy blade and stabs in in the inputted direction. If it's separate from Lazuli, it flies in the inputted direction while attacking. Can be charged to increase the power and range. All of Lapis's attacks hit mid and can be used in the air.
- Universal Mechanics
 - Ground Throw: Lazuli commands Lapis to grab the enemy. If the two are together, Lapis grabs in front of Lazuli and holds the enemy in the air for a follow-up opportunity. If Lapis is separated, it grabs near its current location, then carries the enemy towards Lazuli. Deals no damage by itself.
 - Air Throw: Exactly the same as ground throw.
 - Push Block: Lazuli rotates their upper body to elbow with an energy blast. Gemini has the unique ability to reflect projectiles with their push block. A reflected projectiles works as a small blue beam, which deals more damage than the original projectile.
 - Snapback: Gemini is the only character whose snapback has a unique animation. Lazuli shoots an explosive laser from their eye. Has particularly high range for a snapback.
 - Guard Cancel: Lazuli shoots a small beam through their gem arm, causing a blue explosion.
- Special Moves
 - Laser Spear (236L/M/H, Air OK): Lazuli shoots a laser beam from their left palm. Light shoots diagonally down, giving it low range but causing a ground bounce on hit. Medium shoots straight, covering a large area. Heavy shoots diagonally up as a long-range anti-air with a major launch on hit. Air versions have the same angles and effects, though the use cases of light and heavy are switched. Relatively slow, but it pierces through projectiles and assists.
 - Gear Driver (214L/M/H): Lazuli steps forward with a stomach punch. Light doesn't move but hits quickly. Medium flies back before rocketing forward with more range. Heavy flies back further and rockets forward even further. If any version hits or gets blocked, the different buttons

follow up with rapid punches. Light hits mid, medium slides forward and hits low, heavy jumps and hits overhead. All follow-ups can be spammed to hit rapidly, punching once per button press with a maximum speed of one punch per frame. The follow-ups can't cancel into each other, but they can cancel into dashes or other special moves. If the medium or heavy starter is canceled into medium or heavy Energy Drain, it uses their charged versions without the extra startup.

- Energy Drain (623L/M/H): Works completely different depending on the button pressed. Light holds Lazuli's gem arm forward as a counter that absorbs projectiles, gaining super meter when hit by them. Light can also be held to last longer. Medium is a command grab that steals a half bar of meter from the enemy, but deals no damage. Can be charged to drain up to 1.5 bars. Heavy holds out the robot arm for a counter. If hit by a physical attack, Lazuli does a command grab that switches sides and flies to the corner. Can be held to use the grab automatically.
- Heat Beam (236S, Air OK): Lapis fires a continuous beam at the enemy, dealing unblockable damage as long as the button is held. Doesn't deal any hitstun or blockstun and can't kill. Has a maximum effective range of about 1/3rd of the screen, so it doesn't work when further away.
- Barrier Projection (214S): Lapis projects a barrier around Lazuli, reducing damage taken by 10%. If Lapis is connected to Lazuli, it doesn't take damage when hit with Barrier Projection up. Heat Beam or Barrier projection can be held while Lazuli is doing any action. They can also be held while Lazuli is in hitstun, but they must be activated beforehand.
- Mobile Battery (22S): If Lapis is connected to Lazuli, this separates it where they stand. If Lapis is separated, it flies to Lazuli with a hitbox and reconnects. Lapis can be damaged by enemy attacks, leaving it unable to do anything for about a second. If it's connected to Lazuli, any damage to Lazuli damages Lapis as well. If Mobile Battery is used while Lapis is damaged, it uses half a bar of meter to restore Lapis instantly. Can be used independently of Lazuli's actions.

- Assists

- 5A: Laser Spear: Lazuli appears in front and uses their light Laser Spear. Somewhat slow, but good for combos and still pierces through enemies. If the active character is in the air, this calls Lazuli to use the air version, making it much better for zoning.
- 2A: Energy Guard: Lazuli appears in front and uses their light Energy Drain. Unlike the move itself, this gains meter from all attacks, not just projectiles. Has no offensive benefit.
- 4A: Gear Driver: Lazuli appears behind and uses the light version, followed by 4 rapid punches. Low range, but decently fast and lasts a while, making it good for combos.
- 6A: Mobile Battery: Lapis appears by the active character while Lazuli shows up on the opposite side of the screen. Lapis then flies to Lazuli, dealing damage on contact. Because Lazuli shows up behind the enemy, this hits as a cross-up, though it's relatively slow.

- Assist Supers

- Power Play: Self-Destruct [Lazuli]: Gemini loses half of their current health, but they cause an explosion that deals 1.2-1.5 times the damage taken. Lazuli has a malfunctioning animation after this is done, which makes the attack extremely punishable on block unless the ally is active.
- Fusion Benefit: The fusee gains control of Lapis, allowing them to make it attack by using the Special button. This overlaps with the fusee's special attacks and special moves as well, but it doesn't give access to any of Lapis's special moves. Lapis can still be hit by enemies.

- Supers

- Laser Spear [Phase 2] (236236L/M/H, Air OK): Level 1. Rather than shooting directly from their robot arm, Lazuli channels the energy through their gem arm, making the laser bigger and stronger. The buttons and angles are the same as Laser Spear.

- Self Destruct [Lapis] (236236[S], Air OK): Level 3. Lazuli gets on the ground and uses their wings like a bunker, giving them armor. During this, Lapis flies at the enemy with a hitgrab. If it hits, Lapis explodes, dealing high damage but resulting in Lapis being gone for the entire battle. Despite its meter cost, everything about this move functions like a level 1 super.
- Twin Beam [Beta] (214214S, Air OK): Level 3. Lapis and Lazuli shoot beams at each other, clashing in the middle. Deals higher damage if the enemy is in the clash. This depends on Lapis and Lazuli's current locations, so it can attack at almost any angle. If Lapis is connected to Lazuli, it flies forward as an attack first, which combos into the beam.



- Super Form: Silver Gemini overlocks their systems, forcing both Lapis and Lazuli's head to separate from the body. The head flies around and functions like a second Lapis, but with the Assist button.
 - Duration: 15 seconds.
 - Attack Boost: 45%
 - Defense Boost: None
 - Attributes: Lazuli walks and runs faster. Their hitbox is also smaller since their head is gone.
 - Normals: Lazuli's head functions similarly to Lapis, but it's controlled with the Assist button instead of the Special button. This means that 5A and 0A are now considered normals.

- 5S and 0S always use their separate versions since Lapis can no longer connect.
 - 5A: The head spins around, hitting with the flame on its neck. Hits multiple times.
 - 0A: The head flies in the inputted direction, attacking with a headbutt.
- Universal Mechanics: Ground throw commands Lapis, but air throw commands Lazuli's head. Air throw still works exactly the same, though neither throw has their connected version.
- Special Moves: Once again, the assist button is used as an attack button for the head's special moves. Because of this, Silver Lazuli is actually unable to use snapback.
 - Laser Spear deals more damage if it shoots through the head.
 - Mobile Battery is not capable of reconnecting Lapis and Lazuli. Using it still causes Lapis to fly to Lazuli's location with a hitbox, but it stops when reaching its destination.
 - Snap Blast (236A, Air OK): The head shoots an explosive laser blast forwards as a short-range projectile. Causes a wall bounce on hit. If the laser is shot through Lazuli's body, it goes full screen and deals more damage and hitstun.
 - Gear Roller (214A, Air OK): The head flies forward a short distance with a bite. This works as a hitgrab that holds the enemy in place while dealing damage. If it hits, it can cancel into Snap Blast or the follow-up of Explosive Shield. High lag on whiff or block.
 - Explosive Shield (22A, Air OK): The head closes its eyes as a counter stance. If it's hit by an enemy during this, it causes a small explosion for a minor launch. Gear Roller can cancel into this explosion as well. This is a good time to mention that the head can be hit and broken just like Lapis. If it is broken, it takes about a second to recover. If Explosive Shield is used while the head is broken, it uses half a bar of meter to restore it instantly.
- Supers

- Laser Spear [Phase 3] (236236[L/M/H], Air OK): Level 2. By holding the button, Lazuli overloads their systems, spending an extra bar of meter and a bit of health to deal more damage while being pushed in the opposite direction. If either Phase 2 or Phase 3 shoots through the head, they deal even more damage.
- Twin Beam [Alpha] (214214A, Air OK) Level 5. Because of this super's input, a fused Gemini in super form is unable to unfuse without using a Power Play. This super causes Lapis, Lazuli, and the head to shoot all three of their laser beams into a single point, that being wherever the epicenter of their three locations is. If the epicenter is directly on top of Lapis or the head, it causes a large explosion that deals more damage. If the epicenter is Lazuli's body, the flame on their neck grows huge and deals the most damage possible.

Peridot



- Playstyle
 - Peridot is like a zoner, but taken literally to the point where every single one of his attacks are projectiles. More accurately, his light and medium attacks are all long-range disjoints while his heavy attacks are true projectiles. He can effectively cover any angle with his plentiful attacks and perform full combos from further away than any other character. However, he is slow and many of his attacks have close-range blind spots, making him incredibly weak if the enemy can get through his zoning. Peridot's special attacks are some of his defensive maneuvers to try and escape from this situation, but none of them are free of risk.
- Attributes
 - Health: 900
 - Dash Properties: Peridot only has a single slow dash on the ground, and he can't run at all.
 - Jump Properties: Peridot's jump is slow and floaty. His air dash is slow, but it goes pretty far.

- Normals

- 5L: Peridot throws a mid-range energy ball. Can chain into itself up to 3 times.
- 5M: Peridot points to the side, ordering his small hands to chop horizontally, hitting five times.
All of Peridot's medium attacks use his small hands for slow and long-lasting attacks, so he can move and attack while they do their thing. However, he can't use medium attacks while the hands are busy, and medium special moves also require the hands to be available.
- 5H: Peridot throws two energy cutters, one in the foreground and one in the background. The cutters then loop back to the stage, where they explode upon hitting each other. Has a blind spot up close, but that happens to be the exact range covered by Peridot's 5L.
- 5S: Peridot creates a mirror. If any projectiles hit this mirror, it shoots a powerful beam in retaliation. This beam is always the same strength, regardless of what projectile hit the mirror.
- 2L: Peridot slashes an energy cutter along the ground, which starts slow before speeding up exponentially. Hits more times the further it travels, with a maximum of 3 hits.
- 2M: Peridot orders the hands to sweep along the ground around him. Hits 5 times and covers both sides. This is his only low attack, but it doesn't knock down on hit.
- 2H: Peridot plants an energy mine, which causes an explosion and knocks down when the enemy goes near it. The mine doesn't activate until the animation is finished, so it's hard to combo into.
- 2S: Peridot slides forward along the ground, allowing him to go under projectiles or to cross through enemies. Somewhat slow, and vulnerable to attacks with lower hitboxes.
- j.L: Peridot shoots energy balls forward while in the air. Can be chained 3 times.
- j.M: Peridot summons the hands to stab diagonally down from the air. 5 hits. Not an overhead.
- j.H: Peridot projects energy claws and slashes them downwards. Smashes enemies to the ground and has huge range, but it has a blind spot up close.

- j.S: Peridot floats in the air for a second. He can move left and right freely as well as attack during this state, but he can't block until it ends. Can be canceled early by pressing the button again. This being a special button allows unorthodox air combos like j.4H>j.S>j.H.
- 6H: Peridot shoots a full-screen horizontal beam from both hands. Somewhat slow.
- 4L: Peridot jumps back while shooting 3 mid-range energy balls.
- 4M: Orders the hands to chop upwards, acting as a large anti-air with a minor launch.
- 4H: Shoots a beam diagonally upwards. Works as a major launch, but doesn't hit grounded enemies. This means that Peridot can only start a high jump combo if the enemy is already jumping, or if they get hit by a minor launch such as 4M or 1L.
- 4S: Peridot creates an absorbing shield, making him immune to projectiles while active. Any projectiles that do hit him give him meter instead.
- 1L: Peridot swipes his claw upwards, summoning three small energy geysers with a minor launch on hit. The closest one is the weakest while the furthest one is the biggest and strongest.
- 1M: Looks similar to 2M, but the ring of hands stays above Peridot for an anti-air. Hits mid.
- 1H: Peridot jumps back while dropping a mine that explodes immediately. Good for escaping while attacking, but it can't be used if 2H is active. Knocks down on hit.
- 1S: Works the same as 2S, but goes backwards.
- j.4L: Same as j.L, but angled diagonally downwards. Causes Peridot to stall in the air.
- j.4M: Same as j.M, but angled diagonally upwards.
- j.4H: Same as j.H, but Peridot claws upwards as an air launcher. Doesn't hit overhead.
- j.4S: Same as j.S, but Peridot glows blue. This float allows him to block, but he can't attack.

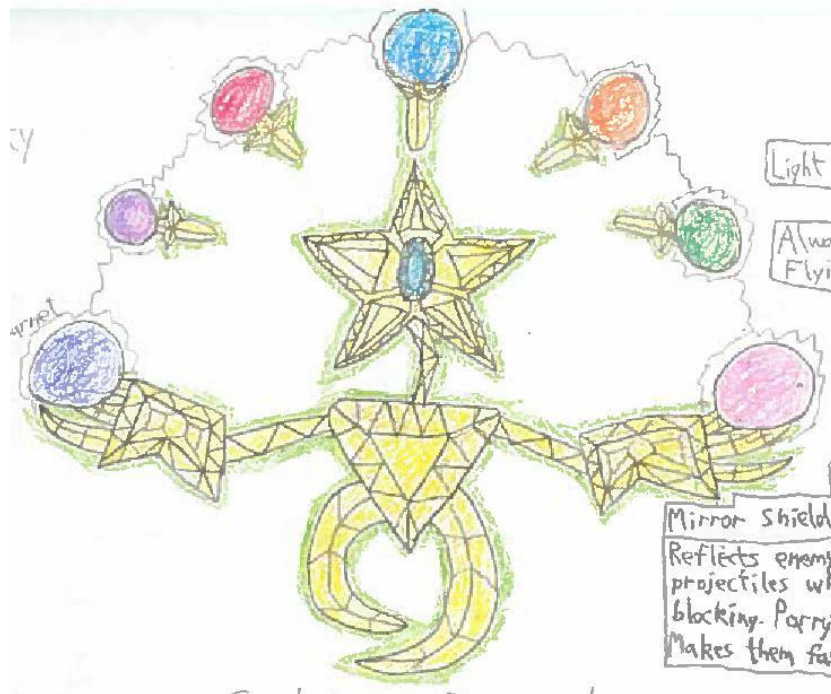
- Universal Mechanics

- Ground Throw: Grabs the enemy with small hands, then blasts them away with a blast of energy. Both of Peridot's throws have long range but a blind spot up close.
- Air Throw: Peridot grabs with his small hands, which punch the enemy into the air and smashes them into the ground. Both of Peridot's throws require the small hands to be usable.
- Push Block: Pushes the enemy away with a telekinetic blast.
- Guard Cancel: Peridot explodes with a lot of range. The close hitbox has high knockback, but the far hitbox has enough hitstun to combo off of, making it great against projectiles.
- Special Moves
 - Scatter Bullet (236L, Air OK): Peridot brings his fingers together to shoot a fast energy bullet. Pressing L again splits the bullet into a spread shot of six smaller and weaker bullets with less range. Peridot can't move until the bullet hits an enemy or splits.
 - Parabolic Slash (421L or 22L or 623L, Air OK): Peridot jumps up and slashes, shooting a projectile that moves in an upwards parabola. This projectile always flies all the way to the ground, even if the move is used in the air, and they carry the enemy high up on hit. 421 jumps back a bit and shoots at a shallow angle. 22 jumps straight up and shoots at a medium angle. 623 jumps forward a bit and shoots it far away, to the point where it can anti-air from full screen.
 - Reversal Flash (623M): Peridot focuses for a little bit before palm striking along with his small hands. Super slow, but has one hit armor on startup and launches the enemy away full screen on hit or half screen on block. Requires the small hands to be used.
 - Pillar of Judgement (63214M, Air OK): Peridot sends his small hands all the way to the ground where they charge up for a few seconds before shooting a beam straight up. Holding M allows the hands to be moved along the ground before taking time to charge up. The beam is unblockable, covers the entire vertical area, and has a lot of hitstun so it's easy to combo off of.

However, the attack takes a long time to execute and it requires the small hands to do so, leaving Peridot with many missing abilities until it's over.

- Explosive Spark (236H, Air OK): Peridot throws a slow projectile that explodes on contact. Can be charged by holding the button, making the projectile much faster and causing a bigger and stronger explosion. If the move is fully charged, Peridot holds the charge in his body. The next time the move is used, Peridot shoots the fully charged ball but with a much faster startup speed.
- Time Bomb (214H, Air OK): Peridot throws a slow projectile that homes in on enemies. Doesn't deal damage on contact, but it explodes after exactly five seconds. Only one can exist.
- Assists
 - 5A: Time Bomb: Peridot throws a Time Bomb with the same effects as the move itself. Good for pressure but difficult for combos. Doesn't start cooldown until the bomb explodes.
 - 2A: Pillar of Judgement: Peridot grabs his ally with his small hands and transports them full screen away from the enemy. If the ally's back is to the corner, the hands move them past the enemy to escape. Comes at the cost of half a bar of meter whenever it's used.
 - 4A: Explosive Spark: Peridot appears and fully charges his explosive spark, then leaves. 4A must be called again to actually shoot the spark, but it's really powerful to compensate.
 - 6A: Parabolic Slash: Peridot jumps in and attacks with his 623L.
- Assist Supers
 - Power Play: Power of the Orbs: Peridot spreads powerful orbs around to him and his ally, giving the team 7 bar's worth of free meter. This is separate from the actual meter, so they can stack for a grand total of 12 bars of meter when filled. Peridot's extra orb meter is used up before any actual meter is used. Only makes 3 bars of meter if used during super form.

