

Before Using

1. Make sure the MOD have been loaded correctly, otherwise there may be no damage; If the installment still bothers you, go check out on Youtube for MOD using guidance; As well as how to use this MOD with Co-Op MOD;
2. It happens sometime in the game version 1.08.01 that the first time loading the MOD may invoke an warning from the main menu saying “**Savedata Corruption**”, here’s the solution that may help: use STEAM to start the game once and after that, use the modengine to start again; Anyway, **HAVE YOUR SAVE BACKUPED INCASE**;
3. Use the Available weapon, recommended ones particularly, for other weapons have part of motions unfit in this MOD, which means they can still be used but not the motions listed below;
4. In the former versions, enchantment sorcery or incantation like Frozen Armament or Bloodflame Blade would be erased during the modded attacks, which have been fixed now thanks to my friend MURAUE;
5. The model Hunter’s pistol in the Curved Greatsword is made by Bilibili: 月见樱_(433324220) also Known as noelle212 in NexusMODs, Thanks to whom the gun motions came into reality; One thing to be emphasized is that the motions in this MOD can be imported into your own MOD as you wish, but not this pistol, for it is not made by myself;
6. The Talisman ----- Carian Filigreed Crest has been changes into a multi-functional one:
 - 1) Defense increased for 70%;
 - 2) Attack decreased for 70%;
 - 3) Weight capacity increased for 100%;
 - 4) Bow distance increased for 100%;
 - 5) Aux resist;
 - 6) Falling damage ignored (yet falling from far too high still take the life);
 - 7) Skill and Sorcery FP Consumption decreased to 25%;
 - 8) Capable of preventing skeletons from reviving;
 - 9) Critical damage increased 100%;

These are changed based on my one habits, to focus on combat itself, if you don’t like it then just don’t use this talisman;
7. The attack types were edited without the thoughts of make sure how could the damage be augmented; therefore, I could not tell you how to increased your attack through other talisman, this is my fault;
8. These Ash of War modified can be used on the corresponding weapon listed along, that means the motion and damage can still affect on the light and heavy attacks of weapon itself, any other AoW not modded in this MOD make difference as well; But if the AoW were installed on the wrong weapon, like Prelate's Charge with hammer, the Prelate’s Charge would make no damage at all;
9. Many weapon’s stances have been changed from 2H to 1H, which will cause awkward guarding posture;
10. Greatsword and Twinblade is recommended for a female character; However, if you want to use these two weapons as male character, check out the “Installment Instruction” part down below;
11. Straight sword, Katana, Curved Greatsword, Spear and Twinblade’s special motion have been changed into the normal ones in order to have the modded motion appliable;
12. Weight load influences the dodge motion, basically all the motions refered in this instructions can be interrupted by dodge, apart from the colossal motions and all the motions in sky;

Installment Instruction

Available for game version 1.08.01 only!!!

Have your savedata and "regulation.bin" files prepared!!!

Make sure you understand thoroughly before installment!!!

Installment methods:

1. Have Modengine2 prepared;
2. Drag the "\chr", "\sfx", "\parts" folder into the "\mod" folder;
3. Drag the "regulation.bin" to into the "\mod" folder.

If a male character is what you are playing as and don't want to use female character with the Greatsword and Twinblade which are more suitable for a female figure, drag the "regulation.bin" from the "MALE" folder into the "\mod" folder instead;

For players capable of Yapped using, here's the way to change your character stance from female into male as you wish:

Male stance: EquipParamWeapon – Weapon Motion Position – 1H/2H :3/13

Female stance: EquipParamWeapon – Weapon Motion Position – 1H/2H :10/10

Update Log

● Carian Combo Warriors 0211

1. General:

- 1) Dodge, Walk, Run, Dash into Heavy Attack Sequence A (if in 1H) or Heavy Attack Sequence D (if in 2H);
- 2) Backstep into Heavy Attack Sequence C (if in 1H) or Heavy Attack Sequence F (if in 2H);
- 3) Male run motion changed (Weapon Motion Position – 1H/2H :3/13);
- 4) Fist stance, Walk, Run and Dash motion changed (Weapon Motion Position – 1H/2H :0/0);

2. Greatsword:

- 1) Splint Light into 1H, Heavy Attack Sequence B, Splint Heavy into 2H, Heavy Attack Sequence E;
- 2) Heavy Attack Sequence A changed into the same with Heavy Attack Sequence D;
- 3) B1 Charge changed into chasing sword pitch;
- 4) C1 Charge changed into Straight shoot;
- 5) Jump light changed into Split, into 1H, Jump Heavy changed into shoot, into 2H;

3. Colossal:

- 1) Splint Light into 1H, Heavy Attack Sequence B, Splint Heavy into 2H, Heavy Attack Sequence E;
- 2) Stamp (Upward Cut) able to parry attack;

