**Base Attacks**

*Neutral Attack*

* 2 Quick Jabs, low hitbox duration
* Low pre-frames, low-medium post-frames
* Low-medium perm damage, low combo damage

Used for general damage and anti-approach in front

*Side Attack*

* Slide forwards, medium hitbox duration
* Low-medium pre-frames, medium post-frames
* Low-medium perm damage, low-medium combo damage

For approaching and combo-ing into other attacks.

*Down Attack*

**Aerial Attacks**

*Neutral Aerial*

Double Kick, used for damage and combo-ing

*Side Aerial*

*Down Aerial*