

# Juliette Forward

[nxzd](#)

10/24/2024

evil Juliette	
BIS	
great awakenings	
SPARKS!	
strong	
last choices	
bad	
NASL 2 week suspension	

**Gears** i play pummelers on nearly every map unless awakening start is beneficial for other gear. Pummelers speed boost is strong if KOs are consistent, if you think you will have trouble you can pick other gear

**BIS** - catalyst good for dash punch coreflip KOs and having burst to score, prize fighter gives insane stats for 1 awakening, 1-2 punch scales well and helps KOs, adrenaline rush is very strong if you have consistent kills / KO power

**great awakenings** - stacks on stacks, Fight or Flight, egoist, stagger swagger all great speed awakes, perfect form farms CDs off ult very well, knife's edge gives good speed and KO power

**Sparks** very strong on her right now, scales well with power and CDR gives her a lot more active pressure than expected

**Size** super good on her if above stuff not available, unstoppable is great deny and helpful in some situations

**Last choices** - extra special + twin drive give more KO opportunities, super surge and explosive entrance are good if you can get accustomed to the extra dash range, rapid fire can be good to deny but doesn't add much to her playbook. rest of list is self explanatory

Wallaby Gangsta

8/3/2024

Character and Gear	
S	
A	
B	
C	
F (Don't Pick Outside of Denies)	
Maps (In Order)	
Out of Rotation	

## Explanation:

**Gears:** Pummelers is really solid on Aimi's App and Night Market, but not really a great pick on more open maps. For Demon Dais, Pummelers is likely the pick as well. KO'ing is a little bit better on Juli this patch due to the reduced secondary timer, so Pummelers is better due to that. Slick Kicks is still the play on maps like Oni where there's a lot more space. Clarion is personal preference and also based on starting awakenings.

**S-Tier:** 1-2 Punch is still one of the highest value KO'ing awakenings right now in the pool and requires the opposing team to play around it heavily. 1-2 Punch also gives striking power on that second strike which can make strike goals a lot more consistent. Catalyst is insanely good as it provides more evade for survival and more flips for scoring and KO'ing.

**A-Tier:** Heavy Impact and Prize Fighter provide some insane value for damage, but lack just enough oomph in my opinion to warrant them being S-Tier caliber. Might of the Colossus and Big Fish are great for size, and bulk up is definitely the better of the stagger awakenings.

**B-Tier:** A LOT of things are sitting here in the B-Tier, but I'm putting this tier as "good" awakenings for Juli. Twin Drive, Rapid Fire, Extra Special, and Quick Strikes provide cooldown reduction which is never bad for a striker with pretty high cooldowns overall. Rampage fits within that size stat that Juli likes so much, but, unfortunately, can be really hard to find equal value to other size awakenings when you need to take down 3 barriers to match it and can lose all your hard work on getting KO'd. The stagger awakenings will forever be good on Juli, and can be premier picks if you find yourself getting hard focused by damage compositions. Explosive Entrance and Adrenaline Rush can provide good value to KO'ing, but have specific quirks about them that make them either hard to find value from or difficult to work with (dashes being longer and requiring KO's to find any value at all). Unstoppable and Stacks are great defensive tools that can help

get out of sticky situations. Orb awakenings are quite good once stacked.

**C-Tier:** Stinger feels a bit hard to get value out of, and even when you get the value, it seems a bit lackluster. Hot Shot can introduce some cool scoring combos with some cooldown reduction, but is a dead awakening if you're consistently going for KO's. Prime Time provides more punches, but makes it harder to KO with the dash/punch combo. The cooldown reduction doesn't seem worth it on the shortest cooldown Juli has for the extra difficulty with KO'ing.

**F-Tier:** These awakenings should just never be picked unless you are denying them from someone else. Dash range is enjoyed by some Juli players, but I find that the value you get from learning it does not equal the difficulty level.

**Map Picks:** Aimi's App and Night Market are by far the better maps in the rotation for Juli. Clarion can be a bit wonky sometimes as it can be hard to KO on some of the variants, but overall is a solid map. Demon Dais and Oni Village can be a little tough to find value on and rely much more on your teammates

[Kaijuhunter](#)

3/4/2024

Character and Gear	
S	
A	
Sparkzodia	
B	
C	
Largely useless or harmful	
Out of rotation	

Explanation:

This is mostly an updated version of wallaby gangsta's as a base.

Sparks are just in their own category thanks to how many layers there are to them, but khionae's tldr is that 3 sparks is when leadership gets really silly, and resil + leadership alone is really good already. Sparks strong, only real order is resil/leadership/strength > agility > focus

Recovery Drone and Built Different have the same size with relatively minor side effects. Recovery Drone's revival is nice but over the course of a longer set with strong players, that extra effect isn't that strong. There is the slight niche of making her able

to play more carelessly and be more threatening on Aimi's in a Juli mirror, for example. Overall though I'd say both aren't quite as good as big fish was while still being VERY good for her because size stronk

Quick Strike should have a note mentioning the power spike it gets with slick kicks and/or Fight or Flight, because FoF + QS + Slick Juli is a different demon entirely from QS + Pummelers Juli, especially considering she's a scorer. This of course applies to other characters too but because Juli often takes Pummelers it should be noted.

Unstoppable in B because while it has lots of potential, higher elo is generally better at disabling it with stray hits. Still super strong, the ability to ignore a preemptive giga from Kai for example is huge

Explosive entrance in B, while Super Surge was C. The impact buff is really nice, and while extra dash range often messes with people's combos, I find its strongest use is dash punching people from just outside normal dash punch range. Minimizes the issues with being telegraphed/slow while still benefiting from extra range, but it's rather niche and requires practice