

Cassandra SC6 Frame Data

AS = Angel Step
 AT = Angel Twirl
 TS = Titanic Struggle
 DF = Divine Force

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
Nebula Blade	12	10		-8	0	4	1%
					cancel		
Nebula Blade	12	22		-8	2	2	3%
					NC		
Nebula Blade	12	48		-4	KND	KND	5%
Slide Knee	12,+2	26		-12	-2	8	3%
					NCC/Delay can be		
Shield Slaps	14	12		-8	0	0	1%
Shield Slaps	14	22		-8	0	0	3%
					NC		
Shield Slaps	14	22,22		-8	KND	KND	5%
					Counter Hit /Delay can be		
after that Combos ~ Shield Slaps	14	27			STN	STN	
					Body paralysis until 14F to the ground		
Twin Buster	18	18		-6	4	10	1%
Twin Buster	18,20	44		2	KND	KND	3%
					Counter Hit		
Cross Blitz	18,26	48		-6	KND	KND	8%
					Counter Hit		
False Slide Kick	16	14		-12	2	6	1%
False Slide Kick	16,+4	36		-14	8	STN	8%
					Counter Hit /Delay can be		
Under Slide Blade	12	10		-6	6	6	1%
					TC[F8~]/End action, kneeling position		
Undertow	24	18		-14	2	6	4%
					TC[F14~]/End action, kneeling position		
Holy Purification	22	18		-8	4	4	4%
					[F6~10]		
Under Slide Blade	12	10		-6	6	6	1%
FC					TC/End action, kneeling position		
Mirage Satellite	18	15		-12	6	6	1%
WR					TC		
Mirage Satellite	32	22		-2	STN[F16]	STN[F16]	4%
WR					TC		
Cascade Blade	28	24		-14	-4	-4	4%
					TJ[4~]		
Cascade Blade	28	24,15		-14	KND	KND	5%
					TJ[4~]		
Flipside Slide Blade	14	14		-4	6	6	
BT							
































Flipside Under Slide Blade	16	14		-4	4	4	
BT ↙ A	SL		End action, kneeling position				
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Vertical Attacks














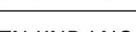





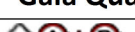


















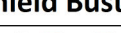

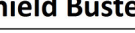



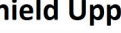


















Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Reproaching Angel	14	14		-8	2	2	2%
B	M		G cancel				
Reproaching Angel	14	28		-8	2	2	4%
B B	M M		NC				
Reproaching Angel	14,?,+13	58		0	KND	KND	14%
B B B	M M H		GB Divine Force on third hit or guard / Consumes ~9% guard stamina				
Reproaching Maul	14,?,+15	64		-4	LNC	LNC	14%
B B ↗ B	M M M		consumes ~9% guard stamina				
Splash Shield Nova	14,+11	62		-2	STN	STN	9%
B	M M						
Splash Beat	14,+4	30		2	8	8	4%
B K	M H		NCC				
Artemis Dart	16	25		-6	2	2	5%
B ↗	H		LH [on opponent backstep]				
Nasty Impale (Single)	24	16		-14	-2	-2	2%
B ↙	L						
Nasty Impale (Single)	34	28		-2	STN	STN	9%
B ↓	L						
Double Meteor	16	16		-4	6	KND	5%
↗ B	M						
Double Meteor	16,+2	40		-4	6	KND	11%
↗ B B	M M		NCC				
Double Meteor	16,+13			4	KND	KND	17%
↗ B B	M M						
Keraunos Punisher	16,+2	74		-12	KND	KND	11%
DF ↗ B A + B	M M		NCC/ Recovers 10% guard stamina				
Heaven Lift	20	26		-12	LNC	LNC	9%
↗ B	M						
Guardian Strike	16	10		-10	2	6	2%
↙ B	M		End action, kneeling position				
Guardian Strike	16,+11	34		-20	KND	KND	9%
↙ B B	M M		Counter Hit/TC[10?]				
Elfin Thrust	16	49			KND	KND	9%
↙ B B HIT K			Counter Hit				
Elfin Thrust	16	59			KND	KND	9%
↙ B B HIT :K			Counter Hit				
Boreas Wings	16	70		--20	LNC	LNC	13%
DF ↙ B A + B	M M S M H		Counter Hit/Recovers 10% guard stamina				
Holy Cluster	20	16		-16	KND	KND	2%
↗ B	L						
Holy Cluster	32	20		-4	KND	KND	9%
↗ B	L						
Hecaton Drop ~ Titanic Struggle	32	43			KND	KND	9%
FT ↗ B	L		TC				
Destined Greatness	18	18		-8	4	4	2%
↗ B	M		IMP H M B [F6~10]				
Under Splash	16	18		-8	2	2	
FC B	M		End action, kneeling position				
Shield Swipe	18	18		-8	2	2	2%
FC ↗ B	M		IMP L M B K [F6~10] / TC				

