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 1.09.01 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 talismans, 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 Hs 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 two-hand to one-hand, which will cause awkward guarding posture;

10. 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 instruction can be interrupted by dodge, apart from the colossal motions and all the motions in sky;

Installment Instruction

Available for game version 1.10 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", "\action" 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 Twinblade which are more suitable for a female figure, meanwhile you are 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 – one-hand/two-hand :3/3

   Female stance: EquipParamWeapon – Weapon Motion Position – one-hand/two-hand :10/10

Update Log

- **Carian Combo Warriors 1010**
  1. **Available on gameVersion 1.10**
  2. **Katana:**
     1) Lots of new motions to be introduced in the combo instructions part;
  3. **Twinblade:**
     1) Lots of new motions to be introduced in the combo instructions part;
  4. **General:**
     1) Male and Female stance modified;
     2) GS recovered to the original version;
     3) H after Backstep into C1 or F1;

- **Carian Combo Warriors 0429**
  5. **Katana:**
     2) Lots of new motions to be introduced in the combo instructions part;
     3) Some dodge frame removed;
  6. **Fist:**
     1) Sequence of motions rearranged;
     2) Intro windows of Inferno brought forward;
  7. **General:**
     4) Male stance modified;
     5) Straight sword, Curved GS, Katana and spear walk, dash and jump motion modified;
     6) Hammer impact recovered.

- **Carian Combo Warriors 0211**
  8. **General:**
     1) Dodge, Walk, Run, Dash into Heavy attack Sequence A (if in one-hand) or Heavy attack Sequence D (if in two-hand);
     2) Backstep into Heavy attack Sequence C (if in one-hand) or Heavy attack Sequence F (if in two-hand);
     3) Male run motion changed (Weapon Motion Position – one-hand/two-hand :3/13);
     4) Fist stance, Walk, Run and Dash motion changed (Weapon Motion Position – one-hand/two-hand :0/0);
  9. **Greatsword:**
     1) Dash Light into one-hand, Heavy attack Sequence B, Dash Heavy into two-hand, 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 one-hand, Jump Heavy changed into shoot, into two-hand;
  10. **Colossal:**
     1) Dash Light into one-hand, Heavy attack Sequence B, Dash Heavy into two-hand, Heavy attack Sequence E;
     2) Stamp (Upward Cut) able to parry attack;
  11. **Curved Greatsword:**
     1) New F2 Charged motion added, the same as Dash light;
     2) Board Fly able to harm now;
  12. **Katana:**
     1) Dash 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 one-hand and two-hand now, Jump light accelerated and able to land safely;
6) Unshealth into Unshealth Light and Heavy allowed earlier;
7) 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;
8) Blow back in B2 Charge and E2 Charge strengthened;

13. Twinblade:
1) Dash Light into one-hand, Heavy attack Sequence B, Dash Heavy into two-hand, Heavy attack Sequence E;

14. Fist:
1) Dash Light into one-hand, Heavy attack Sequence B, Dash Heavy into two-hand, Heavy attack Sequence E;
2) A1 and A2 changed into Right/Left hook cabable of dodging harm;
3) Light attack in one-hand changed;
4) Slowdown in the start stage of Charged H erased;
5) B1 Charge in two-hand, Heavy attack Sequence E2;
6) C2 changed into Jump smash, into B1;
7) D2 Charge changed into Four slash, into one-hand C1;

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

Combo Instructions

- **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: B1 with H during the recovery frame; A1 with H when the recovery frame ends.

Dash Light: the Heavy attack Sequence A1

Dash Heavy: Guiding double sword upward slash, the Heavy attack Sequence B1

Dodge Light: Guiding double sword horizontal slash, 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, EnterA2 with H.

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

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

Heavy attack Sequence B:

    B1 charge: Guiding shuttle double slash, dodge interrupt available, B2 with H.

    B1 without Charge: Guiding double slash, into two-hand, dodge interrupt available, E2 with H.

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

    B2 without charge: vertical sword edge, dodge interrupt available, C1 with H.

Heavy attack Sequence C:

    C1: Cross sword edge, dodge interrupt available, C1 with H.

    C2 Charge: Horizontal stay sword edge, dodge interrupt available, H interrupt ahead available into F1, A1 with H 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, E1 with H; Into one-hand during the recovery frame.

