

Amy SC6 Frame Data

Amaryllis Spin = AS

Lilith Parry = LP

Merrow Parry = MP

Biondetta Parry = BP

GRD,HIT,CH Frame Data Colour	-20<=	-19 ~ -14	-13 ~ -10	-9 ~ -1	0	=> 1	KND,LNC,SLNC,STN	RE
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Horizontal Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Laurier Cutter	12	8		-6	2	2	
Laurier Cutter	12,?	16		-10	0	0	
					NC		
Laurier Cutter	12,?,+6	16,16		-12	2	2	
					Counter Hit		
Flash Needle	12	18		-12	-2	-2	
					NCC		
Laurier Wolfsbane	12	22		-12	4	4	
Hilt Strike				-2	6	10	
Young Wyvern	18	20		-12	0	0	
					NC		
Young Wyvern	18,?,+8	20,22		-4	4	4	
					Counter Hit		
Young Wyvern ~ Amaryllis Spin	18,?,+8	20,22					
Agile Wyvern	18			-4	4	4	
Agile Wyvern ~ Amaryllis Spin	18						
Lien Ardent	18,?,+15			-6	4	4	
Lien Ardent	18,?,+19			2	12	12	
Air Blade	14	17		-6	6	6	
Twirling Talon	12	11		-6	6	6	
Heel Cutter	18	12		-16	-2	-2	
Heel Cutter ~ Merrow Parry	18	12					
Graceful Cutter	16	17		-20	0	0	
Graceful Rouge	16						
RRP							
Heavy Mandritti				-12	6	6	
Evidence Rouge							
RRP							

Twirling Talon	12			-6	6	6	
FC							
Frigid Stramazone	18			-10	6	6	
FC ~FC			FC				
Frigid Stramazone	18			-12	6	6	
FC ~FC			FC				
Petite Wyvern	16			-6	6	6	
WR							
Sky Botte				-7	5	5	
Turning Attack Au Fer							
BT							
Low Turn Attack Au Fer							
BT							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Vertical Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	14			-8	2	2	
	14,18			-8	6	6	
					NCC		
	14,?			-8	0	0	
					NC		
	14,?,+2			-10	-2	-2	
	14,?,+2,+7			-8	4	4	
	14,?,+2						
	14,?,+2						
	14,?,+2						
	18			-14	-2	-2	
	10			-8	-2	-2	
	10			-10	-4	-4	
					NC		
	10			-14	0	0	
					Counter Hit		
	10						
	20			-14	LNC	LNC	
	20,29			-14	KND	KND	
					NCC		
Fendante	16			-8	2	2	
	18			-18	STN	STN	
	18						

	18			-8	2	2	
CLOSE ↵B		M					
	18				12	12	
↵B		M SM					
	18				KND	KND	
↵BB		MM			NCC		
⇒⇒⇒B							
⇒⇒⇒BA							
⇒⇒⇒BA							
⇒⇒⇒BB							
⇒⇒⇒BB							
⇒⇒⇒BB+K							
⇒⇒⇒B↓B+K							
⇒⇒⇒B↑B+K							
↔B							
↓↵↵B							
FC B							
FC ↵B							
FC ↵B							
WR B							
WR BB							
BT B							
BT ↓B							
↵↑↵B							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Kick Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	12	10		-8	0	0	
K		H					
	18	16		-12	6	6	
↵K		H					
	18	16					
↵K↵		H SP					
	14			-6	4	4	
↵K		M					

	16	10		-12	-4	-3	
↓K		L					
	20	16		-12	0	0	
↗K		L					
	16	12		-12	0	KND	
←K		H					
	16	16		-8	8	KND	
←KK		HM		Counter Hit			
				-6	4	4	
↔K		M					
	16	12		-12	-4	-3	
FC K		L					
	16	16		-12	14	14	
FC ↗K		M					
	12			-16	-4	-4	
WR K		M					
	12,20	14		4	14	14	
WR KKA		MH		Counter Hit			
↗↗↗K		M					
BT K		H					
BT ↓K		L					
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Dual Button Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	36	36		4	KND	KND	
A+B		M	GB, LH[hitting an opponent's Guard Impact frames, W! RO]				
	38	38		4	STN	STN	
↗A+B		M					
		22		-12	2	2	
↓A+B		L					
←A+B		MM		Counter Hit			
						KND	
←A+BA		MLL		Counter Hit			
		30		-14	STN	STN	
↑A+B		M					
Lilith Parry							
B+K		SP			IMPMABK [F4~F14]		
	18	20		-14	4	STN	
↗B+K				TC			
Merrow Parry							
↓B+K		SP			IMPLABK [F4~F14]		
				-4	6	6	
←B+K							
				2	6	6	
←B+K							
Biondetta Parry							
↑B+K		SP			IMPHABK [F4~F16]		
BT B+K							

BT ↙ⓑ+Ⓚ							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

8-Way Run Moves

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
				-12	2	2	
⇒*↘*⇒ⓐ	MHM						
⇒*↘*⇒ⓐⓑ+Ⓚ	MHMSP						
⇒*↘*⇒ⓐ↙ⓑ+Ⓚ	MHMSP						
⇒*↘*⇒ⓐ↗ⓑ+Ⓚ	MHMSP						
				5	STN	STN	
↓*↑ⓐ	M			-12	-2	-2	
				-12	2	2	
⇐*↙*⇐ⓐ	M						
⇐*↙*⇐ⓐⓑ	MM						
⇐*↙*⇐ⓐⓑⓐ	MMH						
⇐*↙*⇐ⓐⓑⓐ	MMH						
⇐*↙*⇐ⓐⓑⓐⓑ+Ⓚ	MMHSP						
⇐*↙*⇐ⓐⓑⓐ↙ⓑ+Ⓚ	MMHSP						
⇐*↙*⇐ⓐⓑⓐ↗ⓑ+Ⓚ	MMHSP						
	16			-12	2	2	
⇒*↘*⇒ⓑ	M						
	16,<+4			-8	KND	KND	
⇒*↘*⇒ⓑⓐ	MH				NCC		
	16,<+4						
⇒*↘*⇒ⓑⓐ	MH						
	16,28			-14	-6	-6	
⇒*↘*⇒ⓑⓑ	MH						
				-12	-2	-2	
⇒*↘*⇒ⓑⓑ	MSL						
⇒*↘*⇒ⓑⓑ+Ⓚ	MSP						
⇒*↘*⇒ⓑ↙ⓑ+Ⓚ	MSP						
⇒*↘*⇒ⓑ↗ⓑ+Ⓚ	MSP						
				-8	LNC	LNC	
↓*↑ⓑ	M				STN[F14]	STN[F14]	
⇐*↙*⇐ⓑ	M						
⇐*↙*⇐ⓑⓑⓑ	Mx10						

				-6	8	8	
→*↘*↗(K)	M						
				-2	8	8	
↓*↑(K)	M						
					LNC	LNC	
←*↘*↗(K)	M						
				-10	LNC	LNC	
→*↘*↗(A+B)	M						
				U	KND	KND	
←*↘*↗(A+B)	M				U		
←*↘*↗(A+B)(G)	SP						
				-16	6	STN	
→*↘*↗(B+K)	M						
→*↘*↗(B+K)↗	M SP						
				-6	10	10	
↓*↑(B+K)							
↓*↑(B+K)↗	M SP						
↓*↑(B+K)(G)							
↓*↑(B+K)(G)(A)	H						
↓*↑(B+K)(G)(B)	M						
				-20	KND	KND	
RUN (K)	L						
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB