

# Dubu Forward

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Character		TiERMAKER							
Gear									
Always Pick									
Generally Good									
Situational/ Depends on playstyle									
Sparks									
Generally Not Worth it									
Only For Denies									
Out of Rotation									
NEVER COMING BACK									

Forward Dubu is an extremely niche and rare role which has a lot of strengths and weaknesses. Unlike Goalie Dubu, you're gonna be hunting for goals and kills 90% of the time, so your best bet is to allow yourself for easier kills. I will go in order of S tier and explain why these are all in the highest tier.

**Quick Strikes** is an extremely versatile awakening that's simply good on everyone. Making your shortest cooldown even shorter allows you to do many things. Because Dubu has such a large strike hitbox, having a quicker strike is great, since it allows you to hit the core, well, quicker.

**Cast to last** is by far one of his best awakenings, it allows literally every ability to last longer: longer lasting logs and walls, and an extremely long stun. The main selling point is the lasting logs, and the long stun. The lasting logs are extremely helpful because you can set up goals and cut off certain clears by already having a long in place to score. The long stun is helpful for a multitude of reasons; firstly, you can keep people locked in place for an extended period of time, allowing you to gimp KO them with wall, or log(wall is better since the knockback and damage is greater, and the cast time is quicker), and slide it past the goalie. I could go on, but all you really need to know is: longer stun=easier KOs and goals.

**Monumentalist**, similar to Goalie Dubu, is extremely powerful. With Forward dubu you're going to be using it for slightly different reasons: You want to use the overwhelming size of ult to launch the core into the goal, and, as stated before, setting up goals using log is now easier given the larger size.

**Missile Propulsion**, the sleeper pick. The main reason why you want this is ult. The base range on ult isn't very good, but if you're able to get this suddenly you'll be getting KOs while standing in the middle of the stage. Not just the KOs, but you'll also be able to launch the core from afar with it. Overall it just enhances Forward Dubu fundies, I highly recommend picking this up when possible.

**Fight or Flight** is literally just slicks 2, coupled with the fact that dubu hits like a truck and that roll is arguably his best move, being able to get secondary back for free is really good. Simple as that.