) Stance																		
	Command		dégâts		ne adv hit frame adv bloc	c Hauteur	met au sol Combo	starter Combo follo	w-up patte en l'a	air Power crush	Counter Homi	ing Tornado	Heat engager Coupt I	Heat Heat dasi	<mark>h</mark> réduit récu	ptorce crounch Wall bre	k Floor Brea	k note
7 Normale Heat		Heat burst	25	18	17 -9	9 Mic		1	1	0 0)	0 0	1	1 '	1 (0 0	0	
8 Normale Heat		Tiger's Claw	25	19	17 -9	9 High	0	1	1	0 1	1	0 0	1	1 (0 (0 0	1	
9 Normale Heat	b 12	Iron Fortress	31	13	17 -19	9 Mic	0	1	1	0 0)	0 0	1	1 (0 (0 0	1	
10 Normale Heat	fF2F	Exploding Dagge	25	18	17 -9			1	1	0 0	1	0 0	- 1	1 (0 1	0	1	
									- 1					- 1				
11 Dos à l'adversai		Slashing Tiger	27	19	17 -13			1	1	υ 1		υ 0	1	1 (U (J 0	1	
12 Deceptive Step		Fei Hei Zhang	20	14	17 -9			1	1	0 0)	0 0	1	1 (0 (0 0	1	à utiser comme esquive, range de nouveau né
13 Normale Heat	34	Jialong Sea Split	30	30	19 12	2 Mic	1 1	0	0	0 0)	0 0	0	1 (0 (1	0	
14 Normale Heat	h 2	Essence of Iron F	20	10	36 (28) -8		1	0	0	0 0)	0 0	0	1 (0 1	0 0	1	
15 Normale Heat		Essence of Nian	30	39	22 (12)			0	0	0 0	,	0 0	0	1 /	0 1	0	4) coup à charge
								-	-					- 1				o coup a charge
16 Normale Heat		Yinglong Mountai	26	20	30 (-6) 12			0	0	0 0)	0 0	0	1 (0 (0 0	1	
17 Normale	df 12	Rage Art	50	20	0 -15	5 Mic	1 1	0	0	0 1	l l	0 0	0	0 0	0 (0 0	0	
18 Normale	1, 1	Jab Spear Fist	21	10	2 -1	1 High, Mic	0	0	0	0 0)	0 0	0	0 (0 1	0 0	0	
19 Normale	1, 2	Shun Lian Quan	14	10	8 -3	3 High-High		0	0	0 0		0 0	0	0 (0	0	0	
								-	-									
20 Normale	1, 2, 2	Firestorm	26	10	3	High-High-High		0	0	0 0)	0 0	0	0 0	0 (0 0	0	
21 Normale	1, 3	Jab Roundhouse	24	10	8	High-High	0	0	0	0 0)	0 0	0	0 (0 (0 0	0	
22 Normale	2. 4. 1	San Lian Heng	48	10	24 (14)	High-mid-mid		0	0	0 0)	0 0	0	0 (0 1	0 0	1	B après dernier coup pour l'annuler et se placer de dos
23 Normale		Peacock Sweep	48	16	()				0	0 0		0 0						
	3, 3, 4					Mid-High-Low				0 0	,	0 0	U					D place de dos, B pour annuler et se placer de dos
24 Normale	3, 12	Peacock Strike	45	16	22 (17)	Mic		0	0	0 0)	0 0	0	0 0	0 () 1	0	
25 Normale	[3,4], 3	Leaping Whrilwin	38	34	19	Mid-Low	1 1	0	0	0 0)	0 0	0	0 (0 (0 0	0) énorme range
26 Normale	[4,3]	Headspring	25	28	1	Mic	0	0	0	0 0)	0 0	0	0 (0 (1	0) très bonne range
27 Normale	12	Iron Shield	20	21		Mic		0	0	0 0	,	0 0	0	0 (0 1	0) effet de parade de poing
								-	-									o ellet de parade de polity
28 Normale	f 2, 1, 2	Boar'sTrusk	38	15	19 (14)	Mid-Mid-Mid		0	0	0 0)	0 0	0	0 (0 (0 0	1	
29 Normale	f 3, 2	Piercing Dragon	27	21	8	Mid-High	0	0	0	0 0)	0 0	0	0 0	0 (0 0	0	
30 Normale	f 3, 4	Climbing Dragon	25	21	33 (23)	Mid-Mid		1	1	0 0)	0 1	0	0 0	0 1	0 0	0	
31 Normale	f 4, 2	Tornado Open Pa	35	18	70 (54)	High-Mic		1	1	1 0	1	0 1	0	0 4	0	0	0	
			40									0 -						
32 Normale	f 4, 3	Tornado Stomp		18	26 (-9)	High-Mic		U	U	υ 0	,	υ 0	0	0 (U (0		1 remplacer 3 par B pour se placer de dos