4. Curved Greatsword:

- 1) New F2 Charged motion added, the same as Splint light;
- 2) Board Fly able to harm now;

5. Katana:

- 1) Splint Heavy changed into Charge Sting;
- 2) AoW motion capable to be introduced in any motion land;
- 3) B1 Charge and B1 without Charge exchanged;
- 4) C1 Charge into B1 allowed earlier;
- 5) Jump Light and Heavy unified in 1H and 2H now, Jump light accelerated and able to land safely;
- 6) Unsheath into Unsheath Light and Heavy allowed earlier;
- 7) Parts of the motion capable of 10% Fp decreasing, the Fp recovery in Unsheath start changed into Out of AoW, for faster entry into Judgement Cut End and SHOWDOWN 1st;
- 8) Blow back in B2 Charge and E2 Charge strengthened;

6. Twinblade:

- 1) Splint Light into 1H, Heavy Attack Sequence B, Splint Heavy into 2H, Heavy Attack Sequence E;

7. Fist:

- 1) Splint Light into 1H, Heavy Attack Sequence B, Splint Heavy into 2H, Heavy Attack Sequence E;
- 2) A1 and A2 changed into Right/Left hook capable of dodging harm;
- 3) Light attack in 1H changed;
- 4) Slowdown in the start stage of Charged Heavy attack erased;
- 5) B1 Charge in 2H, Heavy Attack Sequence E2;
- 6) C2 changed into Jump smash, into B1;
- 7) D2 Charge changed into Four slash, into 1H C1;

8. Carian FILIGREED CREST:

- 1) Defense increased for 70%, Attack decreased for 70%;
- 2) Capable of preventing skeletons from reviving;
- 3) Critical damage increased 100%;

● Carian Combo Warriors 0123

1. **New Modded weapon category:** Curved Greatsword, Colossal, Twinblade;

2. **Greatsword:** “H” means Charged heavy attack

- 1) HE1 moved to 1H-Guard counter;
 - 2) HC1 changed into Gravity bomb;
 - 3) HE1 and HE2 changed into Slash blade;
3. **Fist:** HD1-Inferno moved to 2H-Guard counter, ignited from the time when the left punch shimmering during the HD1's recovery frame;

Combo Instructions

● Curved Greatsword + Ash of War: Square Off

Available Weapon:

Dismounter, Monk's Flameblade

Main Trait:

1. Motions on ground can be canceled with Dodge or AoW at any time, Square Off + light: Gunparry, Square Off + Heavy: Ex Shuffle (damage avoid)
2. B1, C2 into exceed state (30 s), fire damage attached, animation strengthened;
3. Board fly, where ascend, descend, left and right turn available, multiple air attack available;

Wield with one hand:

Light Attack: Sword attack, enter B1 with heavy attack;

Splint Light: Punch line board fly, into 2H, enter E1 with heavy attack;

Splint Heavy: Hard way, enter B1 with heavy attack;

Dodge Light: Hard way, enter B1 with heavy attack;

Backstep Light: Streak chasing, heavy attack before slash into 1H guard counter;

Heavy attack sequence A:

A1 Charge: Showdown 1st, heavy attack right after slash into 2H guard counter;

A1 without Charge: Slash gun shot, enter A2 with heavy attack;

A2 Charge: Triple shoot, enter B1 with heavy attack;

A2 without Charge: Gunslinger back, into 2H, enter F1 with heavy attack;

Heavy attack sequence B:

B1 Charge: Ex High Roller Spin, into 2H, enter F2 with heavy attack;

B1 without Charge: Sliding slash, damage avoid before attack, enter B2 with heavy attack;

B2 Charge: Shuffle, damage avoid before attack, enter C1 with heavy attack;

B2 without Charge: Rotary slash, damage avoid before attack, enter A1 with heavy attack;

Heavy attack sequence C:

C1 Charge: Overdrive, enter C2 with heavy attack;

C1 without Charge: Bloody queen, into 2H, enter F2 with heavy attack;

C2 Charge: Maximum Bet, into 2H, enter D1 with heavy attack;

C2 without Charge: Bloodhound's Finesse 2nd, enter B1 with heavy attack;

Jump Light: Payline, into 1H;

Jump Heavy: Double down, into 2H;

Guard counter: Ex Streak, enter C1 with heavy attack;

Wield with two hand:

Light Attack: Ex calibur and triple air slashes, enter F1 with heavy attack;

Splint Light: Punch line board fly, into 2H, enter E1 with heavy attack;

Splint Heavy: Hard way, enter B1 with heavy attack;

Dodge Light: Hard way, enter B1 with heavy attack;

Backstep Light: Streak chasing, heavy attack before slash into 1H guard counter;

Heavy attack sequence D:

D1 Charge: Gunslinger front, into 1H, enter A2 with heavy attack;

D1 without charge: Twin rotary slash, enter D2 with heavy attack;

D2 Charge: Ex high roller, into 1H, enter C1 with heavy attack;

D2 without charge: Triple slash, into 1H, enter B1 with heavy attack;

Heavy attack sequence E:

E1 Charge: Board ascend, damage avoid during ascending, can be canceled at any time with light attack or dodge, enter E2 with heavy attack;

E1 without Charge: Board descend, can be canceled at any time with light attack or dodge, enter E2 with heavy attack;

E2 Charge: Board ascend, can be canceled at any time with light attack or dodge, enter E1 with heavy attack;

E2 without Charge: Board descend, can be canceled at any time with light attack or dodge, enter E1 with heavy attack;

Heavy attack sequence F:

F1 Charge: Air provoke, damage avoid during ascending, character would stay in the sky during the later part of this motion, enter F2 with heavy attack;

F1 without Charge: Roulette spin, enter F2 with heavy attack;

F2 Charge: Punch line board fly, into 2H, enter E1 with heavy attack;

F2 without Charge: Boost Knuckle, light and heavy available in the sky into jump attack;

Jump Light: Payline, into 1H;

Jump Heavy: Double down, into 2H;

Guard counter: Showdown 2nd, Defense strengthened;

Ash of War: Square Off:

Into AoW: Lock on, damage avoid, Fp 20% recovered;

Hold AoW and Light attack: Shoot, parry attacks from within 10 m range, enter C1 with heavy attack;

Hold AoW and Heavy attack: Ex Shuffle, damage avoid before slash, enter C1 with heavy attack;

● Colossal + Ash of War: Stamp (Upward Cut)

Available Weapon:

Bastard Sword、Forked Greatsword、Iron Greatsword、Lordsworn's Greatsword、Gargoyle's Greatsword

Main Trait:

1. During the recovery frame of every land motion, press heavy attack at the time when the Storm emblem shimmering would introduce into the Guard Counter and change from 1H to 2H or 2H from 1H;
2. Part of the 1H heavy attack would consume 10% Fp and wield Red Flame, which would trench the enemy's Hp; These attacks would be marked with RF;
3. Motions can't be canceled with dodge, but can be canceled with AoW;

Wield with one hand: Single sword mode.

Light Attack: Heavy attack into A1, B1 and C1 after the first, second and third light attack specifically;

Splint Light: Wild Strikes, enter B1 with heavy attack.

Splint Heavy: Double thrust, into 2H, enter E1 with heavy attack.

Dodge Light: Chase slash, enter B1 with heavy attack.

Backstep Light: Shouryuu kiri, light and heavy available in the sky into jump attack, RF;

Heavy attack sequence A:

A1: Upward Cut, enter A2 with heavy attack;

A2: Upward Slash, enter B1 with heavy attack, RF;

Heavy attack sequence B:

B1 Charge: Giant Hunt, enter B2 with heavy attack;

B1 without Charge: Pierce, enter B2 with heavy attack.

B2 Charge: Strong Horizontal slash, RF, enter C1 with heavy attack;

B2 without Charge: Horizontal slash, RF, enter C1 with heavy attack;

Heavy attack sequence C:

C1 Charge: Twin slash, enter C2 with heavy attack.

C1 without Charge: Smash, enter C2 with heavy attack;

C2 Charge: Blackblade 2nd, RF, enter A1 with heavy attack;

C2 without Charge: The Queen's Black Flame 1st, RF, enter A1 with heavy attack;

Jump Light: Smash, RF, into 1H;

Jump Heavy: Double slash, into 2H;

Guard counter: Double Slash; Into 2H;

Wield with two hand: Double sword mode

Light Attack: Heavy attack into D1, E1 and F1 after the first, second and third light attack specifically;

Splint Light: Wild Strikes, into 1H, enter B1 with heavy attack.

Splint Heavy: Double thrust, enter E1 with heavy attack.

Dodge Light: Double slash, enter E1 with heavy attack.

Backstep Light: Upward double slash, enter F1 with heavy attack;

Heavy attack sequence D:

D1: Double smash, enter D2 with heavy attack;

D2: Double smash, enter E1 with heavy attack;

Heavy attack sequence E:

E1: Double slash, enter E2 with heavy attack;

E2: Leap double smash, enter D1 with heavy attack;

Heavy attack sequence C:

C1: Double thrust, enter F2 with heavy attack.

C2: Leap Double smash, RF, enter A1 with heavy attack;

Jump Light: Smash, RF, into 1H;

Jump Heavy: Double slash, into 2H;

Guard counter: Horizontal Slash; Into 2H;

Ash of War: Stamp (Upward Cut):

Fp > 0:

One click with AoW: Stamp, damage avoided during the motion, parry available;

Heavy attack after stamp: Back smash, RF, enter A1 or D1 with heavy attack;

Fp = 0:

One click with AoW: Soul of Cinders slashes, Fp recovered;

● Twinblade + Ash of War: Bloodhound's Step (Light load)

Available Weapon:

All Twinblade

Main Trait:

1. 1H-Twinblade mode, 2H-Dual sword mode, which would change during particular motion;
2. Motions to change 1H and 2H:
 - 1) During the recovery frame of every land motion, press heavy attack at the time when the Fire emblem shimmering at the right hand would introduce into the Guard Counter and change from 1H to 2H or 2H from 1H;
 - 2) Splint light and heavy, Dodge light
 - 3) Jump light into 1H, jump heavy into 2H;
 - 4) Bloodhound's Step (Light load) + left at land into 1H, Bloodhound's Step (Light load) + right at land into 2H
3. Air dance: Bloodhound's Step (Light load) in sky;

Wield with one hand: Twinblade mode

Light Attack: Twinblade attack, After each light attack, enter B1 with heavy attack.

Splint Light: Chasing slash, enter B1 with heavy attack.

Splint Heavy: Double pierce, into 2H, enter E1 with heavy attack.

Dodge Light: Dual sword slash, into 2H, enter E1 with heavy attack.

Backstep Light: Bloodblade dance 1st, enter C1 with heavy attack

Heavy attack sequence A:

A1 Charge: Sword dance, enter B2 with heavy attack;

A1 without charge: Strengthen pierce, enter A2 with heavy attack;;

A2: Strengthen downward twin slash, enter B1 with heavy attack;

Heavy attack sequence B:

B1 Charge: Jump-in slash, enter B2 with heavy attack;

B1 without Charge: Strengthen upward slash, enter B2 with heavy attack;

B2 Charge: Triple slash, enter C1 with heavy attack;

B2 without Charge: Upward twin slash, enter A1 with heavy attack;

Heavy attack sequence C:

C1 Charge: Eochaid's Dancing Blade, enter C2 with heavy attack.

C1 without Charge: Bloodblade dance 2nd, enter C2 with heavy attack;

C2 Charge: Cursed-Blood Slice 2nd, enter B1 with heavy attack;

C2 without Charge: Horizontal slash, enter B1 with heavy attack;

Jump Light: Descending Thrust, into 1H;

Jump Heavy: Jumping Double Slash, into 2H;

Guard counter: Slope double slash, dodge state, into 2H;

Wield with two hand: Dual sword mode

Light Attack: Dual sword slash, enter E1 with heavy attack.

Splint Light: Chasing slash, into 1H, enter B1 with heavy attack.

Splint Heavy: Double pierce, enter E1 with heavy attack.

Dodge Light: Twinblade slash, into 1H, enter B1 with heavy attack.

Backstep Light: Quat slash, enter F1 with heavy attack.

Heavy attack sequence D:

D1 Charge: Right Jump bloodblade slash, enter D2 with heavy attack;

D1 without charge: Wheel slash, enter D2 with heavy attack..

D2 Charge: Right double bloodblade slash, enter E1 with heavy attack;

D2 without charge: Rotary slash, enter D1 with heavy attack..

Heavy attack sequence E:

E1 Charge: Left Jump bloodblade slash, enter D2 with heavy attack;
E1 without Charge: Sekibii charge, enter E2 with heavy attack;
E2 Charge: Upward bloodblade slash, into 1H, enter D1 with heavy attack.
E2 without Charge: Bloodhound slash 2nd, enter F1 with heavy attack;

Heavy attack sequence F:

F1: Six slash, enter F2 with heavy attack;
F2 Charge: Sekibii ranbu, enter E1 with heavy attack;
F2 without Charge: Five slash, enter E1 with heavy attack;

Jump Light: Descending Thrust, into 1H;

Jump Heavy: Jumping Double Slash, into 2H;

Guard counter: Horizontal slash, dodge state, into 1H;

Ash of War: Bloodhound's Step (Light load):

a) On the Ground, Not during the AoW:

Lock on enemy + press the AoW + Front / Without lock + press the AoW: pole vault, damage avoid; After that:

i; AoW without direction during ascent will continue to Air Jump in the air; During the Air Jump, character will rise first and descend after, where a fire emblem would emerge before falling to the lowest point; If continue to press the AoW before the emblem appears, character will continue to jump in the air; After the emblem disappears for a short time, continue to jump in the air is disabled, the character is falling now, press the light and heavy into the Jump attack instead to land safely; Caution: falling during the jump attack for a long time would still die;

ii; Lock on the enemy and AoW with Left, Right or Back direction during ascent will go into air dance; During the Air dance, character will descend first and ascend after then descend again with twinblade slashes, where a fire emblem would emerge before falling to the lowest point; If continue to press the AoW before the emblem appears, character will continue to move in the air; After the emblem disappears for a short time, continue to jump in the air is disabled, the character is falling now, press the light and heavy into the Jump attack instead to land safely; Caution: falling during the jump attack for a long time would still die.