- Fusion Benefit: The fusee gains access to Peridot's floating hands. This allows for simultaneous attacks with both the hands and the character's existing medium attacks. Peridot's 4M, 1M, and j.4M are all included, but they have the same timed limitations as Peridot's medium attacks. Also activates with medium special moves and supers, but not with universal throws.
- Supers
 - Crystal Ball (236S or 214S, Air OK): Level 1. Peridot summons a crystal ball and teleports it to mid-screen, keeping it fully invisible until the enemy touches it. When that happens, it explodes to deal damage with enough hitstun to extend a combo. 236S places the crystal on the ground, but 214S places it in the air. The summoning activation has high end lag, so the explosion can be comboed into or comboed out of, but not both. Disappears if Peridot is hit. No super flash.
 - Mirror Wall (22S): Level 1. Peridot creates a large energy wall that floats forwards slowly before dissipating a short time later. This deals low damage on contact, but its main purpose is to turn any projectiles that hit it into powerful laser beams. This applies to both enemy projectiles and Peridot's attacks, both of which aim for the enemy's current location. No super flash.
 - Penta Beam (236236L/M/H, Air OK): Level 3. Peridot charges up before shooting a long-range energy beam from both hands. The beam itself is thin enough that the enemy could duck or jump to avoid it, but Peridot also shoots smaller beams from each of his small hands for more effects. Light shoots the small beams in a spread, covering a huge area but dealing lower damage. Medium shoots all beams in the same direction, making a single large beam that can't be ducked under and deals higher damage than the light version. Heavy shoots the hand beams into the main beam, dealing the most damage of all versions but having the smallest hitbox. If the small hands are doing anything when this is activated, they stop to help with the move.



- Super Form: Golden Peridot holds 7 multicolored orbs, one in each hand. Whenever he uses a heavy attack, one of the orbs is used to power it up in a unique way. If all orbs are used up, Peridot's heavy attacks return to normal. One orb regenerates every second that Peridot doesn't attack.
 - Duration: 50 seconds.
 - Attack Boost: 5%
 - Defense Boost: 5%
 - Normals
 - 5H: The cutters fly through each other twice before exploding on the third trip. This means it has three times the damage and range.
 - 6H: The beam has faster startup and covers a wider area.
 - 4H: The beam has faster startup and covers a wider area.
 - 2H: Detects enemies from further away and causes a large explosion when activated.

- 1H: Rather than exploding immediately, the mine rolls forward along the ground and explodes on contact. Doesn't have the range of orb-boosted 2H.
 - j.H: Causes an explosion upon hitting the ground, dealing more damage.
 - j.4H: Causes an explosion after hitting, giving the attack more hitstun. This allows it to combo into j.H without having to cancel between them with j.S.
- Supers
 - Crystal Ball: Has massively reduced end lag on activation, allowing Peridot to combo both into and out of the super. This only works once per combo.
 - Mirror Wall: Pressing the S button during startup shoots the wall forwards quickly, dealing decent damage at the cost of an extra bar of meter.
 - Penta Beam: Any orbs that are still active increase the damage of the super.
 - Perfect Penta Beam (236236S): Level 5. Starts just like light Penta Beam while only using 3 bars of meter. The small hands then slowly move to the position of the medium version while using up a fourth bar of meter. The hands then move again to the position of the heavy version, using the fifth and final bar of meter with one final blast of energy. The whole super has the range of light Penta Beam while dealing 1.3 times the damage of the heavy version, and it also blasts Peridot and the enemy away from each other full screen, even on block. Also deals more damage with any active orbs.

Garnet



- Playstyle
 - Garnet is a slow, tanky physical combatant. While he has trouble getting close to the enemy, his multitudes of armored attacks and high-damage moves make him a living nightmare for the enemy when he does. That being said, his risky playstyle, lack of fast attack options, and series of different move inputs make him very difficult for a beginner to pick up. (Note: Even though Garnet's physical design is asymmetrical, his sprites/model is mirrored when on the player 2 side so he always faces towards the camera and his attacks always use the same animations.)
- Attributes
 - Health: 1,100
 - Dash Properties: Garnet only has a single slow dash on the ground, and he can't run at all.
 - Jump Properties: Garnet's jump arc is shallow and heavy. He does have a double jump and air dash, but they all have slow startup and don't go far at all.
- Normals

- 5L: Garnet reels back before jabbing with his elbow. Garnet's light attacks use his blue left side and all have one hit of armor, though they're slower than most light attacks to compensate.
- 5M: Garnet headbutts downwards. All of his medium attacks use his middle in some way, and they're usually faster than his light attacks. 5M is his fastest normal instead of 5L.
- 5H: Garnet hooks to the left with his right arm. All of his heavy attacks use his red right side, so they deal a lot of damage and hitstun. That being said, they tend to be very whiff punishable.
- 5S: Garnet quickly projects a barrier as a parry, briefly protecting him from mid and overhead attacks. All of Garnet's Special attacks are parries, with each one specializing in a different area. A successful parry of any type can be canceled into any other attack, including another parry.
- 2L: Garnet leans forward and claws his left hand along the ground. Hits low.
- 2M: Garnet slides forward a short distance with a grounded headbutt. Hits low.
- 2H: Chops along the ground with right hand. Hits low and knocks down.
- 2S: Projects a barrier to parry mid and low attacks.
- j.L: Garnet backflips with an armored uppercut kick. Hits enemies up a bit.
- j.M: Garnet claps his hands together, hitting diagonally down.
- j.H: Garnet kicks straight downwards with his right leg, knocking down even grounded enemies.
- j.S: Projects a barrier downwards to parry anti-air. Weak to attacks from aerial enemies.
- 4H: Punches in an upwards arc with right arm. This is Garnet's fastest heavy attack and it causes a minor launch, but it has low range and is punishable on block.
- 6L: Charges for a second before doing a back kick with left leg. Slower than 5L but longer range.
- 6M: Jumps forward with a chest bump. Good for approaching.
- 6H: Spins around for a slow but long-range spin kick using the right leg.
- 6S: Dashes forward a short distance while parrying mids. Weak to lows and overheads.

- 3L: Stands up and knees upwards with left leg. Minor launch.
 - 3M: Garnet stands up, turns around, and bashes the enemy with his back using a Tetsuzanko technique. Somewhat slow for a medium attack, but plus on block and has high hitstun.
 - 3H: Garnet does a handstand with his right hand and kicks straight upwards with his right leg. Causes a major launch on hit, but the hitbox is somewhat thin and hard to combo into.
 - 3S: Garnet slides forward a little bit and parries with two shields at once, one on the ground and the other straight up. Parries lows and overheads, but loses to mid attacks.
 - j.6L: Flips forwards and kicks downwards with left leg. Smashes airborne enemies to the ground.
 - j.6M: Leans back and does a double dropkick. Slower than j.M, but has more range.
 - j.6H: Kicks straight ahead with right leg, causing a wallbounce on hit.
 - j.6S: Dashes forward a short distance while parrying attacks from aerial enemies. Weak to grounded anti-airs.
- Universal Mechanics
 - Ground Throw: Grabs the enemy by the neck and headbutts them to the ground.
 - Air Throw: Garnet traps the enemy in a round barrier, then spikes them into the ground.
 - Push Block: Projects a barrier to push the enemy away.
 - Guard Cancel: Garnet creates a barrier around himself and shatters it with his right elbow.
- Special Moves
 - Shield Shot ([4]6L): Garnet creates a large barrier from his left hand and throws it forwards as a slow projectile. Doesn't go very far or deal much damage, but it blocks enemy projectiles.
 - Dirty Trick ([2]8L) Garnet pokes his fingers at the enemy's eyes, then sweeps their feet with his left leg. The poke is an invincible reversal and the kick hits low. If the Assist button is pressed after the poke hits, the kick instead forcibly tags the enemy out but costs bar of meter.

- Armor Tackle (236M): Garnet dashes forwards a short distance with an armored shoulder tackle. This deals low damage, but it's fast and safe on block. Has an optional right punch follow-up by pressing the heavy button, dealing high damage but making the move punishable on block.
- Rise and Shine (623M, Air OK): Garnet rises into the air with an invincible blue knee attack. If the heavy button is pressed, he smashes back down to the ground with a diving red punch that hits overhead. Works as a DP and a strong combo finisher.
- Overhead Smash (63214H): Garnet holds his right fist up and makes it glow red, then smashes it down on the ground to cause a small earthquake around himself. The fist hits overhead, but the earthquake hits mid. While it's slow, it deals a lot of damage and is plus on block.
- Crush Throw (360H, Air OK): Garnet uses his right hand for a quick command grab. If it hits, he crushes the enemy into the ground and deals a ton of damage while causing a hard knockdown. While it's strong, it's easily punishable on whiff and can't be comboed into.
- Assists
 - 5A: Shield Shot: Garnet appears next to his ally and uses his Shield Shot. Can be useful for countering a zoner or locking the enemy down on oki. Too slow for most combos.
 - 2A: Crush Throw: Rather than using it on the enemy, Garnet grabs his ally and throws them towards the enemy. While this is useful as a unique approach option, the ally becomes unable to move until they're airborne, and they take damage on activation.
 - 4A: Rise and Shine: Garnet appears in front of his ally and uses the first hit of his Rise and Shine. This is Garnet's best assist for combo extensions, and it's decent for defense as well.
 - 6A: Armor Tackle: Garnet rushes past his ally while tagging in, then goes just a little bit further with his Armor Tackle. Has the optional Heavy follow-up.
- Assist Supers

- Power Play: Shatter Punch: Garnet appears in front of the enemy and delivers a beastly punch with his right arm, dealing massive damage. However, Garnet takes half the damage dealt and his right arm shatters, which deactivates all function of his heavy button. His arm also shatters on block, but it deals half of its damage as chip damage and causes a guard crush. The super form version does not cause a guard crush, and the move becomes extremely punishable on block. Garnet's arm comes back if he uses any of his supers.
- Fusion Benefit: All light attacks have one hit of armor on startup and active frames. This also applies to any special moves and supers that use the light attack button, but not to pushblock or guard cancel. Moves that already had armor get one additional hit.
- Supers
 - War God Fist (623S): Level 1. Garnet ducks forward while powering up his right arm, then does an uppercut to the jaw. Incredibly fast, safe on block, deals a lot of damage, and has incredibly high hitstun. However, Garnet takes $\frac{1}{4}$ of the damage dealt and holds his arm in pain, so it's a bit risky. If the last direction of the input is pressed on the same frame as the button, Garnet doesn't take any damage at all and he can attack the enemy on the way down. Has no super flash.
 - Mega Counter (22S): Level 1. Garnet takes a defensive stance while glowing with an intense blue energy. If he gets hit with a physical attack, he counters with an incredibly powerful right punch. Has no super flash until Garnet gets hit, in which the punch is guaranteed to land.
 - Final Strike ([4]646L or 236236M or 720H): Level 3. Garnet attacks the enemy, then plays an animation where he rapidly pummels them with both fists. This attack has a different activation and deals a different amount of damage for each input and button. Light is an invincible chop with low range and damage, Medium rushes forwards with a headbutt for high range and

medium damage, and Heavy is a close-range command grab with high damage. All versions save the super flash until after the activation hit, making them hard to react to.



- Super Form: Silver Garnet has total super armor throughout the entire transformation, but he still takes knockback from enemy grabs or supers. This gives him a free approach at the cost of a short duration. Permanent Super Form limits this armor to only apply when Garnet is standing still or walking forward.
 - Duration: 5 seconds.
 - Attack Boost: 50%
 - Defense Boost: 5%
 - Normals
 - All of Garnet's light attacks are much faster, speeding up to the pace of normal light attacks since they don't have to compensate for their own armor anymore. During a Permanent Super Form, light attacks can be held to use normal form's versions.
 - Special attacks deal a bit of damage on contact when parrying physical attacks.

- Supers

- War God Fist: Always uses the just frame version, even if it's timed poorly.
- Mega Counter: Pressing the Special button again uses an extra bar of meter to do the follow-up automatically. The punch is super slow, but it's invincible and unblockable. War God Fist can combo into this, dealing more total damage than Final Strike.
- Absolute Final Strike ([4]646S or 236236S or 720S): Level 5. Garnet activates with the appropriate motion's attack. Whether that attack hits or not, Garnet does the rapid punch while shooting energy fists that fly full screen. This is Garnet's only long-range option, so it could punish zoning attempts, assist calls, or attempts at punishing what looks like his level 3. Ends with a full-screen dash punch so Garnet can skip the effort of getting in.

Diamond



- Playstyle
 - Diamond is an extremely defensive charge character with unorthodox movement. He has the most health in the game and many defensive tools, though his general movement is slow. This doesn't make him immobile, as he has many ways to move around the screen. His Special normals are one of these tools, as they cause him to float in the inputted direction.
- Attributes
 - Health: 1,250. Diamond is immune to chip damage, except against another Diamond.
 - Dash Properties: Diamond walks very slowly, but his dashes are almost instant. Can't run.
 - Jump Properties: Jump and double jump have a slow, floaty arc. Air dash is almost instant, but Diamond drops straight down and doesn't carry any momentum.
- Normals
 - 5L: Chops in a downwards arc with left hand. Big range for a jab.
 - 5M: Spin kicks with left leg. Advances a bit.

- 5H: Diamond holds a ball of light forwards as a multihitting attack, then palm strikes with his left hand to explode it. Can be held to continue the multihitting attack and delay the finisher.
- 2L: Chops at the ground, hitting low. Faster than 5L.
- 2M: Kicks twice with right leg. First kick is at the ground and hits low, second kick aims diagonally up as an anti-air minor launch. Both hits can be canceled.
- 2H: Similar to 5H, but aimed diagonally up as an anti-air. Finisher uppercuts with right palm.
- j.L: Chops in an upwards arc.
- j.M: Kicks twice with right leg, aiming down then up. Only the first hit is an overhead.
- j.H: Works the same as 5H, but in the air. Doesn't smash enemies down.
- 6H: Works the same as 5H, but a bit slower and Diamond walks forward while attacking.
- 4H: Holds out left leg for a multi-hitting light ball, which has more range but less frame advantage than 5H. Can be held just like 5H, and the finisher is another kick with left leg.
- 3H: Works the same as 2H, but a bit slower and Diamond walks forward while attacking
- 1H: Diamond stomps at the ground, hitting low. Somewhat slow, but plus on block and hits otg.
- j.2L: Chops downwards with right hand. Covers a large area and works well as a cross-up.
- j.2M: Turns sideways and does a spin kick downwards. Stalls momentum and smashes down.
- j.2H: Kicks almost straight downwards but at a slight forward angle while holding a multi-hitting light ball out. Can be held until landing, but has no finisher. Hits overhead.
- 5S: Diamond floats in place on sparkles for a second. This allows him to use ground attacks or charge while staying still, but he can't block. Can be used in the air with the same effects.
- 0S: Floats on a trail of sparkles in the inputted direction. Works the same as 5S, but mobile.
- Universal Mechanics
 - Ground Throw: Envelops the enemy in a ball of light, then palm strikes them away.

- Air Throw: Grabs the enemy with one hand and drops to the ground with them in tow. Can combo into 1H, allowing for more complex combos afterwards.
- Push Block: Projects a shield of light and pushes it forward.
- Guard Cancel: Creates a ball of light and expands it outwards.
- Special Moves
 - Shining Dash ([4]6L/M/H, Air OK): Diamond dashes forward instantly with a chop, crossing through the enemy on hit or block. If it hits, the damage and knockback is delayed like a cool samurai slash. Light is quick but goes 1/3rd of the screen. Medium is slower, but it travels 2/3rds of the screen. Heavy has super slow startup, but it goes full screen. Any version can be held to fake out, traveling the distance but with no hitbox and a lot less end lag.
 - Shining Shot ([4]6S, Air OK): Diamond charges a ball of white light in one hand, then shoots a beam from it. The beam works as a decently fast full-screen projectile, and the ball deals extra damage when close. Can be held to charge, dealing more damage with the ball and making the beam bigger and stronger. If charged on block, it becomes more punishable up close.
 - Healing Light ([2]8L/M/H/EX S): Diamond floats in the air while catching a ray of light from the sky. Functions as a DP that heals blue health as well. Can be held to heal more, but Diamond is punishable while healing. Light attacks quickly but heals slowly, heavy has a delayed hitbox but faster healing, and medium is in the middle. Special costs meter, but it has the speed of the light version while also healing real health at the speed of the heavy version.
 - Reflection (63214L/M/H/EX S, Air OK): Diamond creates a shield that stays on stage and reflects any projectile as quick beams of light. Light has quick startup but disappears after a short time, medium is in the middle, and heavy has long startup and a long duration. Special has the startup of light, the duration of heavy, and shoots a beam by itself when it dissipates.

- Shield Spin (EX 22L/M/H/S, Air OK): Uses half a bar of meter for a slow spin kick that creates a shield. This doesn't deal much damage, but the shield remains on Diamond's body and passively armors through one attack. Light armors a low attack, medium armors a mid attack, heavy armors an overhead attack, and special gives invincibility to a grab. Only one shield can exist at a time, and the shield is lost if Diamond is hit by a projectile.
- Assists
 - 5A: Shining Shot: Diamond appears alongside his ally and uses Shining Shot. Works as both a quick combo tool and a zoning tool. The attack is slightly charged, which delays the beam.
 - 2A: Healing Light: Appears next to the ally and uses the light version. This works well as a defensive assist and heals both Diamond and his ally. Continues healing for a short second.
 - 4A: Orb of Light: Diamond appears in front of his ally and uses his 3H. Good as an anti-air and a launcher for air combos, but somewhat slow and hard to combo into.
 - 6A: Shining Dash: Diamond uses his light Shining Dash from off-screen. The assist button can be held to fake out. Can be incredibly useful, as it's impossible to react to.
- Assist Supers
 - Power Play: Guard Gift: Diamond surrounds his ally with a barrier of light. This turns them into a pure-white copy of Diamond, but with the ally's fusion benefit intact. This has no time limit, but it ends with Sun's Spotlight if they attempt to use Diamond's level 3. If the ally's Power Play is an attack or forces them to tag in (Jade, Garnet, etc.) Diamond's effect waits until their effect ends. If Diamond is alone or in super form, this input uses Sun's Spotlight immediately.
 - Fusion Benefit: Increases the fusee's Defense by 50%, but lowers their Attack by 25%. Diamond is always the granter of a fusion benefit, even if he activated the fusion.
- Supers

- Ring Light Trap (236236L/M/H): Level 1. Diamond creates a ring of light and throws it at the ground. Deals damage on contact, then stays on the ground. If the enemy steps on it, it explodes with a pillar of light. The trap disappears if Diamond is hit or tags out. Light throws it in front of Diamond, medium throws it further away, and heavy throws it even further.
- Polish ([H+S] after being knocked down): Level 2. Diamond uses blades of light on himself to get rid of imperfections, which causes an invincible burst attack. This burst deals no damage, but it increases Diamond's Defense by 10% for the rest of the battle. Can only be done once.
- Sun's Spotlight (Power Play Only): This super can be inputted with 236236S during Diamond's Power Play, or by using Power Play when Diamond is alone. As such, it costs no meter but functions as a level 3. The user slides forward full-screen with a low-hitting sweep kick. If it hits, the user gets empowered with sunlight and pummels the enemy with a barrage of light-speed punches. Whether it hits or not, it ends the effect of Diamond's Power Play.
- Photon Blast (236236S): Level 3. Diamond shoots a large beam full screen. If it hits, the enemy gets stuck in place and Diamond smites them with a ray of light from the sky. Has a sweet spot up close, which is unblockable and deals more damage. The unblockable is not frame 0.



- Super Form: Diamond sheds his armor. This lowers his stats but effectively turns him into a taller version of Amethyst in terms of attributes, normals, and universal mechanics. He still keeps his special moves and supers though. Permanent super form does not change his stat boosts. All changes listed here, except for level 5 super, are relative to Amethyst instead of being relative to Diamond.
 - Duration: 100 seconds.
 - Attack Boost: -20%
 - Defense Boost: -20%
 - Attributes: Even though he takes more damage from all attacks, Diamond is still immune to chip damage. His new run looks similar to his normal form's 6S. Crawl looks like 3S or 4S.
 - Normals
 - 5L, 5M, j.M, and j.2M have Diamond chop with his hands since he has no claws.

- 2L, 2M, j.L, and j.2L have Diamond palm strike instead of punch.
- 5M, 2M, j.M, and j.2M use Diamond's wings as the upper arms while his arms take the place of lower arms. For all other attacks, Diamond's arms act as the upper arms.
- Heavy attacks continue their mobile state as long as the button is held and begin the attack proper when the button is released. Otherwise, the attacks work the same.
- Special normals use sparkles instead of shadows. They function the same, but they're recontextualized as Diamond is moving at light speed instead of teleporting.
- Universal Mechanics: Ground throw grabs with wings and palm strikes rapidly. Push block uses bright light instead of loud buzzing. Guard Cancel uses a ball of light instead of darkness.
- Supers: Photon Dance (214214S) Level 5. Begins with a similar animation to Photon Blast, but Diamond flies forward full-screen with the unblockable ball of light. If it hits, Diamond kicks the enemy into the air and attacks with an elaborate dance, ending with a final stomp to the ground.

Amethyst



- Playstyle

- Amethyst is a rushdown character with tons of options for mixing up his opponent. With his attack speed and movement options, he is easily the fastest character in the game. His special button allows him to teleport, giving him even more options for mixing up his offense. This comes at the cost of having the lowest health in the game.

- Attributes

- Health: 750
- Dash Properties: Amethyst can run after a forward dash, and he moves very quickly. He can also crawl quickly while crouching, though this is a bit slower than his walk.
- Jump Properties: Has a normal double jump and air dash. Amethyst can also run after a forward air dash, which moves at the same speed as his grounded run but homes in.

- Normals

- 5L: Amethyst slashes down with his left upper arm. Chains into a slash with his right arm.
- 5M: Leans forward and slashes all arms outwards. Hits four times simultaneously.
- 5H: All of Amethyst's heavy attacks put him in a mobile state when the button is pressed, then actually attack when the button is pressed again. A mobile state can cancel into anything a heavy

attack can cancel into, but it doesn't have to hit. To attack immediately, the button must be pressed twice quickly. 5H Kicks forwards with left leg. Mobile state can float left and right.

- 2L: Stands on legs and lower arms, and punches with both upper arms. 2 hits, both hit low.
 - 2M: Amethyst punches 4 times, once with each arm in an ascending order. The first punch hits low, and the last two punches have anti-air properties. Works as a minor launch.
 - 2H: Amethyst does a handstand and kicks straight up with both legs. Has a poor horizontal hitbox but works well as an anti-air with a major launch. Mobile state is a slow crawl.
 - j.L: Punches twice quickly with right upper arm. First hit aims down, second hit aims up.
 - j.M: Spins around, slashing four times with upper and lower arms.
 - j.H: Flips forward with an axe kick. Mobile state floats in the air and can move left and right.
 - 6H: Amethyst jumps forward with a dropkick, which causes a wallbounce on hit. If it hits or gets blocked, Amethyst flips backwards, staying airborne. Mobile state runs forward quickly.
 - 3H: Jumps forward a decent distance with a knee attack, which causes a minor launch on hit. Mobile state is a continuous crawl forward, though it goes faster than a normal crawl.
 - 4H: A backflip kick that launches and leaves Amethyst airborne. Mobile state stands still.
 - 1H: Amethyst kicks through his arms as a low attack that knocks down. No mobile state.
 - j.2L: Punches downwards rapidly. Hits overhead and lasts for a while.
 - j.2M: Flies forward a short distance while slashing outwards with all four arms.
 - j.2H: Dives down with an overhead kick that smashes the enemy down on hit. Mobile state floats downwards slowly, but doesn't allow Amethyst to move left or right.
 - 5S: Teleports in place. Has a bit of invincibility, but it's not a frame 1 reversal.
 - 0S: Amethyst teleports a short distance in the inputted direction. Same as 5S but more mobile.
- Both 5S and 0S can be used in the air with the same effects.

- Universal Mechanics

- Ground Throw: Grabs with upper arms, punches rapidly with lower arms, then kicks the enemy into the air. Can be jump-canceled for more elaborate combos.
- Air Throw: Flies up a bit, then axe kicks the enemy to the ground. Amethyst stays airborne.
- Push Block: Buzzes wings to push the enemy away.
- Guard Cancel: Creates a ball of darkness and spreads it outwards.

- Special Moves

- Scurry Claw (236L/M/H, Air OK): Amethyst flies forward while slashing his claw, then projects a blade of darkness for a finishing slash. Repeatedly pressing the button allows Amethyst to keep flying and claw up to 6 more times before the finisher. Light is quick but doesn't go far. Medium is slower but goes further. Heavy is even slower but travels full screen when mashing.
- Scurry Beam (236S, Air OK): Amethyst shoots a quick beam from one of his arms. Repeatedly pressing the special button causes Amethyst to shoot more beams from each of his hands, for a maximum of 8 hits. The beams are small individually but have a wider total spread.
- Sneaky Shadow (623L/M/H/EX S): Amethyst sinks into the ground as a shadow, which makes him invincible as he travels forward. If any button is pressed during this, he emerges with a backflip kick as an unsafe anti-air. Light travels a short distance, medium travels further, and heavy travels the furthest. Special costs meter, but it allows the player to move left and right manually. The special version can also be ended early by pressing the button again.
- Telethrow (63214L/M/H/EX S, Air OK): A close-range command grab. Light stays in place for a quick throw, medium dashes forward a bit for a rushing grab, heavy jumps forward as an anti-air grab, and special costs meter but teleports to the enemy before grabbing. If any version hits,

Amethyst tosses the enemy into the air, teleports above them, then shoots them down with an energy blast. Amethyst stays airborne after the attack.

- Telekick (EX 22L/M/H/S, Air OK): Uses half a bar of meter and teleports to the enemy with a mixup kick. Light is a low spin kick, medium is an overhead flip kick, heavy is cross up overhead, and special is cross up low. Any special move can cancel into this, including itself.

- Assists

- 5A: Scurry Beam: Appears behind and shoots 3 rapid beams. Good for long-range combos.
- 2A: Sneaky Shadow: Amethyst does the flip kick ender. Works well as an anti-air. Skips the invincible startup, so this is doesn't defend against grounded attacks.
- 4A: Piercing Knee: Uses 3H as a long-range launcher. Fast, but difficult to combo off of.
- 6A: Scurry Claw: Tags in quickly with light Scurry Claw. Any button, including the assist button, can be spammed to keep attacking and moving forward.

- Assist Supers

- Power Play: Siphon Form: Amethyst absorbs energy from his ally. This turns him into a silhouetted version of them, allowing for two of the same character on one team. This has no time limit, but it ends with Moonsault Strike if Amethyst attempts to use his ally's level 3. If Amethyst is in super form, this input uses Moonsault Strike immediately.
- Fusion Benefit: Increases the fusee's Attack by 50%, but lowers their Defense by 25%. Amethyst is always the granter of a fusion benefit, even if he activated the fusion.

- Supers

- Shadow Spear (j.236236L/M/H): Level 1. Amethyst creates a spear of dark energy and throws it at the ground. Deals damage on contact, then stays on the ground. If the enemy gets too close to the spear while airborne, it causes a dark explosion. The spear disappears if Amethyst is hit or

tags out. Light throws it in front of Amethyst, medium throws it further away, and heavy throws it even further. While it can only be done in the air, it's easy to use a tiger knee input.

- Vengeance ([H+S] after being knocked down): Level 2. Amethyst screams in rage as he gets back up, which causes an invincible burst attack. This burst deals no damage, but it increases Amethyst's Attack by 10% for the rest of the battle. Can only be done once.
- Moonsault Strike (Power Play Only): This super can be inputted with any level 3 input during Amethyst's Power Play, or by using Power Play when Amethyst is in super form. As such, it costs no meter but functions as a level 3. Amethyst absorbs a massive amount of darkness, transforming him into a silhouette of the giant feydra, King Scoller. He then does a backflip and lands with a full-screen overhead, causing an explosion and returning to normal.
- Dark Matter Blast (236236S): Level 3. Amethyst charges up a giant ball of dark energy, then smashes it on the ground. This causes an explosion that spreads from close-range to full screen quickly. Activating this super when close is faster and deals more damage than the far version.



- Super Form: Amethyst absorbs a ton of darkness, making him super buff. This increases his stats but lowers his speed, while effectively turning him into a taller version of Diamond in terms of attributes, normals, and universal mechanics. He still keeps his special moves and supers though. All changes listed here, except for level 5 super, are relative to Diamond instead of being relative to Amethyst.
 - Duration: 10 seconds.
 - Attack Boost: 25%
 - Defense Boost: 25%
 - Attributes: Amethyst does not gain Diamond's immunity to chip damage. Instead of moving at light speed, his dashes are teleports. Because of this, he can dash through enemies.
 - Normals
 - 5L, 2L, j.L, and j.2L have Amethyst claw instead of chop.
 - 5M, 2M, j.M, and j.2M use Amethyst's foot claws.

- All heavy attacks use rapid punches or kicks instead of projecting balls of light. To keep punching, the button must be pressed rapidly instead of held. The finishers are also punches instead of palm strikes. Otherwise, they function the same.
- Special normals have Amethyst stretch his shadow tail instead of floating on sparkles.

Functionally, they work the same. The tail has no hurtbox.

- Attributes: Ground Throw has Amethyst rapidly punch the enemy. Push block punches instead of projecting a shield. Guard Cancel uses a ball of darkness instead of light.
- Supers: Dark Matter Devastation (214214S) Level 5. Starts like Dark Matter Blast, but with an implosion instead of an explosion. This means it hits faster if the enemy is further away, though the damage dealt is always the same. If it hits, the enemy is pulled to Amethyst's feet. He then stomps on them rapidly, hitting them into the air so he can continue comboing them with rapid punches. Finishes with a jumping dive punch that crushes the enemy into the ground.

Angelite



- Playstyle
 - Angelite has versatile mobility, fast normals with large disjointed hitboxes, projectiles for zoning, and a few command throws, making her extremely dangerous offensively. However, she has the lowest health in the game, making her easy to kill. Also, despite her dominant neutral, she deals very low damage with her attacks and combos. As such, she could be considered a support character, who lands an opening so her ally can tag in and begin their win conditions.
- Attributes
 - Health: 750
 - Dash Properties: Walks quickly and dashes even faster. Can run after dashing forward or back.
 - Jump Properties: Has a quick arc that travels far horizontally, as well as a two air jumps. Air dashes go far, but can be interrupted by pressing in the opposite direction. Angelite can continue running after an air dash in either direction, but she descends slowly the longer this is held.
- Normals

- 5L: Slashes right wing to the left. Chains into a left wing slash to the right. All of Angelite's light normals have the speed of other light normals while having long-range disjointed hitboxes.
- 5M: Steps forward and slashes inwards with both wings. This is Angelite's longest range normal.
- 5MM: Steps forward and slashes wings outwards, knocking down on hit.
- 5H: Angelite smashes her right wing onto the ground in front of her.
- 5[H]: Holding the button changes the attack. Angelite grabs both of her wings and rolls forward, using them to hit overhead three times. Third hit smashes left wing on the ground.
- 5S: Angelite spins on one leg, hitting with her wings as a lingering attack. She can move left and right during this. Very unsafe on block and can't cancel into special moves.
- 2L: Swipes wing along the ground, hitting low. Can be chained twice to hit with each wing.
- 2M: Slides forward while stabbing with wings, hitting low. Can continue into 5MM.
- 2H: Smashes left wing on the ground behind as an anti-air with a minor launch.
- 2[H]: Angelite flies upwards while spinning her wings over her head as a triple anti-air. Hits three times, with the last hit being a major launch.
- 2S: Angelite spins along the ground, hitting with her wings. Hits low, knocks down, and Angelite can move left and right quickly while active. Can't cancel into special moves.
- j.L: Slashes to the right with left wing.
- j.M: Slashes upwards with right wing.
- j.H: Flips forward, hitting once with each wing. Smashes down on the second hit.
- j.S: Spins in the air, hitting with wings while rising slowly. Angelite can float left and right while active. Can only be canceled into j.2H or supers. Otherwise, Angelite is open until she lands.
- j.4L: Angelite spins before throwing her wing as a short-ranged lingering projectile. The wing hits multiple times and Angelite stalls in the air during this attack.

- j.8M: Angelite rises into the air while slashing her right wing upwards. This costs a double jump.
- j.2H: Angelite floats forward a bit with an attack that looks similar to her j.H. After this, she dives to the ground while stabbing down with both of her wings. Smashes down with the dive.
- Universal Mechanics
 - Ground Throw: Angelite grabs with her wings, giving her more range than most characters. After entrapping the enemy, the wings and feathers form a buzzsaw and grinds the enemy within it.
 - Air Throw: The wings toss the enemy to the ground, then Angelite commands the feathers to stab them all at once. Angelite stays in the air and gains some distance.
 - Push Block: Pushes the feathers forward.
 - Guard Cancel: Forms the wings and feathers into a buzzsaw protecting Angelite and spins it.
- Special Moves
 - Crystal Feathers (6L/M/H, Air OK): Angelite shoots her feathers as weak projectiles. Light shoots one feather with long range, which can be chained up to six times. Medium shoots two feathers together with a bigger hitbox but less range, which can be chained up to three times. Heavy shoots three feathers in a big spread with low range, which can be held to shoot six feathers instead. This attack can cancel into itself until Angelite shoots 12 feathers. These feathers come back a second after the enemy is able to move again. This move can cancel into 5MM, 5[H], 2[H], and j.2H if used in the air, making it great for combos.
 - Dive (236S or 214S, Air OK): Angelite dives in the inputted direction as a movement tool with no hitbox. 214S is good for escaping, and 236S can cross through the enemy. When she lands from this dive, each button can be pressed to follow up differently. Light does a quicker version of 2MM as a low attack. Medium does a flip kick that hits overhead. Heavy follows with a tackling command grab, then blasts the enemy with a point-blank eye beam if it hits. Special

continues the dive with a jump in the same direction. Aside from special's jump, each follow-up autocorrects to the enemy's direction, so they can punish attempts to chase 214S.

- Crystal Beam (236L/M/H or 214L/M/H, Air OK): A beam attack with many different variations. 236 aims straight forward, and 214 aims at an angle. This angle is diagonally up when on the ground, but diagonally down when in the air. Light shoots a quick but small eye beam. Medium shoots through one of Angelite's wings like a sniper shot, which is bigger and stronger. Heavy creates a ring of energy between wings, which Angelite shoots through for a huge beam.
- Crystal Eye (623S, Air OK): Angelite releases a ball of energy from her eye. This slowly homes in on the enemy, but it deals no damage on contact. If Angelite hits this ball with any attack, it explodes, dealing damage and launching the enemy for an easy combo.
- Graceful Slash (623L/M/H): Angelite does a backflip while slashing with her wings as a DP. Light attacks immediately, but medium and heavy run forward before attacking. Heavy goes further than medium, and both of them are immune to projectiles while traveling.
- Assists
 - 5A: Take the Hit: Angelite prioritizes the safety of her friends over attacking her enemies, so her assists have no offensive benefit. This assist has her appear in front of her ally with her arms spread. This blocks attacks that would hit the point character, but she still takes chip damage.
 - 2A: Heal Me: Angelite appears behind her ally and transfers some of her energy. Heals some blue health, but causes Angelite to take the same amount damage
 - 4A: Protect Me: Angelite appears in front of her ally and uses her forward Dive and heavy follow-up, without shooting the beam, to push them away from the enemy. The active character is invincible during this, but Angelite can still get hit by enemy attacks.

- 6A: Hit Them Back: Angelite tags in with her heavy Graceful Slash. Extremely unsafe on block. When Angelite is active, her ally's assist cooldowns are reduced by 25%.
- Assist Supers
 - Power Play: Desperate Burst: Has no lasting effect. Instead, this Power Play is the only move in the game that can be successfully used during hitstun. This allows Angelite or her ally to escape one combo per match. Doesn't end super form when used, but the super form version doesn't hit full screen and becomes heavily punishable on block.
 - Fusion Benefit: Using the fusion input with Angelite on the team instead switches to her and activates her Berserk form early. This removes access to assists until she dies. If she dies, her ally becomes unable to use their super form or Power Play. The form can be ended prematurely by using the fusion input again. This is beat out by Alexandrite, Malachite, and Magelite. When done with Bloodstone, Angelite becomes Berserk and Bloodstone becomes Crystal Bloodstone simultaneously, and both remain capable of switching out.
- Supers
 - Shattering Guillotine (236236L/M/H): Level 1. Angelite sends her wings out to a specific part of the stage. If it hits, she rains feathers down on the enemy. Light hits directly in front of Angelite, medium goes half screen, and heavy appears a full screen away. Because this attacks with the feathers, it becomes much weaker if Crystal Feathers was used earlier in the combo.
 - Slashing Suplex (360S, Air OK): Level 2. A powerful, close-range command grab. If it hits, Angelite throws the enemy into the air, slashes them with her wings, then jumps up and slams them into the ground behind her using her legs. Can't be comboed into.
 - Soul Regeneration (22S, Air OK): Level 1-5. Angelite uses meter to heal herself. This heals real HP and doesn't require any blue HP to be available. 22S uses one bar and heals 10%. To use

more meter and heal more, the input requires pressing down more times, with each down input using half a bar of meter and healing 5% more HP. To use 5 bars and heal the maximum of 50% all at once, the move must be inputted as 2222222222S. Any meter used on this super becomes unusable until Angelite dies. If she uses 3 bars, her team is limited to a maximum of 2 bars.

