

GARNET

Commands

※When the character is facing right

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

Command Normal

Pinhead Split	→+LK
Proud Slap	→+SP Additional Attacks(*1) ↘+LK or SK Additional Attacks(*2) ↙+LK or SK
Liar Lip	In Air ←+SK

Special Moves

Piercing Heart	↖+LP or SP or LK *Can be held Additional Attacks ← or →+ Same button as attack that hit *Cancel stance: When holding SK
Gaze Slash	↘+LK or SK
Biting Jest	↗+LK or SK
Scheme Stifle	↙+LK or SK

Offensive Arts

Piercing Soul	↖↗+LK or SK
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Defensive Arts

Mimic Teller	←↖+LK or SK *Only when knocked down
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Critical Arts

Sweet Shuffle	↗↖+LK or SK
World's End	↘←↓↙→↖↗+LP or SP

Boost Dive

Detecting Eyes	On the ground LP SK or SP LK When activating Boost Dive, a mark will appear on opponent's weak spot. Attacking it in time will deal double damage.
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Note: Successfully landing Mimic Teller fills 1 bar of Offense Meter.