33 Normale	f 4, 4	Tornado Sweep	30	18	20	High-Low		0	0	0 0)	0 0	0	0 (0 (0 0	0	remplacer 4 par B pour se placer de dos
34 Normale	f 12	Tiger's Claw	25	19	17	High	0	1	1	0 1		0 0	1	1 '	1 (0 0	1	
35 Normale	f 34	Shifting Clouds	0	0	0 0	0 0	0	0	0	0 0)	0 0	0	0 "	0 1	0 0	0	stance. "ou d, db, b 34 pour chain avec Shifting Clouds, F pour chain avec Deceptive Step
36 Normale					6	Mic		0	0	0		0	0	0 1				statice. Od d, dd, b 34 pour criain avec stilling clouds, 1 pour criain avec beceptive step
	df 1	Stunning Palm	11	14				U	U	υ 0	,	υ 0	0	0 (U (0	-	
37 Normale	df 2, 2	God Palm	36	20	14 (5)	Mid-Mic	1 1	0	0	0 0)	0 0	0	0 0	0 (0 0	1	intérêt ?
38 Normale	df 3	Lift Kick	21	18	78 (62)	Mic		1	1	1 0)	0 1	0	0 0	0 0	0 0	0	
39 Normale	df 4, 2, 12		49	15	31 (16)	Mid-Mid-Mid		0	1	1 0		0 4	0	0	0	0	0	D pattes en l'air si milieu de combo. pas le meilleur choix pour continuer/finir un combo ? 3 coups donc perte de dégâts
			40		31 (10)			0				0 1						b pates en l'air si fillieu de combo. Pas le frielleur criox pour continuentilli di combo : 3 coups donc perte de degais
40 Normale	df 4, 3	Twin Dragon	36	15	15	Mid-High		U	1	0 0	,	0 0	U	0 (0 1	0	1	
41 Normale	df 34	Ruinous Halberd	23	14	22	Mic	1 1	0	0	0 0)	1 0	0	0 (0 (0 0	0	
42 Normale	d 2	Heavy Hammer	16	20	-1	Low	0	0	0	0 0)	0 0	0	0 (0 (0 0	0	
43 Normale	d 4. 12	Parting Heavens	29	14	11 (2)	Low-Mic		0	4	0 0	,	0 0	0	0 (0 1	0	4	
						Mid-Mic		-	- 1									
44 Normale	d 12, 2	Mad Windmill	35	22	18 (11)			0	1	0 0)	0 1	0	0 0	0 () 1		0 crounch puis tornado
45 Normale	db 1, 2, 3, 3	34 Rampaging Lion	60	16	-3	Mid-Mid-Mid		0	0	0 0)	0 0	0	0 (0 (0 0		Après db 1 : F Shifting clouds, B Deceptive Step
46 Normale	db 1, 4	Spinning Neck St	38	16	24 (15)	Mid-High	1 1	0	0	0 0)	0 0	0	0 0	0 (0 0	1	Après db 1 : F Shifting clouds, B Deceptive Step
47 Normale	db 2, 2, 2	Hellwinds	37	20	28 (-7)	Low-Low-Mic		0	0	0 0	,	0 0	0	0 (0 1	0	0	
			14	17	20 (-1)			-	-									
48 Normale	db 3	Piercing Arrow			4	Low		0	0	0 0) 1	0 0	0	0 0	0 () 1		Bon poke. 36 dgt + au sol + de dos si contre-attaque (cf. 49
49 Normale	db 3	Bullseye	36	17	4	Low	1 1	0	0	0 0	0	0 0	0	0 (0 (0 0	0	de dos
50 Normale	db 4	Mighty Sweep St	23	31	77 (61)	Low	1 1	1	0	1 0)	1 0	0	0 0	0 (0 0	0	
51 Normale	db 12, 2	Dragon Slayer	23	21	-1	Mid-Low	. 0	0	0	0 0)	0 0	0	0 (0 1	0	0	
52 Normale	b 1	Iron Palm	17		- :							0 0						20011
				10	1	High		U	U	0 0) 1	0 0	U	0 (0 1) 0	0	0 20 dgt + au sol si counter hit
53 Normale	b 2, 3, 4, 2	hungry Tiger	47	17		Mid-Low-Mid-Mid	1 1	0	0	0 0	0	0 0	0	0 (0 (0 0	0	1
54 Normale	b 3	Chin breaker	21	22	10	Mic	1 1	0	0	0 0	0	0 0	0	0 (0 (0 0	0	Dégât passe-garde en cas de garde
55 Normale	b [3,4]	Zhuan Shen Hua	0	0	0 0	0 0		0				0 0		0 4) stance de dos
			10	12		Mic		0		0 0	, ,	0 0) intérêt ?