- Spirit Beam (236236S, Air OK): Level 3. Angelite creates a ball of energy, then shoots a beam from it directly at the enemy. This makes the attack effectively unavoidable, but it deals very low damage for a level 3 super. If the button is held, Angelite charges the ball, making it bigger and allowing the beam to deal more damage. Any projectile or assist attacks that hit Angelite during this cause it to charge faster, increasing more based on the damage of the attack. This is the only level 3 that allows assist calls, but the assists aim for Angelite and power up the beam.



- Super Form: Berserk Angelite cuts her current health in half and grants no defense boost, but she gets the highest possible attack boost and it lasts for the rest of the battle, even if a Power Play is used. Starting as a permanent super form keeps the same boosts but begins with half of Angelite's max HP.
 - Duration: Permanent
 - Attack Boost: 100%

- Defense Boost: None
- Attributes
 - Health: Angelite's current HP is cut in half and she loses all accumulated blue health. Her maximum health is lowered to 375.
 - Angelite's idle animation is changed. Instead of standing still, she slowly walks forward with her hands outstretched. This only occurs if nothing is inputted.
- Normals: Angelite can cancel between normals in opposite order. For example, she can do 5H>5M>5L. The only restriction is that she can't use the same normal multiple times in a string.
- Special Moves: Any special move can cancel into Crystal Feathers on hit. Since Crystal Feathers can cancel into certain normals, Berserk Angelite has complete combo freedom.
- Supers
 - Shattering Guillotine always deals full damage, regardless of the feathers spent.
 - Slashing Suplex has Angelite dash forward a short distance for more range.
 - Soul Regeneration can not heal Angelite past her new maximum of 375 health.
 - Soul Reaper (236236S, Air OK) Level 3-5. Replaces Spirit Beam. Angelite rushes forwards while slashing her wings like a scythe. If it hits, she absorbs energy from the enemy and uses it to shoot a beam at them. This has the bonus effect of permanently stealing the enemy's defense boosts, whether those be from their own super form or other moves that boost defense (Turquoise's Arctic Speech, Diamond's Polish, etc.). The defense boosts also increase the damage of the beam itself. Can be held to go from a level 3 to a level 4 or 5, which increases the base damage even more.

Bloodstone



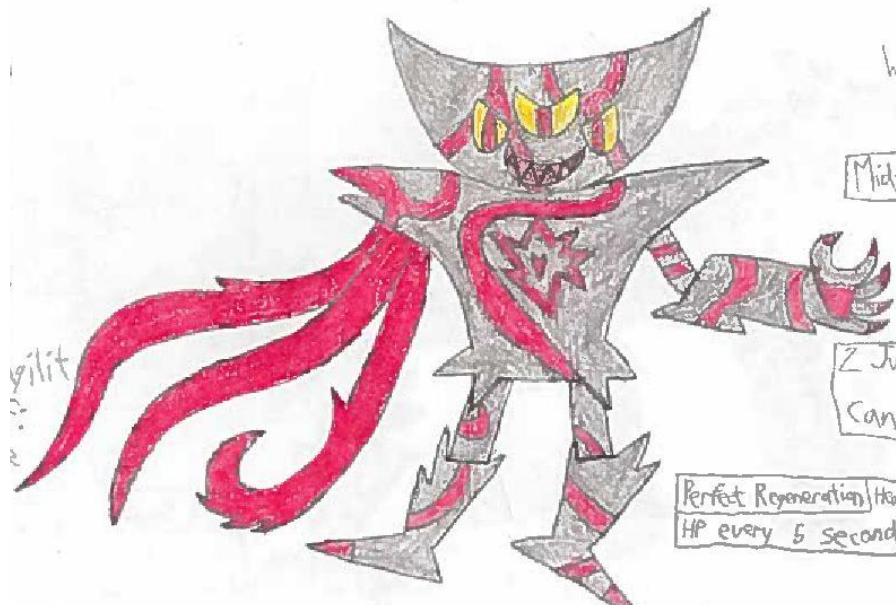
- Playstyle
 - Bloodstone is a hyper-offensive character with tools to chase down and attack the enemy no matter where they are on the screen. His Special attacks can be charged and deal damage while doing so, and they deal increased chip damage. This comes at the cost of no reversals whatsoever, to the point that he can't even backdash. He also has to spend health to use supers.
- Attributes
 - Health: 1,000
 - Dash Properties: Dash forward low profiles and continues into a run. Bloodstone can't backdash.
 - Jump Properties: Has a standard double jump and air dash, but can't air dash backwards.
- Normals
 - 5L: Claws to the right with left hand. Chains into another claw with the right hand.
 - 5M: Bloodstone forms his left hand into a blade, then steps forward while slashing down.

- 5H: Bloodstone dashes forward with a spike erupting from his shoulder. Decently fast and gains a bit of distance. 6H is the same, but slower and with more distance.
- 5S: All of Bloodstone's special normals use drills. They can be charged to deal more damage, and they spin to deal damage while charging. The spinning drills deal increased chip damage. 5S holds the drills together in front, then swipes them like scissors. Has a large backwards hitbox when charging, which can punish attempted cross-ups or enemies jumping out of the corner.
- 2L: Leans back and does a sweep kick with left leg. Hits low.
- 2M: Turns right arm into a blade and swipes it overhead. Anti-air minor launch.
- 2H: Pivots on left hand for a spin kick with right leg. Hits low and knocks down.
- 2S: Bloodstone crosses drills over his head as an anti-air when charging. When released, he stabs the drills into the ground, stabbing them back upwards on both sides for a major launch. The finisher is bad at hitting airborne enemies, but the charge can reliably combo into it.
- j.L: Leans forward and claws with right arm. Good range.
- j.M: Backflips while kicking in an upwards arc with right leg.
- j.H: Flips forward, hitting once with each claw. Smashes down on the second hit.
- j.S: Turns one leg into a drill and holds it straight down. Instead of having a finisher, it just deals damage by itself as long as the button is held. Hits overhead.
- 6S: Holds a drill ahead with right hand while charging the other behind. The finisher has the longest range of Bloodstone's normals, long enough to punish a pushblock.
- 3S: Holds a drill upwards with left arm while charging the other drill behind. The charge whiffs on crouch, but the finisher hits overhead, so the move is a mixup by itself.
- Universal Mechanics
 - Ground Throw: Throws the enemy to the ground, then stomps on their back.

- Air Throw: Grabs the enemy by the neck, drops them to the ground, and chokes them into submission. Both of Bloodstone's throws deal high damage, but they cause knockdowns, meaning they must be canceled early to combo off of them without using a super.
- Push Block: Bloodstone blocks with a shield-shaped blade, and his pushblock grows spikes on the blade to attack with it. Doesn't push enemies away, but deals a bit of damage.
- Guard Cancel: Creates a foot drill in the ground and uses it to spin around with arm blades.
- Special Moves
 - DIEDIEDIEDIE (236L/M/H): Bloodstone runs forward while slashing his arm blades five times. Light is quick but doesn't go far, medium is slower but goes further, and heavy is the slowest but goes the furthest. Each button can be pressed for a different finisher. Light follows up with two quick slashes, which can continue into yet another finisher, including itself, though this cannot combo forever. Medium attacks with a downwards cross slash, which is slower but plus on block. Heavy finishes with a hitgrab in which Bloodstone drops on the enemy with an elbow spike, which is best as a combo finisher as it puts the enemy in a knockdown.
 - Crystal Eye (236S): Bloodstone shoots a beam projectile from Angelite's eye. Somewhat slow startup and can be ducked under. Can be charged for more damage, aimed down to hit crouching enemies, or aimed up for a long-range anti-air. If Bloodstone lands An Eye for an Eye, this move gains an elemental animation and fully charges instantly, becoming faster and bigger.
 - No Escape (623L/M/H): Bloodstone extends a spike from his horn as an anti-air command grab. Light is quick but launches the enemy into an air tech, so it has no follow-up potential. Medium is slower but it slams the enemy on the ground for a knockdown. Heavy is even slower, but Bloodstone slashes at the enemy, causing a crumple for a combo opportunity.

- Serial Slash (623S): Bloodstone tackles with an advancing command grab. If it hits, he rapidly stabs the enemy while laughing maniacally, then slashes them to the ground. Somewhat slow startup, but deals high damage and causes a hard knockdown.
- Digging Drill (22L/M/H, Air OK): Drills underground as a teleport, then appears with an upwards drill attack. Light stays in place, Medium appears right in front of the enemy, and Heavy appears right behind the enemy. All versions are invincible while moving but punishable on block. If used in the air, Bloodstone divekicks straight down before digging.
- Fool Shell (22S): Bloodstone ducks down with the same animation as the startup of Digging Drill, but fakes out by erupting spikes from his back. Anti-air and plus on block.
- Assists
 - 5A: DIEDIEDIEDIEDIE: Bloodstone is selfish and bloodthirsty. As such, all of his assists directly attack the enemy but don't allow for team combos. This assist uses the heavy version and finishes with the grab if it hits, travelling far but knocking down.
 - 2A: No Escape: A blockable variation of the medium version. Works well as an anti-air but knocks down with no chance to combo off of it.
 - 4A: Serial Slash: Can be blocked. The animation is very long, giving a lot of time to set up if the character requires it. Otherwise, it's only good for damage since it knocks down.
 - 6A: Digging Drill: Appears with the medium version. Even though his assists aren't very useful, Bloodstone's assist cooldown is 25% faster than other characters. Stacks with Angelite's effect.
- Assist Supers
 - Power Play: Needle Rain: Has no lasting effects, but shoots needles everywhere to deal damage. Each individual needle deals damage, so the attack is much stronger if the enemy is close to Bloodstone. Doesn't end super form, but Bloodstone loses 1 HP for every missed needle.

- Fusion Benefit: Using the fusion input with Bloodstone on the team instead switches to him and activates his Crystal form early. This removes access to assists until he dies. If he dies, his ally becomes unable to use their super form or Power Play. The form can be ended prematurely by using the fusion input again. This is beat out by Alexandrite, Malachite, and Magelite. When done with Angelite, she becomes Berserk and Bloodstone becomes Crystal Bloodstone simultaneously, and both remain capable of switching out.
- Supers: All of Bloodstone's supers cost recoverable health as well as meter.
 - An Eye For an Eye (236236S): Level 1. Costs 10% Health. Bloodstone slashes Angelite's eye to spread blood, blinding the enemy with a close-range attack. If it hits, he rips the enemy's eye out and places it in his forehead, powering up Crystal Eye for the rest of the match. If it doesn't hit, he can't use Crystal Eye at all until he either hits with this super or enters his super form.
 - Lick Your Wounds (360S): Level 2. Costs 20% Health. Bloodstone licks his lips, then rushes forward with a command grab. If it hits, he bites the enemy's neck like a vampire, dealing high damage. Heals all blue health on hit. Can't be comboed into.
 - Blood Rage (222S): Costs no meter, but functions as a level 1. Bloodstone stabs himself repeatedly, cutting his current health in half and turning into a unique red form that increases his attack. The power-up is based on the amount of health lost, so it becomes a 50% attack boost if used at full health. Lasts for the rest of the match, but can only be used once.
 - Fatality (236236L/M/H): Level 3. Costs 30%. Bloodstone shoots spikes into the ground, then erupts them as an attack. Light erupts small spikes around himself, medium erupts a giant spike in front, and heavy erupts the spike full screen. If any version hits, Bloodstone impales the enemy into the air, slashes at them repeatedly, and finishes with a scissor slash. If the move kills, the victim is shown being completely bisected. Not invincible on startup, but has armor.



- Super Form: Crystal Bloodstone constantly drains meter to heal himself. While it doesn't boost his stats, it makes him a lot harder to kill as long as he has meter to spare.
 - Duration: Permanent
 - Attack Boost: None
 - Defense Boost: None
 - Normals: All of Bloodstone's Special attacks are completely different. They use the same animations, but the drills are replaced with different particle effects.
 - 5S: Opalandrite
 - 2S: Tonazyx
 - j.S: Garnidot
 - 6S: Pseudomorph
 - 3S: Gemerite
 - j.2S: Diamethyst
 - Special Moves: Crystal Eye stays in its powered-up variant.

- Supers: All supers cost half their usual meter cost
 - An Eye For an Eye changes to a beam.
 - Blood Moon (236236L/M/H): Level 3-5. Replaces Fatality.

Malachite



- Playstyle

- Malachite is the epitome of a grappler. He is slow, he has a ton of throws, and he is terrifyingly dangerous. By landing certain attacks he can inflict Corrosion, which deals damage over time even after switching out and allows him to cancel grabs into each other. Additionally, if he kills with any of his grabs, he shatters the enemy completely and absorbs their power, growing physically larger and gaining access to their fusion benefit and level 3 super.

- Attributes

- Health: 1,200

- Dash Properties: Malachite can dash, but he barely goes any distance. He does duck down while dashing, which can help him avoid certain high-hitting projectiles or attacks.
- Jump Properties: Has a single slow jump. Can't double jump, air dash, or super jump.
- Normals
 - 5L: Claws with left hand. Chains into a second claw with right hand. Relatively slow but huge.
 - 5M: Chops downwards with hand formed into a blade. Covers a good amount of space and can be used as a low-risk, low-reward anti-air, though it has no invincibility.
 - 5H: Holds arms together and swings them outwards. Has one hit of armor to grounded attacks. All of Malachite's heavy normals are slow, but they can be canceled into his specials and supers before they come out. 5H essentially gives all of his other moves armor.
 - 2L: Kicks along the ground. Hits low.
 - 2M: Chops upwards with hand formed into a blade. Anti-air minor launch.
 - 2H: Lifts arms up before smashing them to the ground, splashing goo upwards as an anti-air with a minor launch. Armors through airborne attacks on startup.
 - j.L: Leans forward and claws ahead with right hand.
 - j.M: Malachite kicks upwards with an attempted backflip, but he ends falling face-first with hit body parallel to the ground. First hit launches up for a potential juggle after landing, but the second hit has a huge hitbox for cross-up potential.
 - j.H: Morphs left leg into a spike and falls straight down. Can cancel upon landing.
 - 5S: Grabs with left hand and puts the enemy in a unique capture state with multiple follow-ups. Misses on crouching or jumping enemies. Doesn't work on enemies in hitstun.
 - Capture State 5S: Malachite headbutts the enemy, causing a unique stagger that can only be escaped by crouching or jumping. Malachite can punish this escape attempt with 2S or

j.S, resetting the capture state. If Malachite can land three headbutts in a row, the third one deals extra damage and inflicts corrosion. Malachite is plus enough after the stagger that his Special attacks beat all reversal buttons. The stagger ends with a knockdown.

- Capture State 6S: Throws the enemy forwards, causing a wall bounce. Can combo into DDT if the enemy is corrosive. If not, the hitstun allows Malachite to dash in.
 - Capture State 2S: Slams the enemy into the ground. Causes a soft knockdown with the enemy very close to Malachite. Can combo into supers when corrosive.
 - Capture State 8S: Throws the enemy into the air as a minor launch.
 - Capture State 4S: Switches sides with a slam. Deals more damage than 6S but has less hitstun. Can combo into Ring of Death when corrosive.
- 2S: Grabs at the ground, which only hits enemies if they're crouching. Same capture state as 5S.
 - j.S: Grabs in a downwards arc, only hitting airborne enemies. Brings the enemy to the ground on hit, dealing some damage while activating the same capture state as 5S and 2S.
 - 4H: Steps back before stretching arm forward with a long-range stab. Moves Malachite backwards when kara canceling, which can be useful for dodging attacks.
 - 6H: Steps forward before dashing ahead with a shoulder tackle. Moves Malachite forwards when kara canceling, which can be extremely useful for effectively increasing the range of throws.
 - 1H: Gets low to the ground before doing a spin kick, which knocks down and hits low. Since it's a slow low attack, it could be canceled into an overhead or unblockable move for mixups.
 - 3H: Turns right arm into a giant hammer and smashes it down as an overhead. Similarly to 1H, it's a slow overhead that can be canceled before coming out to trick the enemy.

- Universal Mechanics

- Ground Throw: Punches the enemy into the air, then punches them to the ground. Malachite's universal throws are faster than his special normals, so they can still be useful.
- Air Throw: Throws the enemy to the ground then drops down to stomp on them. Can cancel into ground special moves. Universal throws are unaffected by corrosion, but they can still shatter.
- Push Block: Roars to push the enemy away.
- Guard Cancel: Spins around with a gooey double lariat.
- Special Moves
 - River Styx ([4]6L/MH): Malachite slides forward on a wave of goo, then slashes downwards upon stopping. Has one hit of armor, but high end lag. Light stops immediately, Medium goes about half screen, and heavy goes full screen but takes a while to travel.
 - Crystal Eye (63214L/M/H): Malachite holds his arms over his face as a counter stance. If hit by a projectile, he retaliates by shooting several blue energy beams from his eyes. Light shoots the beams diagonally down, covering the whole ground. Medium shoots the beams in a forward spread, hitting a wide area but missing up close. Heavy shoots the beams diagonally up.
 - Fool's Hell ([2]8L/M/H): Malachite gets on the ground with a hit of armor, then expands tentacles upwards to attack. Works as a reversal, but all versions are too slow to be used reliably on wakeup. Light is the fastest but weakest, and heavy is the strongest but slowest.
 - Blob Form (360L/M/H): Malachite turns into a blob and bounces into the air before dropping down with an overhead. Light bounces back and is plus on block. Medium bounces straight up and is zero on block. Heavy bounces forward but is punishable on block. Forward and back kara cancels drastically affect the momentum. For example, 6H>360L has the same trajectory as 360M, and 4H>360L doubles the distance traveled.

