**Celinka**

**Franchise Icon**: A stylized SC from the Seventh Cross logo  
**Character Description:**   
**Visual Description:**   
**Gameplay Description:**

**States** *[Animations that are continuous unless changed. Usually loop.]*

**Idle:** Celinka takes a low stance, claws out.

**Crouch:** Celinka lays flat in a feral stance, ready to pounce.

**Ledge Hang:**

**Grabbing:**

**Grabbed:**

**Falling:**

**Helpless Fall:**

**Respawn:**

**Hit Stun (Grounded):**

**Hit Stun (Launched):**

**Tumble:**

**Prone:**

**Stunned:**

**Movement** *[Animations meant to move a fighter. Occasionally looped]*

**Walk:** Carefully walks forward, maintaining her upper body stance as possible.

**Dash:** Dives forward arms extended. Arms hit the ground first, transitioning into run.

**Run:** Bounds hand over feet, running in a very panther-like fashion

**Jump:**

**Air Jump:**

**Transitions** *[Animations that convert from state to state, never looped]*

**Pivot:** Quickly turns around, leading with her arms, then following up with her feet.

**Run Pivot:** Plants one hand on the ground, and uses it as a pivot point to rotate around while maintaining her low running stance.

**Stop:** Plants her feet back into neutral stance and moves back into position.

**Run Stop:** Pops up from the run animation, landing feet first and sliding to a stop, before pulling herself back into neutral stance.

**Crouch Getup:**

**Grab Release:**

**Released From Grab:**

**Getup:**

**Slow Getup:**

**Land:**

**Helpless Land:**

**Platform Drop:**

**Defensive** *[Shields, dodges, and other defensive manoeuvres]*

**Shield:**

**Shield Stun:**

**Parry:**

**Forward Roll:**

**Backward Roll:**

**Spot Dodge:**

**Air Dodge:**

**Ground Attacks**

**Neutral Attack:** Jab 1 **Visual Description:** A quick horizontal claw swipe with her forward hand. Very little arm motion, done with a quick turn of the wrist.  
**Gameplay Description:**

**Neutral Attack:** Jab 2 **Visual Description:** A sweeping upward slash with her back hand. Brings her hand forward, doing a brief swipe ending with her hand at about head height  
**Gameplay Description:**

**Neutral Attack:** Jab 3 **Visual Description:** A two-handed downward slash, ending the combo. Scratches downward with her whole body.  
**Gameplay Description:**

**Forward Attack:  
Visual Description:** Jams her arm forward, claw extended, and does a side swipe.  
**Gamepaly Description:** Can damage during the stab or the swipe. Swipe is a sweetspot, dealing more damage and knockback, but connecting with the stab will deal a fixed amount of knockback.

**Up Attack:  
Visual Description:** Jabs upward with her horn, extending to her full height and bucking her head upward at the peak. **Gameplay Description:** Very quick, but not much coverage. A good anti-air, but a lack of disjointing means that it’s difficult to challenge attacks with.

**Down Attack:  
Visual Description:** A quick double-swipe while crouching, pulling opponents in.  
**Gameplay Description:** Slow startup, but pops the opponent above you, leading for an easy follow up.

**Forward Smash:  
Visual Description:** Raises her arms behind her head, and sweeps forward with a cross slash. During the slash, she slams her head downward with the slash. **Gameplay Description:** The cross slash does good damage and knockback, and the horn during the headbutt also contains a sourspot, covering you from above.

**Up Smash:  
Visual Description:** Curls up low, radiating power outward as she charges up. When released, she lurches her head upward, and her spectral beast follows suit. The beast does a sweeping horn strike, starting forward and sweeping upward. **Gameplay Description:** Very slow, but incredibly powerful. Similar to a Lucas upsmash. Covers a large area, but easily punishable.

**Down Smash:  
Visual Description:** Celinka takes a stance, charging power, before spreading her arms outward, causing a burst of flame to come up from the ground on both sides. **Gameplay Description:** Slow startup, but great coverage and damage. Primarily useful for roll punishes, difficult to land without a read.

**Dash Attack:  
Visual Description:** Dives forward with her horn, sliding to a stop on her hands and feet with her horn extended. **Gameplay Description:** Very long lasting hitbox, but a very long recovery time as well.

**Ledge Attack:   
Visual Description:   
Gameplay Description:**

**Getup Attack:  
Visual Description:   
Gameplay Description:**

**Aerial Attacks**

**Neutral Air:  
Visual Description:**   
**Gameplay Description:**

**Forward Air:  
Visual Description:   
Gameplay Description:**

**Back Air:  
Visual Description:   
Gameplay Description:**

**Up Air:  
Visual Description:**   
**Gameplay Description:**

**Down Air:  
Visual Description:   
Gameplay Description:**

**Special Attacks**

**Neutral Special:** Moon Flare **Visual Description:** Celinka winds back, taking a breath, before blowing through her hand, causing a jet of fire. **Gameplay Description:** Holding the button causes her to wait a few seconds before blowing the fire. Does not change damage, but can help with timing. Fire heads low and curves back up, making for an effective ledge guard when properly spaced.

**Forward Special:   
Visual Description:   
Gameplay Description:**

**Up Special:** Moon Fall  
**Visual Description:** Fires quickly upward, as if pulled upward. Stays at the peak of the jump for a few seconds while her spectral beast appears. The beast roars, and they slam down to the ground, dealing damage in a burst around the landing location.  
**Gameplay Description:** Good height, but with no way to cancel the slam, a dangerous recovery option. Can be interrupted by grabbing a ledge.

**Down Special:   
Visual Description:**   
**Gameplay Description:**

**Grabs and Throws**

**Grab:  
Visual Description:  
Gameplay Description:**

**Pummel:  
Visual Description:  
Gameplay Description:**

**Forward Throw:  
Visual Description:  
Gameplay Description:**

**Up Throw:  
Visual Description:  
Gameplay Description:**

**Back Throw:  
Visual Description:  
Gameplay Description:**

**Down Throw:  
Visual Description:  
Gameplay Description:**

**Overdrive Attack**