Stardust Strike	10~16	30			KND	KND	
FC 							
Elfin Dance	10~16	55			KND	KND	
FC 							
Elfin Dance	10~16	65			KND	KND	
FC 							
Pure Stinger	26	20		-12	2	2	2%
FC 					TC		
Angel Bash	16	22		-8	KND	LNC	9%
WR 					TC		
Leaping Under Splash	24	30		-8	4	4	9%
					TJ[4~]		
Flipside Sword Splash	16	18		-8	2	2	
BT 							
Flipside Under Splash	18	20		-4	6	6	
BT 					End action, kneeling position		
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Kick Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Holy High Kick	12	14		-8	0	0	1%
					 cancel		
Argos Drive ~ Titanic Struggle	18	36~64		-8	6	KND	8%
					NC/TC[F6~]/Triggers DF on Counter Hit & TS Hit[A/B/K]		
Argos Drive ~ Titanic Struggle	38	47~73		10	KND	KND	16%
					NC/TC[F6~]/ Triggers DF on TS Hit[A/B/K]		
High Knee	14	16		-8	6	STN[F12]	2%
							
Spring Under Kick	16	12		-12	-4	-4	1%
					End action, kneeling position		
Seraphim Heel	20	18		-14	2	2	2%
							
Tyrannical Pressure	18	24		-2	KND	KND	9%
							
Spring Under Kick	16	12		-12	-4	-4	
FC 					End action, kneeling position		
Holy Ax Kick	20	16		2	10	10	9%
FC 							
Grace Sault	14	28		-24	KND	KND	9%
FC 					LH [on low guard stamina] / TJ[14~]		
High Heaven Kick	12	16		-8	8	KND	2%
WR 							
Seraphim Sault	28	18		-8	4	4	9%
					TJ[4~]		
Seraphim Sault	28	18,25		-24	KND	KND	13%
					Counter Hit / TJ[4~]		
Flipside High Kick	16	18		-8	2	2	
BT 							
Flipside Spring Under Kick	18	16		-14	-4	-4	
BT 							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Dual Button Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Rothion Mauler	34	34		4	LNC	LNC	15%
				 LH[Impact Counter]			
Centaur Smash	24	36		2	KND	KND	4%
				Triggers Divine Force on Hit			
Keraunos' Bolt	30	48		8	KND	KND	25%
DF 				Recovers 10% guard stamina			
Helios Burn	30	30		4	LNC	LNC	16%
DF 				Recovers 10% guard stamina			
Breath of Anemoi	30	45		4	KND	KND	11%
DF 		  		NC/ Recovers 10% guard stamina			
Breath of Anemoi	30				LNC	LNC	
After the opponent STN,KND,LNC ~ DF 		  		NC/ Recovers 10% guard stamina			
Angel Discus	32			-6	10	KND	9%
				NC/ Consumes ~9% guard stamina			
Gaia Quake	42	36		-12	KND	KND	15%
 HIT				TJ[12~]			
Gaia Quake	48			-14	STN[F14]	STN[F14]	
 Seismic wave				TJ[12~]			
Gaia Quake	68				KND	KND	
							
Gaia Quake				-14	STN[F18]	STN[F18]	
 Seismic wave							
Temporal Ascension	26	15		-12	4	8	2%
							
Temporal Ascension	26,+2	40		-12	4	4	12%
 				NCC			
Temporal Ascension	26,+18	15,30		4	LNC	LNC	15%
 							