iii; Press light and heavy in Air to Land;

- b) On the ground, Lock on enemy + Press the AoW + Left: Twinblade dance, Attacks from the enemy would be parried and damage avoided, into 1H, Light into Bloodblade dance 1st (1H Backstep light), heavy into B1;
- c) On the ground, Lock on enemy + Press the AoW + Right: Slope Dual sword slash, Attacks from the enemy would be parried and damage avoided, into 2H, Light into Quat slash (2H Backstep light), heavy into E1;
- d) On the ground, Lock on enemy + Press the AoW + Back: Jump back slash, avoid damage during the period;
- e) On the ground, During the AoW, Lock on enemy + Press the AoW + Front: Continuous claw strike and smash, into the 2H mode;

● Greatsword + Ash of War: Prelate's Charge

Available Weapon:

Bastard Sword、Forked Greatsword、Iron Greatsword、Lordsworn's Greatsword、Gargoyle's Greatsword

Main Trait:

During the recovery frame of every 1H motion, press heavy attack at the time when the Carian emblem shimmering at the left hand would introduce into the 1H - Guard Counter;

Wield with one hand: Saber mode

Light Attack: Sword attack, After each light attack, enter B1 with heavy attack.

Splint Light: Jump slash, enter B1 with heavy attack.

Splint Heavy: Forward shoot, into 2H, enter E1 with heavy attack.

Dodge Light: Jump slash, enter B1 with heavy attack.

Backstep Light: [Flickering Light]

- a) Summons an [Exquisite Throw] beside the character for 20s;
- b) Fp clear, press Aow into [Abyss Illumination];
- c) Enter 1H guard counter with heavy attack;
- d) Extra bullet attached in 2nd and 4th light attack; jump light; C1 charge; E1 without charge, F1 without charge, F2 without charge;

Heavy attack sequence A:

A1 Charge: [Lingering lifeline] high-speed running as long as u press the heavy attack, during this attack, enemy touched by the left hand would be attacked once with a passive state that damage increased for 20%; No harm to be caused to the character; Loose the heavy attack into A1 without charge; Contamination cleaned;

A1 without charge: Rotary slash; enter A2 with heavy attack.

A2 Charge: [Lingering lifeline] high-speed running as long as u press the heavy attack, during this attack, enemy touched by the left hand would be attacked once with a passive state that damage increased for 20%; No harm to be caused to the character; Loose the heavy attack into A2 without charge; Contamination cleaned;

A2 without charge: Rotary slash; enter A1 with heavy attack.

Heavy attack sequence B:

B1 Charge: Chasing sword pitch, enter B2 with heavy attack;

B1 without Charge: Slash Moonveil horizontal, enter B2 with heavy attack.

B2 Charge: Eochaid's Dancing Blade, As the sword throwed, this attack can already be interrupted into C1 with heavy attack;

B2 without Charge: Guiding triple slash with backstep wave released, enter C1 with heavy attack.

Heavy attack sequence C:

C1 Charge: Backstep arrow loose, into 2H, enter F2 with heavy attack.

C1 without Charge: Bloodhound's Finesse 2nd, enter C2 with heavy attack;

C2 Charge: Guiding leap Carian Greatsword Slash, enter B1 with heavy attack;

C2 without Charge: Slashes Moonveil vertical, enter B1 with heavy attack;

Jump Light: Split, into 1H;

Jump Heavy: Arrow loose, into 2H;

Guard counter: Leap sword pitch; jump light and jump heavy available in the sky; enter e1 after landing;

Wield with two hand: Archer mode

Light Attack: Arrows released, After each light attack, enter E1 with heavy attack.

Splint Light: Jump slash, into 1H, enter B1 with heavy attack.

Splint Heavy: Forward shoot, enter E1 with heavy attack.

Dodge Light: Back rotary shoot, enter E1 with heavy attack.

Backstep Light: [Flickering Light]

- a) Summons an [Exquisite Throw] beside the character for 20s;
- b) Fp clear, press Aow into [Abyss Illumination];

- c) Enter 1H guard counter with heavy attack;
- d) Extra bullet attached in 2nd and 4th light attack; jump light; C1 charge; E1 without charge, F1 without charge, F2 without charge;

Heavy attack sequence D:

D1 Charge: [Lingering lifeline] high-speed running as long as u press the heavy attack, during this attack, enemy touched by the left hand would be attacked once with a passive state that damage increased for 20%; No harm to be caused to the character; Loose the heavy attack into D1 without charge; Contamination cleaned;

D1 without charge: Rotary slash; enter D2 with heavy attack.

D2 Charge: [Lingering lifeline] high-speed running as long as u press the heavy attack, during this attack, enemy touched by the left hand would be attacked once with a passive state that damage increased for 20%; No harm to be caused to the character; Loose the heavy attack into D2 without charge; Contamination cleaned;

D2 without charge: Rotary slash; enter D1 with heavy attack.