- DDT (236S): Rushes forward while grabbing with one hand. If it hits, Malachite carries the enemy a good distance and smashes them down. Slow and punishable on whiff.
- Ring of Death (214S): Malachite extends his arms in a large ring shape, grabbing further away but whiffing up close. If it hits, he slams the enemy on the ground to the left and right before switching sides. Decently fast, but punishable on whiff.
- Mortal Coil (623S): Malachite extends his horn diagonally up as an air grab. If it hits, he slams the enemy on the ground. Any button can be pressed after this to finish with a backhand, which becomes stronger and causes a wallbounce if timed perfectly. If it hits early or late, the enemy is launched up or knocked down respectively, but they can tech immediately.
- Mal Corruption (360S): A quick, powerful, close-range grab that pumps the enemy full of toxic slime, leaving them close and inflicting Corrosion. Corrosion deals damage over time, even when tagged out, but it ends if Malachite is hit. If the enemy has Corrosion, Malachite can cancel any Special normal into any command grab or grab super. Alternatively, he can cancel an S command grab into any of his supers, aside from stolen level 3s. Doing either of these undoes the Corrosion, so he can't cancel a normal grab into a special grab into a super grab.
- Assists
 - 5A: Mal Corruption: Malachite has no loyalties so all of his assists attack his ally, dealing damage while causing some powerful effects. This one deals the most damage to his ally but releases an unblockable cloud of mist that inflicts corrosion on any enemies that touch it.
 - 2A: Mortal Coil: Uses the move on the ally, which makes them invincible during the animation. Any button can be pressed to do the follow-up, which deals more damage but allows the ally to attack while flying forwards at one of the three possible angles.
 - 4A: Ring of Death: Skips to the final hit of the throw, so it's useful to get away from the enemy.

- 6A: DDT: Tags in by grabbing the ally, and deals damage while rushing forward. Knocks the enemy down with the final hit of the DDT, then throws the ally off screen afterwards. When Malachite is active, his ally's assist cooldown is 25% longer because no one is eager to help him.
- Assist Supers
 - Power Play: Acidic Smoke: Vomits poisonous gas everywhere, causing both enemies and Malachite's ally to stay corrosive for 10-15 seconds. This allows Malachite to cancel a normal grab into a special grab, then cancel the special grab into a super grab.
 - Fusion Benefit: Attempting to fuse Malachite causes him to turn on his ally and kill them with a shattering grab. This has the same effects as shattering an enemy, so Malachite gets the fusion benefit and stolen level 3, though he does not gain the ally's health. The assist character is truly considered dead, so Malachite can't unfuse. If used with Alexandrite or Magelite, they escape the murder attempt and use their fusion function instead.
- Supers
 - Poison Drain (720S): Level 1. Malachite dashes forward a short distance with a powerful grab. If it hits, he bites into the enemy and takes off a chunk of them, dealing high damage while healing a bit of blue health. If the enemy is Corrosive, this undoes the corrosion but deals double damage and heals double the amount. This benefit doesn't apply if the Corrosion is used up from a grab combo. However, it always applies if Acidic Smoke is up.
 - Jaws of Death (720L/M/H): Level 3. Malachite extends his arms into tentacles for a powerful grab. If it hits, he turns his body into a giant pair of jaws and eats the enemy alive. Light has low range but frame 0 startup, medium goes full screen but can be jumped on reaction, and heavy is a full-screen anti-air that doesn't hit grounded enemies.

- Stolen Level 3: If Malachite kills an enemy with any of his grabs, or if he fuses with an ally, he becomes Ultra Malachite. Ultra Malachite is slightly bigger, has the fusion benefit of his victim, and is capable of using their level 3 super with the same input. If Malachite attempts to fuse after shattering an enemy or vice versa, the old effect is overwritten with the new one. Some characters have different caveats to their Ultra Malachite variations.
 - Alexandrite doesn't grant a fusion benefit, but all three versions of both Daybreak Beam and Nightfall Dash can be used.
 - Topaz's Ozone Airstrike can only be done in the air.
 - Jade's Lightning Rain has no additional effects.
 - Emerald's Ultra Tree Blast can only be inputted with heavy, so it always spends 3 bars.
 - Gemini's Twin Beam [Beta] uses the separate version. Can't use Self Destruct [Lapis].
 - Peridot's Penta Beam can use all three versions.
 - Garnet's Final Strike can only be used with the light and medium versions, as the heavy version has an input overlap with Jaws of Death
 - Angelite doesn't grant a fusion benefit, but she gives access to Soul Reaper instead of Spirit Beam. Can be held to become a level 4 or 5 as well.
 - Bloodstone doesn't grant a fusion benefit, but he gives access to Blood Moon instead of Fatality. Medium and Heavy become a level 4 or 5 respectively.
 - Malachite and Magelite don't give a level 3 or fusion benefit, but instead give access to Malachite's level 5 super, Perfect Destruction.
- Perfect Destruction (1080S): Level 5. Can only be used after shattering an enemy Malachite or Magelite, or by starting in Permanent Super Form. Malachite turns black and becomes a blob on the ground, which slowly expands. During this, he has complete super armor and immunity to

throws. The only thing that can stop him is an enemy's level 3 super. If he is unbroken for 15 seconds, he covers the screen with flailing black tentacles as an unblockable, long-lasting, unavoidable attack that instantly kills. During the startup, attacking Malachite grants more meter than normal, so it's possible for an enemy with 0 meter to survive if they know what to do.



- Super Form: This is a one-time use that doubles Malachite's current health and ends immediately. All blue life is immediately lost upon activating this, so only active health is doubled. If Malachite is selected twice for a permanent super form, he appears as Platinum Malachite. He still has no stat boosts, but he starts with his maximum health being doubled and he can use his weaker Power Play at no cost. He also gets access to Perfect Destruction, but this is lost if he shatters an enemy.
 - Duration: Ends Instantly
 - Attack and Defense Boost: None

Opalandrite



- Playstyle
 - The perfect fusion of Opal and Alexandrite. Opalandrite has two forms: Gold-Red form, and Silver-Green form. Gold-Red works like Golden Alexandrite with some aspects of Opal, and Silver-Green works like Silver Opal with some aspects of Green Alexandrite. Opalandrite begins in the equivalent form that Alexandrite was in upon fusion.
- Attributes
 - Maximum Health: 1,000
 - Dash Properties: Can continue running after a forward dash, and backdash has a bit of invincibility. Gold-Red runs quickly, but Silver-Green is relatively slow.
 - Jump Properties: Has a double jump and air dash. Gold-Red form dashes quickly, but Silver-Green form travels further at the cost of slower speed.
- Normals
 - 5L: Gold-Red punches twice quickly, once with each fist. Silver-Green only punches once.

- 5M: Stomps with left leg, hitting low, then continues with a backhand. Gold-Red always does both hits, but Silver-Green only does the backhand if 5MM is inputted.
- 5H: Delivers a spin kick, then follows with a spinning claw attack. Gold-Red hits rapidly before the claw ends, but Silver-Green charges the claw for an explosive attack.
- Gold-Red 5S: Opalandrite points forwards and snaps her fingers for a short-range time stop. This freezes the enemy in place for half a second even if they're blocking, and it builds a quarter bar of meter. Somewhat slow startup, and can only hit once per combo.
- Silver-Green 5S: Spins around and claws with right hand, creating a rift. Rifts cause extra hitstun once per combo, but they close after a short time which pulls characters and projectiles closer. Somewhat slow, but still the fastest rift attack. Creating a new rift closes the previous one.
- 2L: A low-hitting punch that otherwise works the same as 5L.
- 2M: Stands up and attacks with an elbow-knee crush. The knee hits grounded enemies for a minor launch, while the elbow is an anti-air that causes a ground bounce. Same in both forms.
- 2H: Opalandrite digs her claw into the ground as a low attack, then slashes it up. Gold-Red slides forward with the first hit, Silver-Green causes an energy explosion with the uppercut.
- Gold-Red 2S: Snaps fingers diagonally up for an anti-air time stop.
- Silver-Green 2S: Spin slashes along the ground. Hits low and knocks down. Creates a low rift.
- j.L: A punch that works the same as 5L, but as an air attack.
- j.M: Spin kicks, aiming forward then diagonally up. Gold-Red form hits twice quickly and has low hitstun. Silver-Green only does the second kick if j.MM is inputted, but it has more hitstun.
- j.H: Flips forward, then slashes down with both claws, smashing the enemy down. Gold-Red claws once during the flip, hitting twice quickly. Silver-Green charges up during the flip, then releases energy for more range and power on the attack itself.

- Gold-Red j.S: Snaps fingers for a time stop diagonally downwards.
- Silver-Green j.S: Cross-slashes to create a rift while flying past it.
- 4M: Uppercuts with right fist. High hitstun.
- 4H: Blasts energy forward and backward simultaneously. Causes a wallbounce.
- Gold-Red 4S: Charges up and releases a powerful energy blast. Slow but no end lag.
- Silver-Green 4S: Slashes in an upwards arc, creating an airborne rift with a major launch.
- 6M: Slides forward and kicks rapidly with right leg.
- 6H: Jumps forward with an overhead. Gold-Red form attacks with a flip kick that has more range, Silver-Green form attacks with a claw that's safer on block.
- Gold-Red 6S: Punches rapidly, then shakes the dust off fists. Fast but high end lag.
- Silver-Green 6S: Rushes ahead and slashes forward. Creates a long rift with powerful suction.
- j.2M: Skips to the second hit of j.M. Works the same as each form's version.
- Universal Mechanics
 - Ground Throw: Knees and kicks the enemy into the air, then punches them as they fall down.
 - Air Throw: Grabs the enemy with one hand then punches them to the ground.
 - Push Block: Pushes the enemy away with both hands.
 - Guard Cancel: Jumps forward with an upwards claw attack, then slashes again upon landing.
- Special Moves: Opalandrite can cancel one special move into another.
 - Clockwork Kick (236L/M/H/EX S Gold-Red form only, Air OK): Opalandrite flies forward with a spin kick. Light goes forward with the most range, medium goes up as an anti-air launcher, and heavy goes down as an overhead smash. Special costs meter, but it does the full three-hit combo on hit or block without using the special-to-special cancel.

- Instant Throw (63214L/M/H Gold-Red form only, Air OK): Opalandrite charges up for a second, then instantly dashes forward with a command grab. If it hits, she continues flying and slams the enemy into the wall. Light goes diagonally down with less range on the ground, medium goes straight forward but whiffs on crouch, and heavy goes diagonally up as an anti-air.
- Copy Charge (EX 214S Gold-Red form only, Air OK): Creates a copy of Silver-Green Opalandrite, who shoots an energy beam from one hand while the real Opalandrite can move freely. The button can be held to charge the beam, causing it to deal more damage. The copy can be hit, which stops the attack while dealing damage to the real Opalandrite.
- Charging Copy (EX 236S Silver-Green form only, Air OK): Works similarly to Copy Charge. The main difference is that the copy is Gold-Red form, and she does a dashing elbow strike instead of a beam. If a rift closes, the copy teleports to it instantly.
- Void Spear (236L/M/H Silver-Green form only, Air OK): Opalandrite creates a spear of energy and throws it forward as a projectile. Light is quick and travels full screen instantly. Medium is slower, but wider and lasts longer. Heavy is super slow, but huge and stays out for a while. Can be rift-boosted to gain the extra hitstun, or it can be pulled by a closing rift.
- Gravity Grab (63214L/M/H/EX S Silver-Green form only, Air OK): Charges for a bit, then creates a gravity well to pull in the enemy as a long-range command grab. If it hits, Opalandrite spins the enemy around and throws them behind her. Light is faster and covers the area in front. Medium is slower, but the gravity well goes full-screen. Heavy is the same as medium, but it aims diagonally up as an anti-air and causes a ground bounce instead of a wall bounce. Special costs meter, but it functions the same as the medium version with a hit of armor. Using any version instantly closes an active rift before it hits, which can force enemies to get hit.

- Dimensional Warp (623S or 421S, Air OK): Teleports in the inputted direction. Invincible while invisible. Holding up after the input teleports into the air instead of going straight.
- Reversal Strike (623L/M/H, Air OK): Light claws up into the air as a quick anti-air. Medium does an invincible knee attack, which changes based on form. Gold-Red flies up and ends in the air, Silver-Green stays on the ground with an explosive blast. Heavy does the knee with slower startup, but on hit or block, she follows up by teleporting behind the enemy and clawing upwards. Opalandrite can't be pulled by closing rifts during this move.
- Assist Function: Pressing the assist button switches forms. If done during a combo, this freezes the screen, working like a tag cancel and allowing for more freeform combos. Has an assist cooldown.
 - Power Play: Void Beyond Space-Time: Opalandrite covers the screen in a time stop, then instantly teleports all over the screen to cover the whole stage in rifts. This freezes the enemy in place for 10 seconds, then pulls them right in front of Alexandrite/Opal when the time is up.
- Supers: Opalandrite can cancel one super into a second super if she has enough meter for both.
 - Time Skip (22S, Air OK): Level 1. Switches forms without attacking. This works exactly the same as the assist function, but it costs a bar of meter instead of having a cooldown. This, combined with the assist switch, the special-to-special cancels, and the super-to super cancels, gives Opalandrite a ton of combo freedom. Time Skip can only be used once per combo, though.
 - Skylight Claw (236236S, Air OK): Level 1. Opalandrite charges energy from the sky into her claw and slashes it at a 25 degree angle as a long-range single-hit projectile. If it hits up close, it becomes a physical strike and deals more damage. If used in the air, it attacks at a -25 degree angle and causes a hard knockdown, but it loses the stronger close hit.
 - Event Horizon (236236L/M/H Gold-Red form only, Air OK) Level 2. Opalandrite covers herself with a black hole, then flies forward with a shoulder charge. If it hits, she continuously attacks

the enemy from every angle until punching them into the ground, spaghetti-fying them as she changes forms, then exploding the black hole outwards. Light goes straight forwards, medium goes at a 45 degree angle, and heavy goes straight up, with the stronger versions dealing more damage. Air versions aim down instead. Switches forms, but can't cancel into Assist.

- Hawking Radiation (214214S Silver-Green form only, Air OK) Level 2. Opalandrite forms a black hole within her hands, which pulls enemies closer from full screen. After sucking for a bit, she shoots a beam of radiation from the black hole. Finishes by switching forms and punching the black hole away. Switches forms, but can't cancel into Assist.
- Dimensional Breakfall (214214L/M/H, Air OK) Level 3. If used by itself, Opalandrite covers the screen with a shattering glass effect, dealing damage with no additional attributes. If Event Horizon or Hawking Radiation is canceled into this, it has a more elaborate animation and deals much more damage. This version expands the black hole to cover the screen, turns into two Opalandrites with one in each form, has the copies attack simultaneously with their Charge moves, then fuse together into Platinum Opalandrite. This form, who is the strongest fusion in the world, then charges up a claw strike that cuts the screen in half. If this move kills, the enemy never reappears, being completely erased from existence.

Tonazyx



- Playstyle

- Tonazyx is the perfect fusion of Topaz and Onyx. Instead of combining their attacks, Tonazyx functions like Onyx when on the ground but works like Topaz when in the air. One of the main points where they differ is in their special moves, which all function on the ground or the air. This gives him a ton of lows and overheads, which he can mix up further with his assist function.

- Attributes

- Maximum Health: 2,200. If Tonazyx is defeated while fused, he unfuses and leaves Onyx in control with the effects of Rose's Memory active. Topaz remains defeated if this happens.
- Dash Properties: Walks slowly, but slightly faster than Onyx. Dashes go a short distance. Can run after a forward dash, but doesn't move nearly as fast as Golden Onyx.
- Jump Properties: Has a slow and floaty jump that doesn't travel much distance. Has the same flight mechanic as Topaz, and the meter drains at the same speed as Silver Topaz.

- Normals

- 5L: Punches to the right with left wing. Big range but slow for a jab.
- 5M: Slices left wing to the left. Long range, but the far hitbox whiffs on crouch.
- 5H: Smashes left wing into the ground. Less range than 5M, but faster.
- 5S: Tonazyx summons a floating rock from the corner behind him and shoots it forward as a projectile towards the opposite corner. This means it's very fast when Tonazyx is cornered, but it has more frame advantage when the enemy is cornered.
- 2L: Swipes left wing upwards as an anti-air minor launch.
- 2M: Sweeps both wings along the ground, hitting low and causing a minor launch. Can't be jump-canceled, but it can reverse beat into 2L.
- 2H: Smashes wings together, causing a shockwave. Slow and less range than 2M, but deals high damage and causes a crumple if it lands in the center of the shockwave. Hits low.
- 2S: Summons a floating rock from the ground and shoots it towards the ceiling. Works as a huge anti-air that causes the highest major launch in the game.
- 6H: Tonazyx smashes the side of his left wing on the ground. Slower than 5H, but the extra range allows it to combo after the far hit of 5M.
- 4S: Creates a sandy whirlwind at a point slightly above and in front of Tonazyx. Works as a powerful long-range anti-air, and it can cancel into 6S.
- 6S: Creates a highly condensed ball of sand and smashes it down as an overhead. If canceled from 4S, it has faster startup and deals even more damage.
- j.L: Claws downwards with left talons. Can be chained to claw again with right talons.
- j.LLL: Continuing to press L follows up the double talon claw with a wing slap, which is slower but has longer range. This can be chained twice as well for an easy 4-hit attack string.