Dash Light: Into one-hand, the Heavy attack Sequence A1

Dash Heavy: Guiding double sword upward slash, into one-hand, the Heavy attack Sequence B1

Dodge Light: Guiding double sword horizontal slash, intoone-hand, the Heavy attack Sequence B1

Backstep Light:

Deep Stinger, into one-hand, dodge interrupt available, Fp and stamina consumed out with last slash.

Heavy attack Sequence D:

    D1: Stinger, dodge interrupt available, D2with H, into one-hand during recovery frame.

    D2 charge: Backstep arrow loose, dodge interrupt available, H interrupt ahead available into F1, C1 with H during the recovery frame; into one-hand during recovery frame.

    D2 without charge: vertical sword edge, dodge interrupt available, C1 with H, into one-hand during recovery frame.

Heavy attack Sequence E:

    E1: Guiding Rotary Slash, into one-hand, A2 with H

    E2: Backward jump with magic glint blades released, F1 with H, into one-hand during recovery frame.

Heavy attack Sequence F:

    F1: Rotary Carian Great sword, defense intensified, won't be interrupted even get hit, F1 with H, into one-hand during recovery frame.

    F2: Double Roatry Great sword, defense intensified, won't be interrupted even get hit, D1 with H, into one-hand 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, H interrupt ahead available into F1, A1 with H after the recovery frame; into one-hand during recovery frame.

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

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

- **Katana + Ash of War: Unsheathe:**

Available Weapon:

All Katana;

Main Trait:

JC: When the Carian Emblem appears during the recovery frame of any motion at land, [Judgement Cut] with Heavy[H]; [Combo C] with Light[L], this special time would be marked as JC; part of attacks would different action with L at JC, and would be marked in the list below.

HG: When the Carian Emblem appears during the recovery frame of any in air, [Hell's gate] with H; this special time would be marked as HG;

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

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

Wield with one-hand:

Light Attack: Nine slashes, B1 with H, JC;

Dash-Light: [Senppuukiri], C1 with H, JC;

Dash-Heavy: [Jump Sting], B1 with H, JC;

Dodge-Light: [Sabimaru], [Senppuukiri] with L, B1 with H, JC;

Backstep Light: [LETS GET TO IT], Fp consumed out, and recovers for 40% with Light strike; [Rapid-slash] with L, F1 with H, JC;

Heavy attack Sequence A:

A1: [Parry]; A2 with H, JC;

A2 charge: [Ryuusen], C1(cant be charge) with H, JC;

A2 without charge: [Back slash], B1 with H, JC;

Heavy attack Sequence B:

B1 charge: [Gatsu], B2 with H, JC;

B1 without charge: [Step Slash], B2 with H, JC;

B2 charge: [Heavy slash], D1 with H, Fp 10% decreased, [LETS GET TO IT] with L at JC, JC;

B2 without charge: [Jump Slash], E1 with H, JC;

Heavy attack Sequence C: Backstep+H;

C1 charge: [Souryuusen], Fp 50% down, JC;

L X 5------[Nine Alpha Cut] + [Thunder Dash]; F2 with H, JC;

H------E2;

C1 without charge: [Owl Dash], C2 with H, JC;

C2 charge: [Onmai], HG;

C2 without charge: [Triple Cut], [Air Judgement Cut] with L, F2 with H;

Jump Light: [Triple mirage;]

Jump Heavy: [Diving Slash], speed up landing with thunder released, B1 with H, JC;

Guard counter: [Judgement Cu]t, Fp 10% decreased;

[Judgement Cut conti] with L, [Judgement Cut conti] can repeat if press L at right time repeatedly, A2 with H;

D2 with H;

Wield with two-hand:

Light Attack: [Rapid-Slash], with FP continuously recovered; F1 with H, JC;

[Combo C]: [Sabimaru]with L during slash, E1 with H during slash, [LETS GET TO IT] with L at JC, JC;

[Air Judgement Cut]: [Air Judgement Cut] can repeat if press L at right time repeatedly

Dash-Light: [Senppuukiri], C1 with H, JC;

Dash-Heavy: [Jump Sting], B1 with H, JC;

Dodge-Light: [Sabimaru], [Senppuukiri] with L, B1 with H, JC;

Backstep Light: [LETS GET TO IT], Fp consumed out, and recovers for 40% with Light strike; [Rapid-slash] with L,

F1 with H, JC;

Heavy attack Sequence D:

    D1 charge: [Miyavi], D2 with H, Fp 10% decreased, JC;

    D1 without charge: [Air Dash Slash];

    D2 charge: [Frozen burst], [Rapid-Slash] with L, F1 with H, Fp 10% decreased, JC;

    D2 without charge: [Spirit Slash], A2 with H; [Thunder Dash] with L at JC, JC;

Heavy attack Sequence E:

    E1 charge:[Heavy Raise], B2 with H, Fp 10% decreased, JC;

    E1 without charge: [Triple Cut], [Air Judgement Cut] with L, F2 with H;

    E2 charge: [Isshin], [Spirit Slash] with L, A2 with H, JC;

    E2 without charge: [Spirit Slash], A2 with H; [Thunder Dash] with L at JC, JC;

Heavy attack Sequence F:

    F1 Charge: [Waterfowl Dance 1st], [Air Judgement Cut] with L, F2 with H;

    F1 without charge: [Rising Star];

    F2 Charge: [Setsunahyouka], Fp 10% decreased, HG;

    F2 without charge: [Air Dash Slash];

Jump Light: Air Judgement Cut, speed up landing;

Jump Heavy: [Diving Slash], speed up landing with thunder released, B1 with H, JC;

Guard Counter: Hell's gate, short stand after landing;

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: [Rapid Heavy Slash], [Rapid-slash] with L, F1 with H, JC;

Hold AoW and Light attack with Fp: [Space Slash], [Rapid-slash] with L, D1 with H, Fp 10% decreased, JC;

Hold AoW and H with Fp: [Frayed Blade], C1 with H, Fp 10% decreased, JC;

Hold AoW and Light attack without Fp: Octoslash, the HG intro is at the time when rise to the highest point with weapon shealthed. Fp recovered for 40% after landing;

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

- **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, B1 with H;

Dash Light: Punch line board fly, into two-hand, E1 with H;

Dash Heavy: Hard way, B1 with H;

Dodge Light: Hard way, B1 with H;

Backstep Light: Streak chasing, H before slash into one-hand guard counter;

Heavy attack Sequence A:

A1 Charge: Showdown 1st, H right after slash into two-hand guard counter;

A1 without Charge: Slash gun shot, A2 with H;

A2 Charge: Triple shoot, B1 with H;

A2 without Charge: Gunslinger back, into two-hand, F1 with H;

Heavy attack Sequence B:

B1 Charge: Ex High Roller Spin, into two-hand, F2 with H;

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

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

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

Heavy attack Sequence C:

C1 Charge: Overdrive, C2 with H;

C1 without Charge: Bloody queen, into two-hand, F2 with H;

C2 Charge: Maximum Bet, into two-hand, D1 with H;

C2 without Charge: Bloodhound's Finesse 2nd, B1 with H;

Jump Light: Payline, into one-hand;

Jump Heavy: Double down, into two-hand;

Guard counter: Ex Streak, C1 with H;

Wield with two-hand:

Light Attack: Ex calibur and triple air slashes, F1 with H;

Dash Light: Punch line board fly, into two-hand, E1 with H;

Dash Heavy: Hard way, B1 with H;

Dodge Light: Hard way, B1 with H;

Backstep Light: Streak chasing, H before slash into one-hand guard counter;

Heavy attack Sequence D:

D1 Charge: Gunslinger front, into one-hand, A2 with H;

D1 without charge: Twin rotary slash, D2 with H;

D2 Charge: Ex high roller, into one-hand, C1 with H;

D2 without charge: Triple slash, into one-hand, B1 with H;

Heavy attack Sequence E:

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

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

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

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

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, F2 with H;

F1 without Charge: Roulette spin, F2 with H;

F2 Charge: Punch line board fly, into two-hand, E1 with H;

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

Jump Light: Payline, into one-hand;

Jump Heavy: Double down, into two-hand;

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, C1 with H;

Hold AoW and H: Ex Shuffle, damage avoid before slash, C1 with H;

- **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 H at the time when the Storm emblem shimmering would introduce into the Guard Counter and change from one-hand to two-hand or two-hand from one-hand;
2. Part of the one-hand H 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: H into A1, B1 and C1 after the first, second and third light attack specifically;

Dash Light: Wild Strikes, B1 with H.

Dash Heavy: Double thrust, into two-hand, E1 with H.

Dodge Light: Lion Slash, B1 with H.

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

Heavy attack Sequence A:

    A1: Upward Cut, A2 with H;

    A2: Upward Slash, B1 with H, RF;

Heavy attack Sequence B:

    B1 Charge: Giant Hunt, B2 with H;

    B1 without Charge: Pierce, B2 with H.

    B2 Charge: Strong Horizontal slash, RF, C1 with H;

    B2 without Charge: Horizontal slash, RF, C1 with H;

Heavy attack Sequence C:

    C1 Charge: Twin slash, C2 with H.

    C1 without Charge: Smash, C2 with H;

    C2 Charge: Blackblade 2nd, RF, A1 with H;

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

Jump Light: Smash, RF, into one-hand;

Jump Heavy: Double slash, into two-hand;

Guard counter: Double Slash; Into two-hand;

Wield with two-hand: Double sword mode

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

Dash Light: Wild Strikes, into one-hand, B1 with H.

Dash Heavy: Double thrust, E1 with H.

Dodge Light: Double slash, E1 with H.

Backstep Light: Upward double slash, F1 with H;

Heavy attack Sequence D:

    D1: Double smash, D2 with H;

    D2: Double smash, E1 with H;

Heavy attack Sequence E:

    E1: Double slash, E2 with H;

    E2: Leap double smash, D1 with H;

Heavy attack Sequence C:

    C1: Double thrust, F2 with H.

    C2: Leap Double smash, RF, A1 with H;

Jump Light: Smash, RF, into one-hand;

Jump Heavy: Double slash, into two-hand;

Guard counter: Horizontal Slash; Into two-hand;

Ash of War: Stamp (Upward Cut):

Fp > 0:

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

H after stamp: Back smash, RF, A1 or D1 with H;

Fp = 0:

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

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

Available Weapon:

Twinblade(The simplest one), Eleonora's Poleblade

Main Trait:

1. one-hand-Twinblade mode, two-hand-Dual sword mode, which would change during particular motion;
2. Long-range Weapon Attack;
3. Air dance: Bloodhound's Step (Light load) in sky;
4. ES: When the Fire Emblem appears during the recovery frame of any "Throw Weapon Heavy Attack";
   a) If the character is moving forward, [Wind Split] with L, [Blade Gate] with H;
   b) If the character is moving backward, [Thrusting Edge] with L, [Gift] with H;
   c) In some motion, when the Emblem did not appear, [Bloody Claw] with L;
   this special time would be marked as ES;
5. Press Light after different motion would lead to the most suitable [Blade Dance].

Wield with one-hand: Twinblade mode

Light Attack: [Blade Dance], B1 with H during the first 4 L, E1 with H after the first 4 L;

Dash Light: [Thrusting Edge], into one-hand, B1 with H;

Dash Heavy: [Wind Split], into two-hand, E1 with H;

Dodge Light: [Bloodhound slash 2nd], into two-hand, E1 with H;

Backstep Light: [Bloody Claw], throw attack, into one-hand;

　　Throw available on human type enemy, and Malenia in Boss only;

　　If throw unable, [Jingliu] with L, B1 with H

Heavy attack Sequence A:

　　A1 Charge: [Farewell], [Bloody Claw] with L, C2 with H, ES;

　　A1 without charge: [Jump-pierce], A2 with H;

　　A2 Charge: [Farewell], [Bloody Claw] with L, C1 with H, ES;

　　A2 without charge: [Kaisengou], A1 with H;

Heavy attack Sequence B:

　　B1 Charge: [Sword blew 1st], B2 with H, ES;

　　B1 without Charge: [Sabimaru Left], B2 with H, into two-hand, E2 with H;

　　B2 Charge: [Sword blew 2nd], B1 with H, ES;

　　B2 without Charge: [Another Time], C1 with H, ES;

Heavy attack Sequence C:

　　C1 Charge: [Rankiri], into two-hand, [Thrusting Edge] with L, F2 with H;

　　C1 without Charge: [Bloodblade dance 2nd], [Thrusting Edge] with L, C2 with H;

　　C2 Charge: [Cursed-Blood Slice 2nd], [Thrusting Edge] with L, A1 with H;

　　C2 without Charge: [Horizontal slash], [Thrusting Edge] with L, B1 with H;

Jump Light: [Descending Thrust], into one-hand;

Jump Heavy: [Jumping Double Slash], into two-hand;

Guard counter: [Blade Gate], parry state, [Jingliu] with L, A1 with H;

[Jingliu]: Jump attack queued;

Wield with two-hand: Dual sword mode

Light Attack: [Blade Dance], E1 with H during the first 4 L, B1 with H at last L;

Dash Light: [Thrusting Edge], into one-hand, B1 with H;

Dash Heavy: [Wind Split], into two-hand, E1 with H;

Dodge Light: [Bloodhound slash 2nd], into two-hand, E1 with H;

Backstep Light: [Bloody Claw], throw attack, into one-hand;

　　Throw available on human type enemy, and Malenia in Boss only;

　　If throw unable, [Jingliu] with L, B1 with H

Heavy attack Sequence D:

    D1 Charge: [Round Flame 1st], D2 with H, ES;

    D1 without charge: [Sabimaru Right], D2 with H;

    D2 Charge: [Round Flame 2nd], F1 with H, ES;

    D2 without charge: [Dual Blood], E1 with H;

Heavy attack Sequence E:

    E1 Charge: [Greeting Shift], into one-hand, B1 with H, ES;

    E1 without Charge: [Sabimaru Left], B2 with H, into two-hand, E2 with H;

    E2 Charge: [Back Slash], F1 with H, ES;

    E2 without Charge: [Upward Cut], D1 with H;

Heavy attack Sequence F:

    F1 Charge: [Fire Strom], F2 with H, ES;

    F1 without Charge: [Dual Sting], F2 with H, ES;

    F2 Charge: [Forgotten Rook], [Jingliu] with L, A1 with H, ES;

    F2 without Charge: [Meteoroid], B1 with H;

Jump Light: Descending Thrust, into one-hand;

Jump Heavy: Jumping Double Slash, into two-hand;

Guard counter: [Gift], dodge state, Moving to enemy above, Jump attack queued;

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: Parry, [Bloody Claw] with L, C1 with H;

c) On the ground, Lock on enemy + Press the AoW + Right:

First time: [Arrows], [Bloody Claw] with L, B1 or E1 with H;

Not First time: [Heavy Sword], ES;

d) On the ground, Lock on enemy + Press the AoW + Back:

First time: [Back Jump], into one-hand, [Bloody Claw] with L, ES;

Not First time: [Fubuki], [Bloody Claw] with L, C1 with H;

- **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 attcak;

Wield with one-hand:

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

Dash Light: Triple Whip Slash, B1 with H;

Dash Heavy: Long range Jump Kick, into two-hand, E1 with H;

Dodge Light: Double Punch, B1 with H.

Backstep Light:

Heavy attack Sequence A:

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

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

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

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

Heavy attack Sequence B:

B1 Charge: Guiding Pole Vault, into two-hand, E2 with H;

B1 without Charge: Back Double Punch, B2 with H;

B2 Charge: Back lance stab, C1 with H;

B2 without Charge: Jump Double Punch, the Martial state, C1 with H;

Heavy attack Sequence C:

C1 Charge: Thigh Lance stab, C2 with H;

C1 without Charge: Forward Double Punch, C2 with H;

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

C2 without Charge: Jump Smash, B1 with H;

Jump Light: Downward Hammer, into one-hand, A1 with H.

Jump Heavy: Star Fall, into two-hand, D1 with H.

Guard Counter: Diving Dragon, into jump attack;

Wield with two-hand:

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

Dash Light: Triple Whip Slash, into one-hand, B1 with H;

Dash Heavy: Long range Jump Kick, E1 with H;

Dodge Light: Jump Kick, E1 with H;

Backstep Light: Punch missile, into one-hand, B1 with H;

Heavy attack Sequence D:

D1 Charge: Back flip, During the recovery frame, press H at the time when the Carian emblem shimmering at the left hand would introduce into the two-hand - 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, E1 with H;

Heavy attack Sequence E:

E1 Charge: Flint Wheel, into jump attack;

E1 without Charge: Chasing Kick, E2 with H;

E2 Charge: Rotary chasing Kick, into one-hand, C1 with H.

E2 without Charge: Consecutive Kicks, the Martial state, F1 with H;

Heavy attack Sequence F:

    F1 Charge: Kick 13 DT, D2 with H;

    F1 without Charge: Triple Whip Leg attack, F2 with H;

    F2 Charge: Augmenting Drive, into one-hand, B1 with H.

    F2 without Charge: Kick 13, E1 with H;

Jump Light: Downward Hammer, into one-hand, A1 with H.

Jump Heavy: Star Fall, into two-hand, D1 with H.

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;