Heavy attack sequence E:

E1 Charge: Slash Moonveil horizontal, into 1H, enter B1 with heavy attack.

E1 without Charge: Power shot, enter E2 with heavy attack;

E2 Charge: Slash Moonveil horizontal, into 1H, enter B1 with heavy attack.

E2 without Charge: Loretta' rain, enter E1 with heavy attack;

Heavy attack sequence F:

F1 Charge: Forward slash, enter F2 with heavy attack;

F1 without Charge: Triple arrows, enter F2 with heavy attack;

F2 Charge: Greatsword pitch, into 1H, enter C1 with heavy attack;

F2 without Charge: Back-jump shot, enter E1 with heavy attack;

Jump Light: Split, into 1H;

Jump Heavy: Arrow loose, into 2H;

Guard counter: Gravity cannon, enter F1 with heavy attack;

Prelate's Charge:

Fp > 0:

One click with AoW: Upward fly, Fp recovered, jump light and jump heavy available in the sky;

Hold AoW: Airstep crossing moonveil;

AoW loose: Downward Vertical slash with waves released;

Fp = 0:

One click with AoW:[Abyss Illumination], Fp recovered;

● **Fist + Ash of War: Kick:**

Available Weapon:

Bare hand、Grafted Dragon、Iron Ball (Recommended)、Star Fist (Recommended)

Main Trait:

Right weapon in one-hand-----Punch and Fist and Lance attack;

Right Weapon in two-hand-----Kick and Whip attack;

The one-hand and two-hand can be automatically changed by dodge attack, backstep attack, jump attack and C2F2 attack;

Wield with one-hand:

Light Attack: enter B1 with heavy attack during the light attack recovery frame; enter A1 with heavy attack when the recovery frame ends;

Splint Light: Triple Whip Slash, enter B1 with heavy attack;

Splint Heavy: Long range Jump Kick, into 2H, enter E1 with heavy attack;

Dodge Light: Double Punch, enter B1 with heavy attack.

Backstep Light: Rotary chasing Kick, into two-hand, enter E1 with heavy attack.

Heavy attack sequence A:

A1 charge: Upward Punch, heavy attack before the punch and change into Guard counter.

A1 without charge: Right Hook, capable of dodging harm before attack success, enter A2 with heavy attack.

A2 charge: Upward Punch, heavy attack before the punch and change into Guard counter.

A2 without charge: Left Hook, capable of dodging harm before attack success, enter A1 with heavy attack;

Heavy attack sequence B:

B1 Charge: Guiding Pole Vault, into 2H, enter E2 with heavy attack;

B1 without Charge: Back Double Punch, enter B2 with heavy attack;

B2 Charge: Back lance stab, enter C1 with heavy attack;

B2 without Charge: Jump Double Punch, enter the Martial state, enter C1 with heavy attack;

Heavy attack sequence C:

C1 Charge: Thigh Lance stab, enter C2 with heavy attack;

C1 without Charge: Forward Double Punch, enter C2 with heavy attack;

C2 Charge: Adula Fire released with Spear Stab, into two-hand, enter E1 with heavy attack.

C2 without Charge: Jump Smash, enter B1 with heavy attack;

Jump Light: Downward Hammer, into one-hand, enter A1 with heavy attack.

Jump Heavy: Star Fall, into two-hand, enter D1 with heavy attack.

Guard Counter: Diving Dragon, into jump attack;

Wield with two-hand:

Light combo: enter E1 with heavy attack during the light attack recovery frame; enter D1 with heavy attack when the recovery frame ends;

Splint Light: Triple Whip Slash, into 1H, enter B1 with heavy attack;

Splint Heavy: Long range Jump Kick, enter E1 with heavy attack;

Dodge Light: Jump Kick, enter E1 with heavy attack;

Backstep Light: Punch missile, into one-hand, enter B1 with heavy attack;

Heavy attack sequence D:

D1 Charge: Back flip, During the recovery frame, press heavy attack at the time when the Carian emblem shimmering at the left hand would introduce into the 2H - Guard Counter.

D1 without Charge: Upward Star Fall, into jump attack.

D2 Charge: Kick 13 DT Air Slash, into jump attack;

D2 without Charge: Double Whip leg, enter E1 with heavy attack;

Heavy attack sequence E:

E1 Charge: Flint Wheel, into jump attack;

E1 without Charge: Chasing Kick, enter E2 with heavy attack;

E2 Charge: Four Whip Slash, into 1H, enter C1 with heavy attack;

E2 without Charge: Consecutive Kicks, enter the Martial state, enter F1 with heavy attack;

Heavy attack sequence F:

F1 Charge: Kick 13 DT, enter D2 with heavy attack;

F1 without Charge: Kick 13, enter F2 with heavy attack;

F2 Charge: Augmenting Drive, into one-hand, enter B1 with heavy attack.