- j.M: Spins around and swipes tail to the side. Has long range.
- j.H: Bites as a quick and powerful attack with relatively low range.
- j.2L: Flips forward and swipes downwards with tail. Smashes down aerial enemies.
- j.2M: Backflips and swipes tail upwards as a minor launch. Can reverse beat into j.2L to launch the enemy and immediately smash them back down.
- j.2H: Flies forward a short distance while biting. Knocks down grounded enemies.
- j.5S: Flies towards the enemy, homing in no matter where they are. Goes through weak projectiles and links to air attacks, but it deals low damage and is weak to anti-airs. Normally minus on block, but can be charged to increase the frame advantage. Other S attacks can cancel into this for free, but it can only be used once before landing.
- j.0S: Flies in the inputted direction while spinning like a drill. Can chain into itself up to 3 times, as long as each hit is in a different direction. The directions work the same as Topaz's versions.
- j.0SS: Shoots a ball of dust as a projectile in the inputted direction. Using this projectile ends a chain of flying drills, and it can cancel into j.5S on hit.
- Universal Mechanics
 - Ground Throw: Creates a whirlwind on the ground, which has more range than most grabs. If it hits, Tonazyx jumps up and stomps on the enemy, causing a hard knockdown.
 - Air Throw: Tonazyx grabs the enemy with his teeth, tosses them into the air, then smacks them away with his tail. Can be canceled into j.5S for an easy combo.
 - Push Block: Creates a swirling wall of dirt, then pushes it forwards.
 - Guard Cancel: Creates a small sandstorm and blasts it outwards. Can be used in the air.
- Special Moves

- Horn Rush (236L/M/H, Air OK): Tonazyx does a rush attack with his horn, hitting low when on the ground or overhead when in the air. Light attacks immediately but doesn't move much. Medium slides forward on the ground or dives diagonally down in the air, moving as long as the button is held and attacking when released. Heavy digs underground or flies high above the stage, becoming invincible before emerging on the enemy as a low or overhead cross-up.
- Catastrophe (22L/M./H or [2]8L/M/H, Air OK): Tonazyx creates a projectile with six different versions. The 22 input causes a low-hitting eruption on the ground, which has slower startup when done in the air. The [2]8 input drops a meteor from the sky, which hits overhead and has slower startup on the ground. Light causes the projectile to hit right in front of Tonazyx, medium makes it hit a distance away, and heavy hits even further away.
- Rising Rockslide (623L/M/H, Air OK): Works differently on the ground or the air. The ground version is a reversal with one hit of armor. Light jumps forward while spreading wings for a long-range attack, then drops down while pulling the enemy closer. This can link into light attacks, but it only works once in a combo. Medium turns around and kicks talons upwards, hitting twice as an anti-air. Heavy rears up before smashing down with both wings, which is slow but safe on block and hits overhead. The light version can cancel into any air version on hit, which is a flurry of rocks as a beam projectile. Light spins around to shoot straight forwards, medium backflips to shoot up, and heavy frontflips to shoot downwards.
- Crystal Crush (63214L/M/H, Air OK): A dashing command grab. The ground version has one hit of armor, but the air version is slightly faster. Light flies diagonally down and launches, medium flies forward and causes a wall bounce, and heavy flies diagonally up and causes a knockdown, dealing more damage the higher it hits. Every version deals damage by holding the enemy into a magnifying crystal. Landing this is the only meterless way to gain crystals.

- Ozone Light (236S or 22S or [2]8S or 623S or 63214S, Air OK): If Tonazyx has no crystals, this spends half a bar of meter to summon one. Crystals can also be collected by landing Crystal Crush, which is the only meterless way to get more than one of them. Maxes out at four. If at least one crystal is active, this move uses it to shoot a beam that deals unblockable damage over time but no hitstun. This uses all collected crystals at once, and it deals more damage the more crystals are used. The angle and placement of the beam changes based on the input. 236S shoots it forwards from Tonazyx's location, but whiffs on crouch. 22S and [2]8S shoot a beam straight across the ground or air, respectively. 623S aims diagonally up from the ground. 63214S aims diagonally down from the sky. All versions function the same on the ground or in the air.
- Assist Function: Quickly jumps into the air when done on the ground, or quickly drops to the ground when done in the air. Can be used at any time that assists can be used, even during the startup of special moves. Rather than canceling the end lag of the attack, this switches to the equivalent frame of the attack's grounded/aerial counterpart. Has a cooldown like most assists, but it's relatively short.
 - Power Play: Meteor Storm: Tonazyx summons a rain of 30 meteors before unfusing. The meteors fall down on every part of the stage, dealing damage on contact and exploding when they hit the ground. This essentially gives Onyx or Topaz free pressure until the meteors run out.
- Supers
 - Rolling Stone Storm Strike (236236L/M/H/S): Level 1-2. Tonazyx disappears with a cloud of dust, then instantly flies at the enemy to attack. Light hits low, medium hits from the opposite side as a cross-up mid, heavy is an overhead, and special is a rolling command grab that can be delayed by holding the button. If any version hits, he repeatedly flies through the enemy before smashing them back down. If the S button is pressed the moment the final hit lands, it spends an extra bar of meter to gain two crystals.

- Pressure Blast (j.00S): Level 1-2. Tonazyx shoots a beam of air pressure in the inputted direction. This also shoots him backwards with a less powerful physical hit. If the S button is pressed a second time, he continues the attack with a wider cone-shaped blast while spending another bar of meter. If any crystals are active, they get used up for the blast without spending meter. More crystals mean more damage, and four crystals makes the follow-up unblockable.
- Rainbow Rose (214214S, Air OK): Level 1-2. Tonazyx roars and enters a super form. If used on the ground, he enters a golden form that speeds up all of his movement, but reduces his attack and defense by 10% each. If used in the air, he enters a silver form that increases his attack and defense by 10%, but lowers his movement speed. Both forms last 10 seconds, but the startup can be held to spend an extra bar for the form to last 25 seconds.
- Tectonic Tornado (720S, Air OK): Level 3-5. When used on the ground, Tonazyx creates a sandy tornado that hits around and above him, then dives down with an overhead that expands the tornado to hit full screen. When used in the air, he buries himself to cover the entire floor in low-hitting geysers, then finishes by flying back up. If the physical strike of either version hits, the S button can be held to spend two more bars and become a level 5. The level 5 has Tonazyx enter his platinum form, bury the enemy super far into the ground, pull out a chunk of ground, fly high into the sky, and throw the ground back into the ground to deal huge damage. The level 5 also uses up any collected crystals, dealing more damage the more crystals are used.

Pseudomorph Squad



- Playstyle
 - Pseudomorph Squad is used to refer to 6 possible perfect fusions. Any combination of Sapphire, Ruby, Jade, or Turquoise becomes this character, but their abilities are different depending on who the components are. As such, this character is extremely variable, as they can be anything from a highly mobile charge character to a rushdown grappler with many defensive options.
- Attributes
 - Maximum Health: 1,800-2,000. Depends on the component characters' health values. Slowly regenerates blue health over time if Sapphire is a component.
 - Dash Properties: Always has a decently fast walk and a run after a forward dash, regardless of components. Sapphire adds a crouch dash and Turquoise adds a slide after any dash.
 - Jump Properties: Always has a basic arc, double jump, and basic air dash regardless of components. Ruby adds a run after forward dash and Jade adds a double air dash.

- Normals: Has a universal set of normals with follow-ups added by certain components. These follow-ups have the same hit effects as their originals and can't cancel into any normals.
 - 5L: Punches forward with left fist. All light attacks have relatively high hitstun.
 - 5LL: Turns to attack with cape. If Sapphire is a component, this can finish with 8LLL or 2LLL.
 - 5LLL: Sapphire only. Spins to backhand with water, knocking down on hit.
 - 5M: Kicks forward with left leg. Good range. All medium attacks have increased blockstun.
 - 5MM: Ruby only. Cloaks right arm in fire and punches forward. Sliding knockdown
 - 5H: Tackles forward, stabbing with the cape. All heavy attacks are jump-cancelable.
 - 5HH: Turquoise only. Grabs with the cape, then spins and throws the enemy into the wall.
 - 5S: Points to summon a small elemental projectile, which soon expands into a stationary multi-hitting explosion. Can be held to delay the explosion. The elemental effects randomly switch between the components' elements each use, but this is only cosmetic.
 - 5SS: Jade only. Does a dynamic pose, gaining 10% of a bar of meter.
 - 2L: Punches at the ground, hitting low. Chains twice to hit with both fists.
 - 2LLL: Sapphire only. Punches with both fists and a splash, causing a hard knockdown.
 - 2M: Stands up and slashes upwards with cape. Anti-air with a minor launch.
 - 2MM: Ruby only. Morphs the cape into a funnel and blasts fire from it. Major launch.
 - 2H: Stabs the cape at the ground. Hits low and knocks down.
 - 2HH: Turquoise only. Grabs with the cape and throws the enemy up with a major launch.
 - 2S: A dropkick that hits overhead. Can be aimed with 1S to jump back or 3S to jump forward.
 - 2SS: Jade only. Does a dynamic pose, gaining 10% of a bar of meter while low-profiling.
 - j.L: Punches diagonally down. Can chain twice to hit with both fists.
 - j.LLL: Sapphire only. Punches with both fists and water. Longer knockdown than j.MM.

- j.M: Kicks upwards with left leg. Good vertical range.
- j.MM: Ruby only. Catches leg on fire and kicks in a downwards arc. Smashes down.
- j.H: Stabs upwards with the cape. Doesn't smash down.
- j.HH: Turquoise only. Grabs upwards with the cape and drops to the ground with the enemy.
Shorter knockdown than j.MM, but stays very close to the enemy.
- j.S: Flips in the air and shoots an elemental blast downwards. Can be aimed with j.4S or j.6S to jump in the inputted direction while shooting diagonally down the opposite way.
- j.SS: Jade only. Does a dynamic pose, gaining 10% of a bar of meter while stalling in the air.
- 4L or 6L: Jumps diagonally forward with a headbutt as an advancing anti-air. Both versions are the same, allowing for an approach while keeping back charge. Can't cancel into special moves.
- 4LL or 6LL: Sapphire only. Jumps a bit in the inputted direction while slashing water outwards. 4LL jumps back while 6LL jumps forward. Can't cancel into special moves.
- 6M: Swipes the cape along the ground, hitting low.
- 6MM: Ruby only. Catches right hand on fire and smashes it down as a slow overhead.
- 6H: Flips forward with an arc that aims for the enemy. Doesn't attack. Can be used in the air.
- 6HH: Turquoise only. Interrupts the jump to slash down with the cape. Hits overhead.
- 4S: Stomps to release an elemental blast upwards. Long-range anti-air.
- 6S: Spins forward while kicking three times. Approaches and is plus on block.
- 4SS or 6SS: Jade only. Does a dynamic pose, gaining 10% of a bar of meter while moving a bit in the inputted direction. 4S can go into 6SS and vice versa.

- Universal Mechanics

- Ground Throw: Grabs the enemy and punches them into the air. Can be jump-canceled.
- Air Throw: Grabs the enemy by the face and tosses them to the ground. Leaves them far away.

- Push Block: Pushes the enemy away with a palm strike shooting elemental energy.
- Guard Cancel: Slides forward with an elemental elbow. Inflicts a Burn if Ruby is a component.
- Special Moves: Each component gives access to two special moves, giving Pseudomorph squad a total of four at a time. All moves have light, medium, heavy, and special versions, with the special version costing half a bar of meter. If Ruby is a component, all special versions inflict a Burn on hit.
 - Hydro Blast ([4]6L/M/H/EX S, Air OK): Sapphire only. Light steps forward and attacks with a splash. Medium jumps forward and shoots a water cutter diagonally down. Heavy steps forward, then shoots a giant water beam that sends the user backwards. Special throws a large bubble that traps the enemy on hit, allowing for an extremely easy combo follow-up.
 - Upstream Jet ([2]8L/M/H/EX S): Sapphire only. Blasts water down to fly upwards with an anti-air headbutt. Light goes at a 20 degree angle, medium goes at a 45 degree angle, and heavy goes at a 70 degree angle. Special dives and emerges under the enemy, then goes straight up.
 - Flame Blast ([6]4L/M/H/EX S, Air OK): Ruby only. Light attacks with an explosion while stepping back. Medium jumps back and shoots a fire cutter diagonally down. Heavy steps back, then shoots a giant fire beam back, sending the user forwards with a headbutt. Special ducks back and forth, then delivers a fiery punch that causes a guard crush on block or a Burn on hit.
 - Meteor Kick (j.[8]2L/M/H/EX S): Ruby only. Blasts fire upwards to do an overhead divekick. Light goes at a -20 degree angle, medium goes at a -45 degree angle, and heavy goes at a -70 degree angle. Special aims at the enemy even if they are above the user, and it inflicts a Burn.
 - Blizzard Rush (236L/M/H/EX S, Air OK): Turquoise only. Slides forward on ice and attacks with a chop upon reaching the enemy. Light ends with a quick low chop, medium ends with a slower overhead, heavy ends with an even slower command grab, and special ends with a quick

cross-up. Air versions use the finisher immediately while still sliding forward, but they travel further based on the button strength. The air light version hits mid.

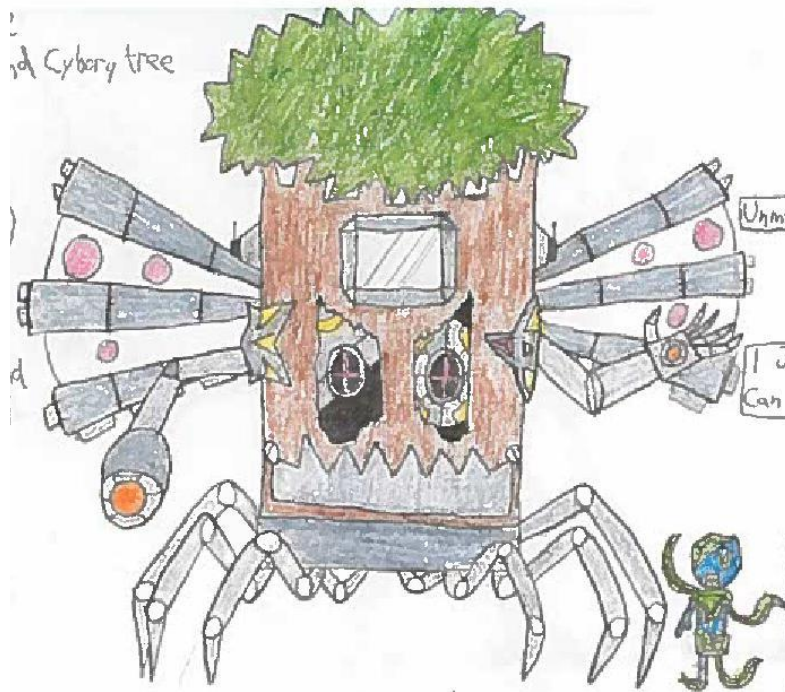
- Snowflake Smash (214L/M/H/EX S, Air OK): Turquoise only. Creates a snowflake to parry attacks. If hit, the user delivers a punch as a counterattack. Light parries lows and counters with a downwards punch, knocking down. Medium parries mids and counters with a forward punch, causing a wallbounce. Heavy parries overheads and counters with an uppercut, launching the enemy into the air. Special parries everything but throws, and it counters with a quick cross-up punch, causing a crumple and allowing for combos after. Aerial versions have one hit of armor and do the follow-ups automatically, working more like slow rushing attacks.
- Thunder Shield (623L/M/H/EX S, Air OK): Jade only. Blasts electricity outwards as a fast, close-range DP. Light is the quickest but it's a bit weak, medium is slower but stronger, and heavy is even slower and stronger. Special has the speed of light and the power of heavy.
- Crowd Pleaser (421L/M/H/EX S): Jade only. A quick and powerful command grab that charges the enemy with electricity before slamming them back down. Light has the highest range but lowest damage, medium has middling range and damage, and heavy has low range but high damage. Special combines the range of the light version with the power of the heavy version.
- Assist Function: Assists work like normal characters' assists. The twist is that the assists chosen are the characters who aren't components of the fusion. As such, Pseudomorph Squad only has access to two assists at a time. If an assist is hit, the cooldown becomes longer.
 - 5A: Flaming Lariat: Ruby does his 5S. Good for plus frames, but has a gap between hits by itself. Can be held to charge, delaying the second hit and inflicting a temporary Burn.
 - 2A: Pop Song: Jade sings a song, building a half bar of meter. Has no offensive benefit.

- 4A: Puddle Place: Sapphire does her 5S, placing a puddle. This heals the fusion when standing on it, but it disappears after a few seconds and doesn't increase damage.
- 6A: Blizzard Rush: Turquoise slides full screen with a headbutt that deals low damage and hitstun. Dashing immediately after the assist gives a one-time sliding dash. Doesn't tag out.
- Power Play: Four as One: All four gems combine and radiate platinum power. This gives access to all of their possible normals, special moves, unique attributes, and supers. Lasts 15 seconds.
- Supers: Pseudomorph squad always has access to three supers: A level 1 chosen by the active fusion, a DHC level 1 chosen by the two non-fused gems (only works as a follow-up), and a level 3-5 that's always the same. If Jade is a component, this character slowly builds meter over time.
 - Steamy Izuna Drop (360S, Ruby+Sapphire): Level 1. Corundum uses steam as a smoke bomb and jumps up with an anti-air grab. If it hits, they blast steam down to fly into the air before dropping down with a spinning suplex and inflicting a Burn. DHCs with Jaquise.
 - Silver Snow Show (22L/M/H, Turquoise+Jade): Level 1. Jaquise reflects lightning off a bunch of snowflakes, creating a damaging snow halation. Whether it hits or not, they pose to power up by 10% for 10 seconds. Light increases their movement speed, medium increases their defense, and heavy increases their offense. DHCs with Corundum.
 - Poise and Inquiry (22S, Sapphire+Turquoise): Level 1. Poisquire creates a large bubble as a close-range attack. If it hits, Poisquire slowly freezes the enemy while giving a speech about using minimum energy for maximum strength. Once the enemy is fully frozen, Poisquire finishes with a light punch that shatters the frozen bubble. DHCs with Rude.
 - Brutal Burndown (236236L/M/H, Air OK, Jade+Ruby): Level 1. Rude dashes lightning-fast half screen. If it hits, they slam the enemy on the ground behind them with an explosion. They then stomp on the enemy's head and berate them before kicking them away and inflicting a Burn.

Light goes forward, medium goes diagonally up on the ground or down in the air, and heavy fakes out before attacking from the other side as a cross-up. DHCs with Poisquire.

- Siren Song (236236S, Air OK, Jade+Sapphire) Level 1. Japphade opens her helmet and sings to create three electrically-charged bubbles. If they hit, the enemy is forced to dance, giving an opening to attack. Grounded version shoots one bubble forward, one diagonally up, and one straight up. Air version shoots diagonally down instead of straight up. DHCs with Ruquoise.
- Rapidfire Freeze (214214L/M/H, Ruby+Turquoise): Level 1. Ruquoise attacks with a flying knee attack that aims differently based on the button pressed. If any version hits, he follows up with rapid fire and ice attacks in all directions, ending with a stomp that inflicts a Burn. Light appears right in front, medium appears half-screen, and heavy appears full screen. DHCs with Japphade.
- Fearsome Four (214214S): Level 3-5. Summons the two non-fused gems and blasts all elements upwards as a huge outwards attack. If it hits, all gems unfuse for a combo. Sapphire launches with an Upstream Jet, Ruby inflicts a Burn and smashes down with a Meteor Kick, Turquoise slams the enemy with a Snowflake Storm, and Jade throws them away with a Crowd Pleaser. If the special button is held, two more bars are spent for Jade to throw the enemy up, then to fuse all four gems in their platinum form and smash the enemy down with an elemental explosion.

