­­­Q1. Which of these playstyles do you like to play with?

* All-Rounder
* Half-Grappler
* Turtle
* Bait & Punish
* Rushdown
* Zone Breaker
* Mix-Up
* Hit & Run
* Zoner
* Footsies
* Dynamic
* Trapper

Q2. Do you want to be able to pick up a character’s moves within a few hours or develop them over a longer period of time?

* I want to be good at playing a new character almost immediately
* It shouldn’t take too long for me to learn a new character’s moves
* I want to spend a decent amount of time learning a new character’s moves
* I expect to spend a lot of time learning a new character’s moves
* I want to have dedicate most of time learning a new character’s moves

Q3. What is your preferred fighting range?

* I only fight close up
* Not too close but not too far
* It’s mixed
* I want to fight from far away

Q4. How much do you like projectiles?

* Just one will do
* I don’t like them
* My character has to have at least one!

Q5. Do you want a fast character?

* They have to be super sonic fast
* Decent speed is fine
* No they should be slow

Q6. How about air speed?

* Fast
* Medium
* Slow

Q7. How important is recovery?

* I don’t need it
* It should good decent
* It’s pretty important
* Recovery means everything to me

Q8. What size character are you looking for?

* Small
* Medium
* Large

Q9. How much should your character weigh?

* Like a feather
* Light
* Normal
* Thicc
* Dumb Thiccc

Q10. How essential are combo moves?

* Combinations are just a handicap
* I would like some
* They’re crucial

Q11. Gimmick?

* None
* Not really
* Yes
* lol