F2 without Charge: Triple Whip Leg attack, enter E1 with heavy attack;

Jump Light: Downward Hammer, into one-hand, enter A1 with heavy attack.

Jump Heavy: Star Fall, into two-hand, enter D1 with heavy attack.

Guard Counter: Inferno;

Martial state:

5 s, Air cannon added with Light combo, Wind orbit added with Light combo

Fp decreased to 10%, Physical damage increased for 50%, Poise dmg increased for 20%, Player Poise Strengthened.

Ash of War: Kicks:

Crossing hand with Parry available;

● Katana + Ash of War: Unsheathe:

Available Weapon:

Katana(Recommended)、Moonveil、Dragonscale Blade

Main Trait:

When the sheath gleam appears during the recovery frame of any light and heavy attack, enter [Judgement Cut] with heavy attack; when the emblem disappears, back to one-hand holding;

All attack can be canceled at any time by Dodge or AoW apart from the time in sky when the player is untouchable;

Parts of the motion capable of 10% Fp decreasing, the Fp recovery in Unshealth start changed into Out of AoW, for faster entry into Judgement Cut End and SHOWDOWN 1st;

Wield with one hand:

Light Attack: Nine slash, enter B1 with heavy attack before the sheath gleam;

Splint Light: Double Slash, enter A1 with heavy attack.

Splint Heavy: Jump Sting, enter B1 with heavy attack.

Dodge Light: Guiding horizontal rotary slash, enter C1 with heavy attack.

Backstep Light: Rapid Slash, light attack into Continuous Rapid Slash, enter E1 with heavy attack before the sheath gleam, Fp 10% decreased;

Heavy attack sequence A:

A1: Sheath shock with Parry available

A2: Sheath shock with damage available

Heavy attack sequence B:

B1 charge: Guiding thrust, enter B2 with heavy attack;

B1 without charge: Guiding thrust, enter B2 with heavy attack; Two Slash, enter B2 with heavy attack;

B2 charge: Long range heavy downward slash, enter D1 with heavy attack, Fp 10% decreased;

B2 without charge: Downward slash, enter C1 with heavy attack;

Heavy attack sequence C:

C1 charge: Yamato Combo C, enter B2 with heavy attack, Fp 10% decreased;

C1 without charge: Kaisenkiri, enter C2 with heavy attack;

C2 charge: Bloodhound's Finesse 2nd, enter D1 with heavy attack;

C2 without charge: Cling Slash, enter B1 with heavy attack;

Jump Light: Air Judgement Cut, speed up landing, Fp 10% decreased;

Jump Heavy: Diving Slash, speed up landing with one wave released, Fp 10% decreased;

Guard counter: Judgement Cut, enter C1 with heavy attack, Fp 10% decreased;

Wield with two hand:

Light Attack: Continuous Rapid Slash, enter E1 with heavy attack before the sheath gleam.

Splint Light: Double Slash, enter A1 with heavy attack.

Splint Heavy: Guiding vertical rotary multiple slash, enter B1 with heavy attack.

Dodge Light: Guiding horizontal rotary slash, enter C1 with heavy attack.

Backstep Light: Rapid Slash, light attack into Continuous Rapid Slash, enter E1 with heavy attack before the sheath gleam, Fp 10% decreased;

Heavy attack sequence D:

D1 charge: Guiding shuttle triple slash, enter D2 with heavy attack, Fp 10% decreased;

D1 without charge: Yamato Combo DT, enter E2 with heavy attack;

D2 charge: Forst Storm draw available, enter F1 with heavy attack, Fp 10% decreased;

D2 without charge: Yamato Combo C Final, enter C1 with heavy attack;

Heavy attack sequence E:

E1: Rising Star, with two-hand jump attack queued;

E2 charge: Long range heavy upward slash, enter B1 with heavy attack, Fp 10% decreased;

E2 without charge: Upward slash, enter C1 with heavy attack;

Heavy attack sequence F:

F1: Waterfowl Dance 1st jump available, enter F2 with heavy attack.

F2: Setsunahyouka, with two-hand jump attack queued, Fp 10% decreased;

Jump Light: Air Judgement Cut, speed up landing;

Jump Heavy: Diving Slash, speed up landing with one wave released;

Guard Counter: SHOWDOWN 2nd, enter A1;

Unsheathe:

Into AoW: Can't be touched from enemy;

Hold AoW with walk: Super defense and toughness;

Hold AoW with stand: Super defense and toughness; Fp consumed out within 1s;

Out of AoW: Guiding shuttle with triple waves released, enter F1 with heavy attack, Fp 20% recovered;

Hold AoW and Light attack with Fp: Space Slash, enter D1 with heavy attack, Fp 10% decreased;

Hold AoW and Heavy attack with Fp: Frayed Blade, enter D1 with heavy attack, Fp 10% decreased;

Hold AoW and Light attack without Fp: SHOWDOWN 1st, enter two-hand guard counter with heavy attack right away when the slash wield out;

Hold AoW and Heavy attack with Fp: Judgement Cut (not yet) END, enter A1;

● Straight Sword + Ash of War: Quickstep

Available Weapon:

Longsword, Lordsworn's Straight Sword, Weathered Straight Sword, Golden Epitaph, Coded Sword, Sword of Night and Flame, Crystal Sword, Sword of St; Trina, Regalia of Eochaid, Noble's Slender Sword, Rotten Crystal Sword

Wield with one hand:

Light Attack: Enter B1 with heavy attack during the recovery frame; Enter A1 with heavy attack when the recovery frame ends.

Splint Light: Enter the heavy attack sequence A1

Splint Heavy: Guiding double sword upward slash, Enter the heavy attack sequence B1

Dodge Light: Guiding double sword horizontal slash, Enter the heavy attack sequence B1

Backstep Light:

Deep Stinger, dodge interrupt available, stamina consumed out with last slash.

Heavy attack sequence A:

A1: Triple Slash, dodge interrupt available, Enter A2 with heavy attack.

A2 charge: Million Stab, dodge interrupt available, heavy attack interrupt ahead available into F1, Enter B1 with heavy attack during the recovery frame.

A2 without charge: Carian pierce, heavy attack interrupt ahead available into F1, Enter B1 with heavy attack during the recovery frame.

Heavy attack sequence B:

B1 charge: Guiding shuttle double slash, dodge interrupt available, Enter B2 with heavy attack.

B1 without Charge: Guiding double slash, into 2H, dodge interrupt available, Enter E2 with heavy attack.

B2 charge: Backstep arrow loose, dodge interrupt available, heavy attack interrupt ahead available into F1, Enter C1 with heavy attack during the recovery frame.

B2 without charge: vertical sword edge, dodge interrupt available, Enter C1 with heavy attack.

Heavy attack sequence C:

C1: Cross sword edge, dodge interrupt available, Enter C1 with heavy attack.

C2 Charge: Horizontal stay sword edge, dodge interrupt available, heavy attack interrupt ahead available into F1, Enter A1 with heavy attack during the recovery frame.

C2 without Charge: Horizontal stay sword edge, dodge interrupt available, c

Jump Light: Cross Double Slash

Jump Heavy: Downward Double slash

Wield with two hand:

Light Attack: Chasing Slash, light attack needed to keep on attack, dodge interrupt available, Enter E1 with heavy attack; Into 1H during the recovery frame.

Splint Light: Into 1H, Enter the heavy attack sequence A1

Splint Heavy: Guiding double sword upward slash, into 1H, Enter the heavy attack sequence B1

Dodge Light: Guiding double sword horizontal slash, into 1H, Enter the heavy attack sequence B1

Backstep Light:

Deep Stinger, into 1H, dodge interrupt available, Fp and stamina consumed out with last slash.

Heavy attack sequence D:

D1: Stinger, dodge interrupt available, Enter D2 with heavy attack, into 1H during recovery frame.

D2 charge: Backstep arrow loose, dodge interrupt available, heavy attack interrupt ahead available into F1, Enter C1 with heavy attack during the recovery frame; into 1H during recovery frame.

D2 without charge: vertical sword edge, dodge interrupt available, Enter C1 with heavy attack, into 1H during recovery frame.

Heavy attack sequence E:

E1: Guiding Rotary Slash, into 1H, Enter A2 with heavy attack

E2: Backward jump with magic glint blades released, Enter F1 with heavy attack, into 1H during recovery frame.

Heavy attack sequence F:

F1: Rotary Carian Great sword, defense intensified, won't be interrupted even get hit, Enter F1 with heavy attack, into 1H during recovery frame.

F2: Double Roatry Great sword, defense intensified, won't be interrupted even get hit, Enter D1 with heavy attack, into 1H during recovery frame.

Jump Light: Cross Double Slash

Jump Heavy: Downward Double slash

Ash of War: Quickstep:

AoW without lock: Parry

AoW + forward direction with lock: Parry

AoW + left direction with lock: Loretta's rain, dodge interrupt available, heavy attack interrupt ahead available into F1, Enter A1 with heavy attack after the recovery frame; into 1H during recovery frame.

AoW + right direction with lock: Eochaid's Dancing Blade with Carian color, into 1H, when the Carian emblem appears during the recovery frame, Enter B1 with heavy attack; when the emblem disappears, Enter A1 with heavy attack.

AoW + backward direction with lock: Grandeur Caria, into 1H, defense intensified, won't be interrupted even get hit, Fp and stamina consumed out with last slash.