Gemerite



- Playstyle

- Gemerite is split between two entities: The small but fast pilot and the large invincible tree mech. The light and medium buttons control the pilot's attacks, while the mech attacks with heavy and special. Gemerite has two states: Ejected and Connected. When Ejected, the player has full movement control over the pilot and the mech only moves when attacking. When Connected, the player has control over the mech and it gets increased range on its light and medium attacks. With these unusual aspects, Gemerite is perhaps the most complex character in the game.

- Attributes

- Maximum Health: 2,150
- Dash Properties: When Ejected, the pilot walks quickly and can run fast after a dash. When Connected, the mech walks slowly but travels far with its dashes.

- Jump Properties: When Ejected, the pilot has a fast jump arc but can't double jump or air dash. When Connected, the mech has a floaty jump arc but can air dash and double jump.

- Normals

- 5L: Punches with right arm. Can't be used when Connected.
- 5LL: Pokes forward with left arm tentacle. Long range and can be used on whiff. When Connected, inputting 5L does this attack through the mech's mouth.
- 5M: Steps forward and spins around to swipe left arm tentacle. When Connected, the mech doesn't step forward but the attack still has more range than Connected 5L.
- 2L: Sweep kicks to the right with left leg, hitting low. Can't be used when Connected.
- 2LL: Continues the spinning motion by stomping with right leg tentacle. Hits low, has long range, and can be used on whiff. When Connected, inputting 2L uses the stomp from the mech's high cockpit, turning into a slow but long-range overhead.
- 2M: Swings both arms upwards as an anti-air with a minor launch. When Connected, the pilot uses this attack from the cockpit, hitting higher up but whiffing on grounded enemies.
- j.L: Punches forward with right arm. Can't be used when Connected.
- j.LL: Kicks upwards with tentacle leg. Can be used on whiff. Inputting j.L when Connected attacks from the mech's mouth.
- j.M: Swipes down with both arms, smashing down. Connected version attacks from the cockpit.
- 6M: Steps forward and kicks tentacle leg along the ground, hitting low and knocking down. Connected version works the same, but the mech doesn't step forward.
- j.2M: Stabs downwards with both tentacles simultaneously. This sends the pilot upwards a bit, working sort of like a double jump. Can only be used once in the air. Only usable when Ejected.

- 5H: The mech shoots a close-range laser blast from one eye. Hits three times, allowing for easy lockdown and combos when combined with the pilot's attacks. When Connected, this attack can also be used while crouching or jumping, and it works the same.
- 6H: All of Gemerite's heavy normals must be inputted by pressing the direction and button at the same time. If the direction is held beforehand, the mech just does 5H. 6H has the mech fly forward while punching rapidly. Good range and lasts long.
- 4H: The mech uppercuts as an anti-air hitgrab, then turns to slam the enemy into the ground behind it. Causes the mech to move backwards a bit.
- 2H: Spins the mech's spider legs like a saw, hitting low and knocking down.
- 3H: The mech slides forward and punches along the ground, hitting low. Travels more than 2H, but it's punishable on block or hit unless the pilot covers it.
- 1H: The mech jumps back a bit while slashing upwards with its spider legs. Works as an anti-air with a minor launch, but its range is relatively low.
- 8H: Jumps up and falls down with the spider legs spinning like a saw. Hits overhead and knocks down. The long range on both sides makes it capable of crossing up.
- 9H: The mech jumps forward with an anti-air hitgrab, then smashes both fists down as an overhead. The hitgrab continues into the overhead slam, dealing more damage.
- 7H: The mech flies back and does a dropkick with its spider legs. Causes a wall bounce.
- j.2H: Can only be used when Connected. The mech stalls in the air to turn upside down, then dives down fists-first. Smashes airborne enemies down and hits overhead.
- 5S: The mech electrifies its body, dealing damage on contact. This can be charged for more range and damage, used in the air, and done during any light or medium attack.

- OS: The mech shoots a beam from its eye, aiming in the inputted direction. Similar to 5S, any version can be charged and used simultaneously with other attacks.
- Universal Mechanics
 - Ground Throw: The mech grabs with both hands and holds the enemy up, draining health for a bit before releasing them. When Ejected, the pilot can move and hit the enemy out of the grab.
 - Air Throw: The pilot grabs the enemy with its hand and arm tentacle, draining health for a bit before releasing them. When Connected, the mech can move and hit the enemy out of the grab.
 - Push Block: The pilot spins and elbows with its right arm. Can reflect projectiles as blue beams, but push blocking a close-range attack heals Gemerite by a bit. Snapback also heals on hit.
 - Guard Cancel: The mech shoots a beam from its mouth towards the pilot, causing an explosion. The beam deals no damage, but the explosion is bigger when Connected. Heals Gemerite on hit.
- Special Moves
 - Laser Toss (214L or 236L, Air OK): The pilot creates a red energy ball in its tentacle and throws it as a projectile. 214L tosses it up and allows it to fall, while 236L throws it forward for more range. Can be charged to turn the energy ball gold, making it heal instead. 214[L] heals whoever touches it, whether that be Gemerite or the enemy. 236[L] throws it directly at the mech, healing less but guaranteeing the enemy can't steal it. Works the same when Connected.
 - Laser Spear (236M, Air OK): The pilot charges up energy in its tentacle, then shoots it forward as a projectile. While it has slow startup, the projectile deals decent damage and pierces through other projectiles and assists. Can be held to delay the projectile, during which holding up or down changes the angle. When Connected, the mech can move freely while delaying the shot.
 - Slingshot Strike (214M): The pilot sticks its tentacles into the ground and walks back to stretch them, then slings back with a punch. Can be charged to keep walking back, which also increases

the damage and distance of the punch. Causes a wall bounce when fully charged. Can be canceled into special moves on hit, transferring the charge to the canceled move. When Connected, this move causes the Mech to attack instead, flying backwards while charging. The Connected version can also cancel into any mech normals, transferring the charge to S normals.

- Energy Drain (623L/M): Both buttons work differently. Light has the pilot hold its arm forward as a counter that gains meter when hit. Medium uses both arms for a command grab that deals no damage but steals half a bar of meter from the enemy. Light can be held to continue the counter stance, and medium can be charged to steal more meter. Works the same when Connected.
- Syntheshot (236H): The mech fires a large projectile from its eyes. Can be charged to make the projectile bigger and stronger, causing a wall bounce when fully charged. When Ejected, the mech turns around if the enemy switches sides, but the move ends if the mech is attacked.
- Barrier Charge (214H): The mech stays in place and projects a shield around itself. When Connected, this works as a counter that shoots a Syntheshot if hit, powering up based on the strength of the enemy attack. When Ejected, the button can be held to keep the barrier up. The mech acts as a wall during this, allowing for corner combos anywhere or a giant shield.
- Heat Beam (236S, Air OK): The mech shoots a continuous beam at the enemy, dealing unblockable damage as long as the button is held. Deals no hitstun or blockstun and can't kill. Has a maximum range of 1/3rd of the screen. Can also be held while the pilot is in hitstun.
- Barrier Projection (214S, Air OK): The mech projects a barrier around itself or the pilot, whichever is being controlled. This reduces all damage taken by 10% as long as the button is held. Can't be activated during hitstun but can still be held.
- Dryad Drone (22H/S): The mech plants a small robot, which soon grows into a flying drone. The heavy drone floats in place and shoots a downwards laser beam that hits otg if the enemy goes

under it. The special drone floats in place and shoots a healing beam down if the pilot goes under it. Both drones can exist simultaneously, but they can be destroyed by enemy attacks. The drones stay where they're placed, but they can be pushed or pulled by hitting them with the pilot's light or medium attacks, respectively. Both drones can also be planted directly onto the pilot, making them mobile but causing them to get destroyed if the pilot gets hit or blocks an attack.

- Assist Function: Gemerite's assist buttons switch between Connected and Ejected modes. Cancels the pilot and mech's current actions. The method is different with each input, but there is no cooldown.
 - 5A: The pilot quickly gets in or out of the mech. The speed allows for switching mid-combo, but the two must be close to reconnect. Has a laggy animation when too far.
 - 2A: When connected, this launches the pilot high into the air, which is especially useful after a major launch. When Ejected, the pilot dives down and reconnects only if the mech is under it.
 - 4A or 6A: When Connected, the pilot is ejected in the inputted direction, making this good for a quick approach or escape. When Ejected, pressing the direction towards the mech has the pilot dash to reconnect. Pressing away from the mech causes the mech to fly to the pilot instead.
 - Power Play: Evolution Extinction: The pilot ducks down on the ground while the mech rockets toward the enemy with a grab. If the mech hits, it flies into the sky with the enemy in tow and self-destructs, causing a huge explosion. This is too slow to easily combo into, but it deals a ton of damage. Unlike most perfect fusions, using a power play does not unfuse Gemerite. Instead, the mech is destroyed, leaving the pilot alone with no access to heavy or special buttons. The mech is destroyed regardless of whether or not the attack hits.
- Supers
 - Ultra Laser Spear (236236L/M, Air OK): Level 1-2. The pilot charges the laser spear into its right arm, making it bigger and stronger. The light version costs one bar and works the same as

laser spear, but it can only aim during the super flash. Medium charges even more, turning it into a stronger level 2 that also causes Gemerite to lose a bit of HP. Works the same when Connected.

- Twintree Blast Beam (236236H/S): Level 3-4. The mech shoots a huge beam at the pilot, causing a large multi-hitting explosion. Both the beam and the explosion deal damage, but the explosion is stronger. The heavy version aims at the pilot's current location and costs 3 bars, but it only works when Ejected. The special version costs 4 bars and only works when Connected, but it shoots the pilot at the enemy as a projectile hitgrab before the beam, dealing more damage.
- Distant Dream (214214L/M/H/S after another super): Level 1-4. This super can only be done by canceling into it from another super on hit. The pilot warps into the mech's hands and absorbs a massive amount of energy, using it to create a blade of galaxial power before slashing it down. Light costs 1 bar, medium costs 2, heavy costs 3, and special costs 4, all of which add to the cost of the previous super. The size and power of the blade is based on the total meter spent. 2 bars cover directly in front of the mech, 3 bars cover twice the range, and 4 bars cover 3/4ths of the screen. If all 5 bars are spent, the pilot enters a platinum form, the blade pierces the heavens, and it covers the whole screen with an extremely powerful slash. The starting super doesn't matter.

Garnidot



- Playstyle

- Created from fusing Garnet and Peridot. Garnidot has super armor, projectiles, quick close-range attacks, and tons of versatile defensive options. He also has access to all of Garnet and Peridot's command normals, and any attacks they share can be chosen by tapping or holding the buttons. There is one aspect where Garnidot falls short, and that's his ability to move. He has an extremely slow walk speed, short dashes with no run, and none of his special moves that move him forward are safe on block. This can make certain ranges awkward for him to fight in. His sheer amount of options may also make him difficult to play, especially for beginners.

- Attributes

- Maximum Health: 2,000
- Dash Properties: Garnidot only has a single slow dash on the ground, and he can't run at all.
- Jump Properties: Garnidot's jump is slow and floaty. He does have a double jump and air dash, but they all have slow startup and don't go far at all. Falls faster after a double jump.

- Normals

- 5L: Garnidot chops with his left hands, shooting a quick energy cutter. Can be held to wrap the energy around his hands, losing the projectile but gaining a hit of armor.
- 5M: Headbutts to the side, which is Garnidot's fastest attack. This also commands his floating hand to chop to the side a bit afterwards. The floating hand has a short cooldown before it can be used again, but the headbutt can still be used during this cooldown.
- 5H: Claps with both upper arms, dealing high damage and hitstun. Can be held to lose the close-range hitbox in exchange for a slower mid-range explosion. Holding for longer creates three explosions in a row, which combo into each other.
- 5S: Holds up a shield. Parries physical attacks and reflects projectiles as beams. Weak to lows.
- 2L: Chops low with lower hands, shooting a cutter. Can be held for an armored physical attack.
- 2M: Slides forward head-first as an advancing low. Commands the floating hand to do the same.
- 2H: Claps low with both upper arms. Can be held to create a proximity mine instead. Only the tapped version hits low, but both versions knock down on hit. Charging makes the mine bigger.
- 2S: Creates a shield to parry low and mid attacks. Also parries projectiles.
- j.L: Backflips while kicking upwards, throwing an energy cutter forward. Can be held for a close-range armored attack instead, which launches slightly on hit.
- j.M: Claps diagonally down with all four arms. Works as a decent jump-in. Also sends the floating hand to shoot diagonally downwards at the same angle.
- j.H: Stomps downwards, smashing the enemy down even if they're on the ground. Can be held to make the foot create a long-range energy claw. If charged, the claw explodes upon landing.
- j.S: Projects a shield that parries both ground attacks and air attacks.
- 4L: Jumps back while shooting a projectile from lower right arm.

- 6L: Kicks forward with left leg as a slow armored attack with decent range.
- 4M: Commands the floating hand to uppercut as a delayed long-range anti-air.
- 6M: Jumps forward and attacks with a quick chest bump.
- 4H: Uppercuts with right upper arm holding an energy ball. Quick anti-air with a minor launch.
Can be held to remove the hitbox and shoot a quick but weak beam diagonally upwards with a major launch. Can be charged to make the beam bigger and stronger.
- 6H: Kicks forward with right leg as a powerful long-range attack. Can be held to shoot a beam from his foot instead. Charging makes the beam bigger and stronger.
- 4S: Creates a round barrier that absorbs projectiles and gains meter. Weak to physical attacks.
- 6S: Jumps forward while parrying mids. Weak to projectiles, lows, and overheads.
- 1L: Claws up with upper left hand, creating an explosion as a minor launch. Blind spot up close.
- 3L: Knees upward with left leg. Slow, but has armor and causes a minor launch.
- 1M: Commands the floating hand to spin above as a lingering anti-air.
- 3M: Slides forward before doing a tetsuzanko. Slow, but high hitstun and blockstun.
- 1H: Jumps back while exploding a mine that knocks down. Can be charged to roll the mine.
- 3H: Stands on upper right arm and kicks straight up with right leg. Small hitbox, major launch.
- 1S: Slithers back, avoiding projectiles and attacks with high hitboxes.
- 3S: Slithers forward, avoiding projectiles and attacks with high hitboxes. Can cross through.
- j.4L: Throws a projectile diagonally down, stalling in the air for a bit. Doesn't hit overhead.
- j.6L: Flips forward and kicks down with left leg. Slow, has armor, and smashes down on hit.
- j.4M: Commands the floating hand to shoot diagonally up.
- j.6M: Kicks forward with both legs. More range than j.M but hits later.

- j.4H: Claws upwards with a long-range energy claw as an air launcher. Charging causes an explosion on hit, allowing it to easily combo into other air attacks. Doesn't hit overhead.
- j.6H: Spin kicks forward with right leg, causing a wall bounce on hit.
- j.4S: Floats on top of a barrier, allowing for air movement while blocking but not attacking.
- j.6S: Floats with mind powers, allowing for air movement while attacking but not blocking.
- Universal Mechanics
 - Ground Throw: Grabs with right upper hand and headbutts the enemy to the ground. Can be held to grab with the floating hand instead, giving the grab more range but with a blind spot up close. If this version hits, he shoots a beam at the helpless enemy.
 - Air Throw: Grabs with left lower hand and spikes the enemy to the ground with right upper hand. Can be held for extra range using the floating hand, which simply grabs the enemy and slams them to the ground by itself. Held version can't be used while the hand is on cooldown.
 - Push Block: Pushes the enemy away with both left hands.
 - Guard Cancel: Creates a barrier and shatters it with a huge explosion. The close hit is a standard guard cancel, but the far hit has high hitstun and allows for a ranged combo afterwards.
- Special Moves
 - Scatter Bullet (236L, Air OK): Shoots a quick projectile from Peridot's fingers. If the light button is pressed again, the projectile spreads upwards into 6 weaker projectiles.
 - Explosive Spark (236H, Air OK): Shoots a slow projectile forward that explodes on hit. Can be charged to make the projectile much faster and stronger. If it's fully charged, Garnidot holds the charge in his body and can release it by inputting the move again, skipping the slow startup.
 - Cross Chop (236M): Crosses all four arms and dashes a short distance forward with a hit of armor. Whether it hits or not, Garnidot can follow up with two different options. Light swipes his

upper left hand, shooting spread out scatter bullets. Heavy swipes downwards with his upper right hand, which is slower but safe on block. If an Explosive Spark is fully charged, the heavy version throws it, making it plus and dealing more damage. Doesn't use floating hand.

- Sinewave Smash (623L/H, Air OK): Garnidot knees upwards, punches to the ground with Garnet's hand, then shoots an energy blast upwards with Peridot's hand. Light uses his left side for a quick invincible attack with a shallow angle. Heavy uses his right side for a slower but stronger attack at a deeper angle. The heavy version also hits overhead when punching down.
- Reversal Flash (623M): Garnidot uses his floating hand to cover himself, then retaliates with a blast of energy that sends the enemy away full screen. Slow, but invincible and safe on block.
- Spirit Surprise (63214L/M/H, Air OK): Shoots a ball of light that moves slowly but hits differently depending on the button pressed. Light expands into a lingering shield the moment it comes in contact with the enemy or a projectile. Medium requires the floating hand, but it becomes an unblockable grab after about 2.5 seconds, which launches on hit. Heavy stays around for 5 seconds, but it releases a large explosion after that time is up. Makes for difficult oki.
- Spirit Flip ([2]8L/M/H): Garnidot flips into the air as a command jump with unique follow-ups. The button pressed determines the angle. Light goes almost straight up and heavy goes at a 60 degree angle. Can continue into air normals or special moves, but not jumping heavy attacks.
 - Dirty Trip (Spirit Flip>Do Nothing): Knocks down with a low kick upon landing. This follow-up can be canceled into a snapback.
 - Overhead Smash (Spirit Flip>H): Charges upper right arm with energy and drops down as an overhead. Delays in the air for a bit and knocks down on hit.

