

ORVILLE

Commands

※When the character is facing right

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

Command Normal

Drop Kick

→+SK

Low Drop Kick

↘+SK

Special Moves

Assault Tackle

↗+LP or SP
Additional Attacks LP or SP
* Stops move LK or SK

Snipe Through

↘+LK or SK

Full Gravity Lock

↶→+LP or SP

Sledge Revolver

↶+LP or SP

Assault Through

↗+LK or SK

Offensive Arts

Mega Gravity Bridge

↗↗+LP or SP

Defensive Arts

Hammer Fang

↶+LP or SP * Only when Blocking

Critical Arts

Full Graviton Fall

↶↶→+LP or SP

Boost Dive

Extension Heat

On the ground LP SK or SP LK
During Boost Dive, will not flinch from attacks, except those that cause a knock down.