56 Normale	b 4	Fish Hook			4			U	U	0 0	, ,	0 0	U	0 (0 1	0		
57 Normale	b 12	Iron Fortress	31	13	17	Mic	0	1	0	0 0	0	0 0	1	1 1	1 (0	0	combo grâce au heat dash
58 Normale	b 34, 2	Decpetive Step	0	0	0 (0 0	0	0	0	0 0	0	0 0	0	0 (0 (0 0	0	Stance. F pour enchainer avec Shifting Clouds
59 Normale	ub 2	Throat gouge	28	16	10	Mid-High		0	0	0 0		0 0	0	0 (0 1	0		intérêt ?
60 Normale								-										
	ub 12	Death Palm	70	79	50 (19)	Imparable	1	0	0	0 0	0	0 0	0	0 0	0 (0 0		Imparable, bon en status quo ?
61 Normale	u 2	Leaping Hammer	25	38	10	Mid-High		0	0	0 0	0	0 0	0	0 0	0 (0 0		3 saute donc esquive low
62 Normale	uf 1	Eagle Claw	12	18	4	Mid-High	0	0	0	0 0	0 0	0 0	0	0 0	0 (0 0	0	version + rapide et cheap de leaping hammer. alt : ub 1 et u 1 pour varier la distance
63 Normale	uf 2	evading Palm Str	18	18	3	Mid-High		0	0	0 0	0	0 0	0	0 1	0	0 0		tape en side step
					00			0	4	0	, ,	0 -		0		2		
64 Normale	uf 3	Side Swipe	16	22	22	Mid-High		U	1	υ 0	0	υ 0	0	0 (U (0		Combo follow up si patte en l'air. alt : ub 4 ou u 4
65 Normale	uf 4	Soaring eagle	13	15	33 (23)	Mid-High		1	1	0 0	0 0	0 0	0	0 (0 (0 0		launcher/follower combo. alt : ub 3 ou u 3
66 Normale	uf 34, 4	Assassin's Bow	38	24	70 (54)	Mid-High-High	1 1	1	0	1 0	0 0	0 1	0	0 0	0 (0 0	0	combo follow up si patte en l'air. alt : ub 4 ou u 4
67 Normale	uf, , 4	Delayed Rising to	20	23	32 (22)	Mic		1	1	0 0	0	0 0	0	0 0	0 (0 0	0	
68 Normale	f, F 2	Exploding Dagge	25	18	17	Mic		1	1	0 0	0	0 0	1	1	1	0	1) vérif combo
						Mic				0	, ,	0 -	- 1					
69 Normale	f, F 3	Tremor Stomp	33	32	8			U	U	υ 0	0	υ 0	0	0 (U (1		0 dgt passe-garde. F pour chain avec Shifting Clouds
70 Normale	f, F 4, 3	Spreading Wings	29	19	31 (24)	Mid-Mic		1	1	0 0	0	0 0	0	0 0	0 (0 0	0	
71 Normale	f, F 12	Nian zhang Mie t	25	23	16	Mic	1 1	0	0	0 0	0 0	0 0	0	0 0	0 (0 0	1	Maintenir pour améliorer 30 dgt envoi un poil + Ioin, passe-garde
72 Normale	b, f 1	Falcon's Break	25	25	10 (1)	Mic		0	0	0 0	0	0 0	0	0 "	0	0 0	1	
73 Normale	f. f. F 3	Severing Sword	30	20	13 (3)	Mic		0	0	0		0 0	_	0	0	2	1) dqt passe-garde
							1	U	U	0 0	, 0	U 0	U	0 (. 0		
74 Normale		, 4 10 hit combo	81	10	34 (24)	High	. 1	0	0	0 0	0	0 0	0	0 0	0 (0 0		impraticable ?
75 Normale	134	Taunt	0	0	0 0	0 0	0	0	0	0 0	0 0	0 0	0	0 0	0 (0 0	0) taunt
76 Normale	1234	Ki Charge	0	0	0	0 /	0	0	0	0 0) 0	0 0	0	0 4	0	0 0		D enclenche counter-hit. Pas de garde possible !
77 Crounch			49	40	12 (2)	- '	4	0	0	0 0	, ,	0 0		0	0	2 2	1	a second
	WS 1, 2, 1	Dancing Dragon		13	12 (3)		1	U	U		, ,	. 0	U				1	
78 Crounch	WS 1, 3	Dancing Scorpior	33	13	4	Mid-High		0	0	0 0	0 0	0 0	0	0 0	0 (1	0	
79 Crounch	WS 2	Adamantine Upp	17	15	24	Mid-High	1 1	0	0	0 0	0 0	0 0	0	0 0	0 (0 1	1	
80 Crounch	WS 3	Bow Kick	15	15	33 (23)	Mid-High	1	1	1	0 0) 0	0 0	0	0 4	0	0 0	0	
					30 (20)					0 0					. '		-	
81 Crounch	WS 4	Rising Heel Kick	18	11	/	Mid-High	0	U	U	U 0	. 0	0 0	0	0 (. 0	U	
82 Crounch	WC 12	Push Hands	20	23	3	Mid-High	0	0	0	0 0	0 0	0 0	0	0 0	0 (0 0	0	parade de coup de poing (4 dgt bonus
83 Crounch	WC df 1	Silent Arrow	19	21	-2	Low		1	0	0 0	0	0 0	0	0 0	0 (0 0		attaque en avançant (longue range ?)
84 Crounch	WC df 2	Money Strike	21	18	55	Mid-High		0	0	0 0	0	0 0	0	0 4	0	0	0	
					0.0			0	0	0			-					105440 1141
85 Crounch	WC 4, 1	Xuan Jia Xiao Ya	23	19	6	low-High		0	0	υ 0	0	υ 0	0	0 (U (0		ou d, DF 4, 1. Cancel le dernier coup pour se mettre de dos
86 Side-step	SS 2	Hidden Intention	18	15	9	Mid-High	0	0	0	0 0	0	1 0	0	0 0	0 0	0 0		met de dos
	SS 4	Swift Sweep Kick	20	21	72 (56)	Low	1 1	1	0	1 0	0	0 0	0	0 0	0 (0 0	0) effet clean hit.
87 Side-step	SS 12	Enlightened Circl	24	22	21 (12)	Mid-High		0	0	0 0	0	0 0	0	0	0	0		O dqt passe-garde
87 Side-step								U	U		, ,	. 0	U				1	o uyu passe-yarue
88 Side-step			20	30	28	Mid-High		0	0	0 0	0	0 0	0	0 0	0 (0 0	1	
88 Side-step 89 Sol	b 34, 2	Spring up						0	0			0 0				0		
88 Side-step	b 34, 2	Spring up Backfist	12	12	14	High	1 0	U	U	0 0	0	0 0	U	0 (U		0	rapide qui donne 14 frame adv
88 Side-step 89 Sol 90 Dos à l'adversai	b 34, 2 ain 1	Backfist						1	1	0 0		0 0	1	1 .	1 .	0 0	1	3 rapide qui donne 14 frame adv
88 Side-step 89 Sol	b 34, 2 ain 1 ain 2		12 27 33	12 19 32	14	High Mid-High Mid-High	0	1	1	0 1	0	0 0	1	1 1	1 (0 0	1	or rapide qui donne 14 frame adv) od t passe garde. F pour enchainer avec Shifting Clouds

ID	Stance Co	ommande	Nom	dégâts	start frame fr	rame adv hit frame adv blo	oc Hauteur	met au sol	Combo starter	Combo follow-up	patte en l'air	Power crush C	ounter	Homing To	ornado <mark>He</mark>	at engager Cou	pt Heat Heat o	dash rédu	it récupforce o	rounch Wall	break Floor Br	reak note
93	Dos à l'adversain 12	2	Hustle Elbow	20	16	8	Mid-High	0	0	0	0	0	0) 0	0	0	0	0	0	0	0	0 reste de dos
94	Dos à l'adversain d	1	Reverse Fractue	20	20	4	Low	0	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0
95	Dos à l'adversain d	3	Reverse Mighty §	20	18	70 (54)	Low	1 1	1	0	1	0	0	J 0	0	0	0	0	0	0	0	0 effet de clean hit
96	Lingering Shadovd,	df, f	Lingering Shadov	0	0	0	0 0	0	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 mini dash. d, DF pour rester accroupi
97	Lingering Shadovd,	df, f 1	Landslide	23	22	2	Low	0	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 Bonne range ? Bon poke ?
98	Lingering Shadovd,	df, f 2	Montain Crusher	25	22	35 (25)	Mid	1 1	1	1	0	0	0	J 0	0	0	0	0	0	0	0	0 patte en l'air si milieu de combo
99	Lingering Shadov d,	df, f 12	Yan Wang's Wrat	25	16	7	Mid	0	0	0	0	0	0	٥ ل	0	0	0	0	0	1	0	0 bon poke
100	Shifting Clouds f 3	14	Shifting Clouds	0	0	0	0 0	0	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 stance. B pour chain avec deceptive step
101	Shifting Clouds 1		bao Dan Po	20	20	38	Mid	1 1	0	0	0	1	0	J 0	0	0	0	0	0	0	0	0 dgt passe-garde
102	Shifting Clouds 2		Driller Hook Back	18	14	25	High	1 1	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 B pour se placer de dos
103	Shifting Clouds 3		Spiraling Tiger Ki	25	22	23	High	1 1	0	0	0	0	- 1	1 0	0	0	0	0	0	0	1	0
104	Shifting Clouds 4		Jin Bu Zhen	20	20	3	Low	0	0	0	0	0	0) 0	0	0	0	0	0	0	0	0
105	Shifting Clouds 12	2	Pummeling Fists	20	18	17	Mid	1 1	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0
106	Deceptive Step b	34	Deceptive Step	0	0	0	0 0	0	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 Stance. F pour chain Shifting Clouds
107	Deceptive Step 1		Fractured Diamo	20	20	4	Low	0	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 esquive en arriève avant de taper low
108	Deceptive Step 2		Fei Hei Zhang	20	14	17	High	0	1	0	0	0	0) 0	0	1	1	1	0	0	1	0
109	Deceptive Step 3		Rising Swallow K	20	22	71 (55)	Mid	1 1	1	0	1	0	0) 0	1	0	0	0	0	0	0	0
110	Deceptive Step 4,	12	Xuan Tui Strike	34	18	30 (20)	Low-High	1 1	0	0	0	0	0	J 0	0	0	0	0	0	0	1	0 gros wallbreak. commence par low. reste de dos
111	Deceptive Step 34	, 34	Leaping lion	30	31	0	Mid	1 1	0	0	0	0	0) 0	0	0	0	0	0	0	0	0 grosse esquive + arrive en piqué diagonal. Assassin bow + leaping low = 50 dgt stylé
112	Normale 13	3	Neck Twister	35	12	-4	Projection	1	0	0	0	0	0) 0	0	0	0	0	0	0	0	0 esquive projo 1 ou 2
113	Normale 24	1	Serpent Slayer	35	12	0	Projection	1 1	0	0	0	0	0) 0	0	0	0	0	0	0	0	0 inverse les sides
114	Normale pa	r la gauche	Jaw of Death	40	12	-6	Projection	1 1	0	0	0	0	0) 0	0	0	0	0	0	0	0	0 esquive 1
115	Normale pa	r la droite 1	Wandering Soul	40	12	-4	Projection	1	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 esquive 2
116	Normale pa	r derrière 1	Violent Storm	50	12	-4	Projection	1 1	0	0	0	0	0	J 0	0	0	0	0	0	0	0	0 esquive impossible
117	Normale uf	12	Kunlun Avalanch	40	12	0	Projection	1 1	0	0	0	0	0) 0	0	0	0	0	0	0	0	1 esquive 12
118	Dos à l'adversain do	s 14 ou 23	Pao Lau Impaler	45	14	-5	Projection	1	0	0	0	0	0) 0	0	0	0	0	0	0	0	0 esquive 12
119	Attack reversal b	13 synchro	Attack reversal	25	0	0	Projection	1 1	0	0	0	0	0) 0	0	0	0	0	0	0	0	0 synchro avec punch
120	Attack reversal sh	ifting clouds	s f 34	21	18	53	Moyen	1 1	0	0	0	0	0) 0	0	0	0	0	0	0	0	Absorbe 2 attack. mais doit shifting clouds avant de contrer
121	Attack reversal DF	F	Low parry	0	0	51 (35)	Projection	1 1	1	0	1	0	0) 0	0	0	0	0	0	0	0	0
122	Adversaire au so d	34	Thunder Stomp	19	24	-2	Low	, 0	0	0	0	0	0) 0	0	0	0	0	0	0	0	0