- Crush Throw (Spirit Flip>M+H): Grabs diagonally down with upper right arm.

Unblockable and hits both ground and air enemies. If it hits, Garnidot drops with the enemy in tow and crushes them into the ground, causing a knockdown.

- Assist Function

- 4A: Garnidot grabs himself with the floating hand and pulls himself backwards. Costs half a bar of meter and has its own assist cooldown along with the hand cooldown. Useless in the corner.
- 6A: Garnidot grabs himself with the floating hand and tosses himself towards the enemy. Costs a bit of health to use and has its own cooldown along with the hand cooldown.
- Power Play: Pressure Point Precision: Pulls the enemy close with the floating hand and stabs their weak points repeatedly, ending with a simultaneous attack from Garnet and Peridot separated. This deals no damage on its own, but it reduces the enemy's meter to 0. Crumples the enemy, allowing for a combo afterwards with the separated character.

- Supers

- Crystal Ball (214S or 236S, Air OK): Level 1. Summons a crystal ball and teleports it to mid-screen, keeping it fully invisible until the enemy touches it. When that happens, it explodes to deal damage with enough hitstun to extend a combo. 236S places the crystal on the ground, but 214S places it in the air. The summoning activation has high end lag, so the explosion can be comboed into or comboed out of, but not both. Disappears if Garnidot is hit. No super flash.
- War God Fist (623S): Level 1. Ducks forward while powering up upper right arm, then does an uppercut to the jaw. Incredibly fast, plus on block, deals a lot of damage, and has incredibly high hitstun. However, Garnidot takes $\frac{1}{4}$ of the damage dealt and holds his arm in pain, so it's a bit risky. If the last direction of the input is pressed on the same frame as the button, Garnidot doesn't take any damage at all and he can attack the enemy on the way down. No super flash.

- Mirrored Technique (22S): Level 1. Garnidot creates a wall of energy as a counter. If hit by an enemy attack, he quickly turns into a copy of the enemy and does the same animation, dealing double the damage of the countered attack. This works for physical attacks and projectiles, but not for throws. Has a level 2 follow-up with 22SS, but that's only usable in Special Stance.
- Stance Change (214214L/M/H/S): Level 1. Garnidot does a stance to power up for 10 seconds, which works differently depending on the button pressed.
 - Light Stance combines the speed and projectiles of neutral light attacks while giving them the armor of the held versions. Also makes forward light attacks faster.
 - Medium Stance makes 5 floating hands appear, bypassing medium attack cooldowns. This only effects normals, not assists or special moves that require hands.
 - Heavy Stance causes neutral and back heavy attacks, as well as 6H, to have their close hits as well as their held projectiles. Uses the fully charged versions but faster.
 - Special Stance specifically powers up supers. Crystal Ball has massively reduced cooldown, allowing Garnidot to combo into and out of it. War God Fist always uses its just frame version, regardless of how well it's timed. Mirrored Technique gains access to its level 2 follow-up, which punches the barrier to shoot it forwards quickly.
- Penta Pummel (236236L/M/H/S): Level 3-5. Garnidot attacks with a physical strike, which changes based on the button pressed. Light chops with both left hands as a quick invincible attack, medium rushes forward with a headbutt, and heavy does an unblockable grab with both right arms. If any version hits, he charges up all five arms and beats the enemy into submission. If any of them whiff, he uses the same animation to shoot rapid energy balls at different angles based on the button pressed. Light blasts outwards, medium shoots straight forwards, and heavy shoots inwards, covering less area but dealing more damage for higher versions. The special

version costs 5 bars and turns platinum before activating with an invincible, dashing command grab. If this somehow whiffs, the energy blasts home in on the enemy so they can't miss. All versions don't have a super flash until after the activation hit.

Diamethyst



- Playstyle

- Diamethyst is unique among perfect fusions, in that no meter is required to fuse. In fact, simply choosing Diamond and Amethyst for the same team causes them to fuse before the battle even starts. There is no downside to this, as Diamethyst functions more like a standard team than a fusion. They can switch between Diamond and Amethyst being in charge, and they are incapable of unfusing. Overall, Diamethyst still has more than Diamond or Amethyst separately.

- Attributes

- Health: 2,000. Diamond is immune to chip damage from everyone except another Diamond.
- Dash Properties: Both Diamond and Amethyst walk at a speed in between their two extremes. Only Diamond can run and crawl, but only Amethyst has an instant teleport dash.
- Jump Properties: Both Diamond and Amethyst jump at a speed in between their two extremes. Only Diamond can double jump and air run, but only Amethyst has an instant air dash.

- Diamond Normals

- 5L: Chops downwards with left hand. Chains into a second chop with the right hand.
- 5M: Diamond steps forward and chops down with both hands while slashing outwards with his wings. Good range, and hits four times simultaneously.
- 5H: Diamond delivers a powerful back kick. All of Diamond's heavy attacks can be charged to add Amethyst's limbs to the attacks, making them bigger and stronger. He can also move while charging, and the charge can be canceled into anything that heavy attacks can cancel into. While charging 5H, Diamond can float back and forth slowly.
- 2L: Diamond palm strikes twice, hitting low.
- 2M:
- 2H:
- j.L:
- j.M:
- j.H:
- 6H:
- 3H:
- 4H:
- 1H:
- j.2L:
- j.2M:
- j.2H:
- 5S:
- 0S:

- Amethyst Normals

- 5L:

- 5M:

- 5H:

- 2L:

- 2M:

- 2H:

- j.L:

- j.M:

- j.H:

- 6H:

- 3H:

- 4H:

- 1H:

- j.2L:

- j.2M:

- j.2H:

- 5S:

- 0S:

- Universal Mechanics

- Ground Throw:

- Air Throw:

- Push Block:

- Guard Cancel:
- Special Moves
 -
- Assist Function: Use assists but with mash or held attributes. Cost meter instead of cooldowns.
 - 5A:
 - 2A:
 - 4A:
 - 6A:
 - Power Play:
- Supers
 - 236S

Magelite



- Playstyle

- Magelite is a highly versatile character, as long as she has the meter to access her moves. Every single one of her special moves is an EX move, and she has the most supers out of any character. On the bright side, those supers are easy to use, since their motions are simple. Her S attacks are all the same command grab, but they allow her to steal other characters' S attacks.

- Attributes

- Health: 800
- Dash Properties:
- Jump Properties:

- Normals

- 5L: Claws outward with left hand. Chains into another claw with right hand.

- 5M: Smashes a wing down. Slow but strong for a medium attack.
- 5H: Slashes outwards with both claws, then does the same with wings. High range and two hits.
- 2L:
- 2M: Swings a wing upwards overhead. Anti-air with a minor launch.
- 2H: Spin kicks with wings, hitting four times and knocking down on the last hit. All hits are low.
- j.L: Down claw up claw
- j.M:
- j.H: angelite 2M
- 5S: A dashing command grab that only hits grounded enemies, but it can be comboed into as long as the enemy isn't launched. If it hits, Magelite copies the enemy's 5S. This includes every property of the enemy's 5S, but doesn't include changes in their super form. Alexandrite can give the 5S of either form, but it defaults to Green form if her golden form is copied. Sapphire's puddle gives healing, but doesn't power up any special moves. Jade always gives her Singing Form's special attack, regardless of her current form. Gemini's 5S is always the connected version. If a fusion is copied, Magelite gets the 5S of the character who initiated the fusion. For Diamethyst specifically, she gets the 5S of the character currently in charge. A Malachite and Magelite don't give different moves, but they increase the damage of Magelite's own 5S.
- 2S: The exact same move as 5S. This is still useful because its move slot is separate from 5S, allowing Magelite to copy one move from the enemy and the other from their ally.
- j.S: An aerial command grab that only hits airborne enemies. This also gives Magelite the enemy's 5S, but makes it usable in the air even if the enemy can't do the same. There are some extra caveats to aerial 5S. Both forms of Alexandrite, Opal, Topaz, Jade, Turquoise, Peridot, Diamond, and Amethyst cause Magelite to pause her jump arc during their moves. Onyx,

Sapphire, Ruby, Emerald, Gemini, Garnet, and Bloodstone cause Magelite to continue her jump arcs during their moves. Onyx's rocks always appear at ground level. Angelite's attack is unique, as it causes Magelite to ascend slowly, working the same as Angelite's j.S. All hit mid.

- j.2S: Same as j.S, allowing a different aerial 5S. This gives Magelite a total of 4 move slots.

- Universal Mechanics

- Ground Throw:
- Air Throw:
- Push Block:
- Guard Cancel:

- Special Moves

- (6L, Air OK): Boomerang projectile
- (6M, Air OK): Rushing tatsu ending with dive stab
- (6H, Air OK): Frame 4 DP

- Assists

- 5A:
- 2A:
- 4A:
- 6A:

- Assist Supers

- Power Play:
- Fusion Benefit: Magelite can fuse with anyone just like malachite, but instead she gets power from her ally. Along with the fusion benefit, she gets all of their S attacks. Overwrites every other fusion, including Malachite. Normally the other character gives up their power willingly.

However, when teamed up with Bloodstone, Malachite, or Angelite, Magelite steals their power by force.

- Supers

- (): Smashes the enemy to the wall, shoots spikes to pin them, then does a flying kick
- Poison Wound Slash (360S or 720S): Level 1-2. Uses Slashing suplex-like animation. 720 is a level 2 that deals much more damage.
- Feral Blood Rage (63214643214S): Order Sol dragon install, complete with killing finisher.

- Super Form: Platinum form drains Magelite's health but passively gives her meter and changes all of her level 1 supers into stronger level 3s. Selecting Magelite twice does not give her a permanent super form, instead it makes her act as a perfect fusion, with the assist button switching between super form and normal form. This switching does not freeze the screen like super form activation normally does.

- Duration: Permanent
- Attack Boost:
- Defense Boost:
- Normals: Any stolen 5Ses are lost. Instead, Magelite gets access to every 5S in the game at once.

This is done by assigning a different move to every direction, both on the ground and in the air.

- 5S: Opal
- 4S: Sapphire
- 6S: Ruby
- 8S: Topaz
- 2S: Onyx
- 7S: Turquoise
- 9S: Jade

- 1S: Emerald
 - 3S: Gemini
 - j.5S: Empowered throw from Malachite/Magelite
 - j.4S: Green Alexandrite
 - j.6S: Red Alexandrite
 - j.8S: Angelite
 - j.2S: Bloodstone
 - j.7S: Amethyst
 - j.9S: Diamond
 - j.1S: Peridot
 - j.3S: Garnet
- Supers:

Perfect Malachite



- Playstyle
 - Perfect Malachite is an unplayable boss character. He is only listed here for completion's sake.
- Attributes
 - Health: 3,000
 - Dash Properties:
 - Jump Properties:
- Normals
 - 5L: basic attacks are simple combos he does
 - 5M:
 - 5H:

- 2L:
- 2M:
- 2H:
- j.L:
- j.M:
- j.H:
- 5S: Opal
- 8S: Topaz
- 2S: Onyx
- 6S: Sapphire
- 4S: Ruby
- 9S: Turquoise
- 7S: Jade
- 3S: Emerald
- 1S: Gemini
- Universal Mechanics
 - Ground Throw: Diamond
 - Air Throw: N/A
 - Push Block: N/A
 - Guard Cancel: Amethyst
- Special Moves
 - 236 does peridot super, 214 does garnet
- Supers

- 236S or 214S does angelite super. Doesn't use meter

Moveset Explanations

- Notation:
 - Numbers are used for directions, using the shape of a number pad. For example, 2 is used to refer to downwards, 8 refers to upwards, 6 means forwards, 1 is down and back, and so on. 5 refers to the stick being neutral, so it's used when not pressing a direction. This numpad notation is used for combinations as well. 236 means the stick should be turned in a quarter circle from down to forwards. 0 is also used here, which refers to any direction except for neutral. 360 motions are an exception to this, as they refer to the stick being spun in a full circle, but it doesn't matter whether this is done clockwise or counterclockwise. 720 and 1080 commands require two or three full circles, respectively.
 - The buttons are as follows, using Playstation nomenclature: L is light, inputted with square. M is medium, inputted with triangle. H is heavy, inputted with circle. S is special, inputted with X. A refers to the assist button, which is inputted with R1 by default.
 - Other notations: If a number or letter is in brackets, that means it must be held for the input. > means a follow-up to the previous action. A lowercase j followed by a period means an action that must be performed while jumping or otherwise in the air.
- Playstyle
 - General archetype as well as the character's gimmicks, strengths, and weaknesses. Also explains what the character's more unique S buttons do.
- Attributes
 - Health: Standard health is 1,000. Lowest possible value is 750 (Tied between Amethyst and Angelite) while the highest possible is 1,250 (Tied between Onyx and Diamond).
 - Dash Properties: Abilities and speed of grounded dashes.

- Jump Properties: Jump arc, double jump arc, and air dash properties. Not every character has air dashes or double jumps, but most have both.
- Normals
 - 5L: Fastest normal for every character except Garnet. All normals cancel into stronger normals, special moves, and supers unless otherwise stated.
 - 5M: Tends to be a decent long-range poke.
 - 5H: Usually a slow but strong attack with high hitstun, making it ideal for canceling into slower special moves.
 - 5S: Unique for every character. Many of them are either weak projectiles or moves to bypass weak projectiles. Considered stronger than H normals, so all normals can cancel into them.
 - 2L: Generally a fast low attack, but by no means is it universal.
 - 2M: Tends to be a low launch, which can be followed with a jumping air combo. Some characters have this as an anti-air, others have a low attack instead. Note: Anti-airs are universally immune to air attacks on frame 4.
 - 2H: Most of these are low attacks that cause a hard knockdown, with more range but less speed than the common 2L. Some characters instead have a high launcher.
 - 2S: Usually the same as 5S but at a different angle. Sometimes a high launcher for characters without a launching 2H.
 - j.L: Quick air attack. Combo filler after a launcher. All jumping attacks hit overhead unless stated otherwise.
 - j.M: Longer range air attack or hits upwards for a double jump combo.
 - j.H: Usually smashes the enemy to the ground for a knockdown after an air combo. Generally makes for the best jump in overhead.

- j.S: Sometimes just 5S in the air, sometimes it's completely unique. Only hits overhead if it's stated to do so.
- Command Normals: Any attack that isn't universal, like 6H or 3S.
- Universal Mechanics
 - Ground Throw: Unblockable close-range attack inputted with M+H. Holding back switches sides. Can be canceled into special moves on hit.
 - Air Throw: Can only be special canceled if the user has air special moves.
 - Push Block: Inputted with L+S while blocking. Uses half a bar of meter to push the attacker away, allowing the defender space to breathe. Can be used in the air as well.
 - Snapback: Inputted with 236A. Uses one bar of meter for an attack that switches the enemy to their ally on hit and disables their assists for a short time. Has the same hitbox for every character and uses the same animation as Push Block, so it's not mentioned per character.
 - Guard Cancel: Inputted with 6L+S while blocking. Uses one bar of meter to hit back with an outwards blast of magic, dealing recoverable damage and knocking the attacker down.
- Special Moves
 - Unique moves that define a character. Requires motion inputs like 236 or 214. Some moves are EX moves and use half a bar of meter, but the requirements for these are different for each character and some characters don't even have them.
- Assists
 - 5A: Assists have a universal cooldown that freezes when the enemy is in hitstun or blockstun. Assists can also be hurt by enemy attacks. Can be done during any action, including level 1 supers. The only exceptions are unblockable attacks on whiff, invincible attacks on whiff or block, and level 3 supers. 5A tends to be a character's longest range assist.

- 2A: Tends to be a defensive assist.
- 4A: Tends to be a quick assist that's good for combos.
- 6A: Switches to the assist character, though the method is different per character.
- Assist Supers
 - Power Play: Inputted with 236236A. A unique super that requires no meter, but instead sacrifices the ability to use a super form. Activates with a full-screen blast that's safe on block, followed by some kind of change to the stage that benefits the user. If both characters are active, they combine their Power Plays to use both effects at once. If one character is active, they use the Power Play by themselves. It can also be used during super form, but it ends the super form prematurely and doesn't last as long as a pre-super form Power Play.
 - Fusion: Inputted with 214214A. Uses 3 bars of meter to combine both characters into a single stronger character. This adds up their current health and gives the active character a different effect depending on which character the ally is. Super form during fusion takes the average between both characters' durations and stat increases. The Fusion input and Power Play can both be used while fused, both of which undo the fusion, split their current health equally between the two characters, and make fusion unusable for the rest of the match. For the most part, fusions play just like the active character, but some specific combinations called Perfect Fusions become completely new characters with unique movesets.
 - Perfect Fusions: There are 6 perfect fusion characters; Opalandrite, Tonazyx, Pseudomorph Squad, Gemerite, Garnidot, and Diamethyst. All of them have a unique function on their assist button and a level 5 super they can use whenever they want.
- Supers

- Strong abilities that require meter to be used, can be canceled into from special moves, hit otg, and usually require more difficult inputs, most commonly double quarter circle motions.
 - Level 1 Supers allow the player to call assists (unless they're invincible/unblockable). They can also be canceled with a Super Form activation, a Power Play, or a fusion. Inputting an ally's super during a level 1 switches into that ally with that super, which is called a DHC. Level 2 supers function the same as level 1s.
 - Level 3 Supers are the character's strongest attack, and all of them are frame 1 invincible. Unlike level 1s, Level 3 supers can't be canceled by anything. Assists can't be called during them at all, and it's possible to DHC into them but not out of them.
- Super Form: A universal increase in strength activated by pressing A when the assist character is already defeated. Every character's super form gives different changes to their movement attributes, normals, stats, special moves, and/or supers. A character can be chosen in a Permanent Super Form if they are picked twice for the same team, though this standardizes their attack and defense boosts to 20% each. This also may change some specific aspects to make it more fair. A Permanent Super Form can also use Power Play, sacrificing their one reason for existing to be an absolute CHAD.
 - Duration: Standard is 25 seconds. Shortest duration is Garnet's 5 seconds while the longest is a tie between Bloodstone, Angelite, and Magelite lasting for the rest of the match.
 - Attack Boost/Defense Boost: Percentage increases to all damage dealt and taken, respectively. There is a total of 60 points split between seconds of duration and percentage for each boost.
 - Level 5 Super: The strongest attack a character has, using the maximum amount of meter. Generally works like their level 3 super with an additional input to burn 2 extra bars.