Shield Buster	18	25		-12	-2	-2	4%
				NC/ Consumes ~9% guard stamina			
Shield Buster	18,+8	25,22		2	KND	KND	5%
 		 		Counter Hit			
Shield Upper	18	16		-12	0	STN	2%
							
Windmill Blast	42	36		0	KND	KND	15%
				 /LH[triggers on guard crushed opponent] / DF on third hit or guard / Consumes ~9% guard stamina			
Windmill Blast	50	46		14	KND	KND	15%
				 /LH[triggers on guard crushed opponent] / DF on third hit or guard / Consumes ~9% guard stamina			
Windmill Maul	48	34		-4	LNC	LNC	15%
 				Consumes ~9% guard stamina			
Argos Bind	24	20		-4	8	8	9%
				TJ[18~]/End action, kneeling position			
Argos Bind	24	20			KND	KND	9%
After the opponent LNC 				Triggers Divine Force on TS Hit[A/B/K]			
Heaven's Wing	24	24		-8	LNC	LNC	9%
WR 							
Heavenly Strike	14	28		-8	KND	STN	
BT 				Triggers Divine Force on Hit			
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

8-Way Run Moves

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Angel Snipe	18	18		-8	4	4	1%
➡*👤*➡(A)		(M)					
Shield Slap	20	14		-4	8	8	1%
⬇️(A)		(H)					
Shield Slap	20	14,18		0		KND	3%
⬇️(AA)		(H)(H)	Counter Hit				
Shield Slap[Inverse]	20	14		-4	8	8	1%
⬆️(A)		(H)					
Shield Slap[Inverse]	20	14,18		0		KND	3%
⬆️(AA)		(H)(H)	Counter Hit				
Elfin Twister	28	26		-2	8	KND	4%
⬅️*👤*➡(A)		(M)					
Angel's Judgement	20	19		-12	0	0	2%
➡*👤*➡(B)		(M)					
Angel's Judgement	20	28		-8	6	6	4%
➡*👤*➡(BA)		(M)(H)	NCC				
Angel's Judgement						STN	
➡*👤*➡(BA)		(M)(H)	Second Hit				
Angel's Judgement	20	28,32		-10	KND	KND	9%
➡*👤*➡(BAB)		(M)(H)(M)					
Angel's Hook	20	28,26		-12	0	0	6%
➡*👤*➡(BAK)		(M)(H)(L)					
Raging Splash	20	38		-8	6	6	9%
➡*👤*➡(BB)		(M)(M)	NC				
Shield Nova	22	30		-2	STN	STN	9%
⬇️*⬆️(B)		(M)					
Tempest	24	35		-2	STN	STN	14%
⬅️*👤*➡(B)		(M)(M)	NC/ TJ[16~]				
Hip Charge	16	24		-6	8	8	2%
➡*👤*➡(K)		(M)	LH				
Hip Charge	16	24		-2	12	12	2%
➡*👤*➡(K)		(M)	LH/ End action, Back to the opponent				
Seraphim Kicks	18	12		-18	-12	-12	1%
⬇️*⬆️(K)		(L)					
Seraphim Kicks	18	12,22		-4	6	6	8%
⬇️*⬆️(KK)		(L)(H)	Counter Hit				
Seraphim Kicks~BT	18	12,23		0	10	10	8%
⬇️*⬆️(KK)		(L)(H)	Counter Hit/ End action, Back to the opponent				
Seraphim Tornado	18	12,29		-2	KND	KND	8%
⬇️*⬆️(K)		(L)(M)					
Aagelic Roundhouse	30	42		-4	KND	KND	15%
⬅️*👤*➡(K)		(H)					
Stardust Strike	20	30		-18	KND	KND	9%
➡*👤*➡(A+B)		(M)					
Elfin Dance	20	50			KND	KND	
➡*👤*➡(A+B)↩️		(M)	Triggers Divine Force on Last Hit				
Centaur Smash	24	36		2	KND	KND	4%
⬇️*⬆️(A+B)		(H)	Triggers Divine Force on Hit				
Heaven's Guardian	70	55		🚫	KND	KND	
⬅️*👤*➡(A+B)		(L)(M)	NC/🚫/🕒cancel				
Zephyros Wheel	24	27,9		-10	KND	KND	9%
➡*👤*➡*⬇️*⬆️(B+K)		(M)	HIT End action, Back to the opponent				
Hip Bomber	26	38		-18	KND	KND	15%
⬅️*👤*➡(B+K)		(M)	LH				

