

### KASATSUSHU CHARGE (MP) + (MK)



|             |    |
|-------------|----|
| STARTUP     | -  |
| ACTIVE      | -  |
| RECOVERY    | 33 |
| GUARD LEVEL | -  |
| ON HIT      | -  |
| ON GUARD    | -  |
| VTX HIT     | -  |
| VTX GUARD   | -  |
| CANCEL      | -  |
| DAMAGE      | -  |
| STUN        | -  |
| METER GAIN  | -  |

#### NOTES

Attack triggered upon button release; dash or backdash cancel to keep charge level

### KASATSUSHU LV.1 RELEASE (MP) + (MK)



|             |              |
|-------------|--------------|
| STARTUP     | 34+          |
| ACTIVE      | 2            |
| RECOVERY    | 33           |
| GUARD LEVEL | HL           |
| ON HIT      | D            |
| ON GUARD    | -10          |
| VTX HIT     | -            |
| VTX GUARD   | -            |
| CANCEL      | -            |
| DAMAGE      | 90           |
| STUN        | 150          |
| METER GAIN  | V-Gauge +100 |

#### NOTES

Cancelable before grounded cross-up with (MP) + (MK); airborne during cross-up kick

### KASATSUSHU LV.2 RELEASE (MP) + (MK)



|             |              |
|-------------|--------------|
| STARTUP     | 38+          |
| ACTIVE      | 2            |
| RECOVERY    | 33           |
| GUARD LEVEL | HL           |
| ON HIT      | D            |
| ON GUARD    | -10          |
| VTX HIT     | -            |
| VTX GUARD   | -            |
| CANCEL      | -            |
| DAMAGE      | 90           |
| STUN        | 150          |
| METER GAIN  | V-Gauge +100 |

#### NOTES

Cancelable before grounded cross-up with (MP) + (MK); airborne during cross-up kick

### KASATSUSHU LV.2 (PRE-CHARGED) TAP (MP) + (MK) AFTER PRE-CHARGING

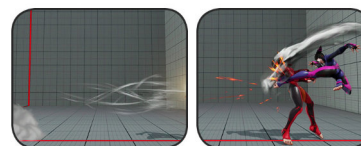


|             |              |
|-------------|--------------|
| STARTUP     | 32+          |
| ACTIVE      | 2            |
| RECOVERY    | 33           |
| GUARD LEVEL | HL           |
| ON HIT      | D            |
| ON GUARD    | -10          |
| VTX HIT     | -            |
| VTX GUARD   | -            |
| CANCEL      | -            |
| DAMAGE      | 90           |
| STUN        | 150          |
| METER GAIN  | V-Gauge +100 |

#### NOTES

Cancelable before grounded cross-up with (MP) + (MK); airborne during cross-up kick

### KASATSUSHU LV.3 RELEASE (MP) + (MK)

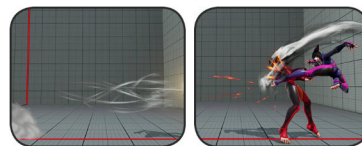


|             |              |
|-------------|--------------|
| STARTUP     | 73+          |
| ACTIVE      | 2x n         |
| RECOVERY    | 33           |
| GUARD LEVEL | HL           |
| ON HIT      | D            |
| ON GUARD    | -18          |
| VTX HIT     | -            |
| VTX GUARD   | -            |
| CANCEL      | -            |
| DAMAGE      | 120 (30+90)  |
| STUN        | 200 (50+150) |
| METER GAIN  | V-Gauge +120 |

#### NOTES

Cancelable before grounded cross-up with (MP) + (MK); projectile and throw invincible on 14th frame till ground cross-up; airborne during cross-up kick

### KASATSUSHU LV.3 (PRE-CHARGED) TAP (MP) + (MK) AFTER PRE-CHARGING



|             |              |
|-------------|--------------|
| STARTUP     | 14+          |
| ACTIVE      | 2x n         |
| RECOVERY    | 33           |
| GUARD LEVEL | HL           |
| ON HIT      | D            |
| ON GUARD    | -18          |
| VTX HIT     | -            |
| VTX GUARD   | -            |
| CANCEL      | -            |
| DAMAGE      | 120 (30+90)  |
| STUN        | 200 (50+150) |
| METER GAIN  | V-Gauge +120 |

#### NOTES

Cancelable before grounded cross-up with (MP) + (MK); projectile and throw invincible on 14th frame till ground cross-up; airborne during cross-up kick

**Kasatsushu:** Holding both medium strength attack buttons puts Jur into an offensive crouch. Her covered eye flashes as she gathers power. The longer the buttons are charged, the better the V-Skill attack becomes. A ring of dust surrounds Jur as a distinct visual signal that Kasatsushu is fully charged. Upon releasing (MP) + (MK), she lunges forward to perform her Kasatsushu attack, passing through the opponent for a knockdown kick from the other side. She'll also attack automatically if the buttons are held too long; the charge can't be sustained indefinitely. Jur is grounded while crossing over, but goes airborne for nine frames before Kasatsushu's cross-up kick active frames, till three frames into recovery. If this cross-up kick is blocked at any charge level, Jur is extremely punishable. *J*

So the attack itself is somewhat unsafe, but uncertainty can be created about when it's coming. Immediately after releasing (MP) + (MK) to zip forward, tap the medium buttons again. Properly timed, this interrupts the V-Skill's built-in dash before the pass-through kick. Since Jur is one of a few characters who can interrupt normal moves with her V-Skill attack, this gives her "rush stop" style options like Guy and El Fuerte in Street Fighter V. *J*

Aside from cancelling the lunge by re-inputting the V-Skill command, a simple dash cancel can also be used. Sort of like dashing out of a Focus charge in Street Fighter IV. If (MP) + (MK) is input while charging (MP) + (MK), Jur will dash out of the crouched, charging state. Unlike canceling V-Skill with another (MP) + (MK) input, dash cancelling Jur's charge retains the level of V-Skill attack stored. This means a fully-charged Kasatsushu attack can be pre-loaded by fully charging (until the dust stop appears) followed by dash cancelling. When a fully-charged Kasatsushu is needed, unleash it by tapping (MP) + (MK). Unfortunately, lots of smaller charges can't be accumulated—Jur only stores the most recent charge made before dash cancelling. *J*

At the highest level of charge, Kasatsushu quickly becomes projectile- and throw-invincible during the forward-lunging portion. It also gains a hitbox from the front before passing to the other side. This means opponents who don't expect a fully-charged version, and who block in the other direction preemptively, will get hit. A fully-charged Kasatsushu is fast enough to zip through incoming projectiles and hit the thrower from great distances. Depending on the matchup, pre-loaded Lv.3 Kasatsushu can also be used to counter moves that have a projectile hitbox. Having a quicker hit from the front also makes this more useful to cancel into from hit-confirm links. *J*

Every level of Kasatsushu has lots of potential variance in speed, between time spent sitting in crouch, whether the move was pre-charged for quick release and distance to the opponent. *J*