Sliding	20	22		-22	KND	KND	
RUN							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Angel Step

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Angel Step							
Angel Step							
Luminance Fall	18	18		-16	KND	KND	4%
AS			TC[F4~]				
Luminance Fall	18,+4	39		-18	KND	KND	10%
AS			NCC/ TC[F4~]				
Keraunos Finisher	18	40		-12	KND	KND	14%
DF AS			NCC/ TC[F4~]/ Recovers 10% guard stamina				
Angel's Exile	16	32		-18	KND	KND	9%
AS			LH/TC/ TC[F8~]				
Holy Stomp	24	32		-4	KND	KND	9%
AS							
Angel Step							
AS *							
Angel Step ~ Angel Twirl							
AS							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Angel Twirl

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Angel Twirl							
Elfin Orbit	28	40		-6	10	LNC	5%
AT			NC/ Consumes ~9% guard stamina				
Dawn of Notus	20	22		-12	6	KND	9%
AT			LH/ Consumes ~9% guard stamina				
Dawn of Notus	20,+4	43		-4	STN[F12]	STN[F12]	14%
AT			NCC/ Consumes ~9% guard stamina				
Dawn of Notus	20,+23	22,36		8	LNC	LNC	20%
AT			Consumes ~9% guard stamina				
Seraphim Kick Out	18	32		4	KND	KND	15%
AT			Consumes ~9% guard stamina				
Angel Twirl ~ Angel Step							
AT							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Titanic Struggle

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Cyclops Hammer							
or or			LH/Triggers Divine Force on Hit				
Cyclops Drop							
or or			LH				
Prometheus' Flame							
DF			Recovers 10% guard stamina				

Throws

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Achelous' Stike	18	54		KND	KND	KND	
Achelous' Blade Twist	18	52		KND	KND	KND	
Guardian Revenge	18	55		KND	KND	KND	
Left							
Seraphim Hammer	18	62		KND	KND	KND	
Right							
Exile Order	18	70		KND	KND	KND	
Back							
Guardian's Knee	12	25		10	10	10	
Aloadae's Bind ~ Titanic Struggle	12	45~65		KND	KND	KND	
			Consumes ~9% guard stamina/ Triggers DF on TS Hit[A/B/K]				
Seraphim Cyclone	12	54		KND	KND	KND	
Meteor Shower	18			KND	KND	KND	
			Triggers Divine Force				
Angel's Embrace	18	32		KND	KND	KND	
			CAN BE COMBOS				
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Gauge Attacks & Soul Charge

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Shield Super Nova	16	80		-18	KND	KND	8%
			Consume 4 unit of fuel/ Consumes ~9% guard stamina				
Shield Big Bang	16	95		-18	KND	KND	16%
DF			Consume 4 unit of fuel/ Recovers 10% guard stamina				
Soul Charge							
			Consume 4 unit of fuel				
Reproaching Cherubim	14,?,+13,+3	30,63		10	KND	KND	31%
SC							
Cherub's Sword	20,+8	50		-22	KND	KND	15%
SC			NCC				
Cherub Blast	42,+3	63		10	KND	KND	32%
SC			NCC/LH/ GRD&HIT~Divine Force				
Cherub Blast		74			KND	KND	
SC			NC				
Cherub Cyclone	12	70		KND	KND	KND	
SC							
Cherub's Exile	16,18	55		-26	KND	KND	15%
SC AS			NCC/ TC[F8~]				
Cherub's Exile					KND	KND	
SC AS							
Cherub Orbit	28	48		4	KND	LNC	5%
SC AT			NC/Consume 0.5 unit of fuel				
Cherub Fall	26	58		4	KND	KND	14%
SC AT			NC				
		68~95			KND	KND	
SC			NCC/Use once, consume 1 unit of fuel				
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB