**Jade Stuff**

For a variation with more up-close pressure options, I recommend Jade’s second variation (move to the right once); it’s named “Noble Zeal” in custom and “Jaded” in competitive. Particularly useful here is back forward 3, a pole vaulting move that can be special cancelled into out of many strings and, importantly, is only -3 on block, meaning it can make any unsafe string safe.

All of the universal moves apply to Jade as well - she has a particularly long reaching and active down 2, to the extent that it is nearly unpunishable by many characters at max range. It also reaches high enough to be a great antiair in any non-crossup situation.

Also useful; her down 1 provides a 7 frame startup with an 11 frame hit advantage, allowing easy “jailing” into many of her strings through innate frame traps.

**Strings**

**1 2** - fast startup (7 frames) with a first hit high, second hit connects low and puts your opponent into a low airborne falling state. This string can be finished with 4 to make it safe on block (-6, so block right away) with a final mid strike or special cancelled for less safety and more damage (down forward 4 or back forward 2 work pretty well).

Note that if the full string is used without a special cancel and the second hit is the first that connects, a krushing blow will trigger on the final hit. This blow knocks your opponent back and does heavy damage - for simplicity, I recommend following up with down 2, which will combo for a total of 250 damage.

**Back 1 2** - fifteen frame startup, first blow is a close range mid, followup is an overhead with immediate knockdown. Very unsafe on block, but may be good to use on rare occasions when you need to catch a ducking opponent.

**2 1** - seven frame startup, first hit is high, second hits mid. Close range. Can be finished with another 2 for additional strikes mid and a knockdown, or special cancelled after the second blow for additional damage.

The entire string is safe on block at any point, making it great for pressure against opponents who don’t duck too much (which causes the first hit to whiff).

**Forward 2 1** - startup is 28 frames, both hits are overhead and very unsafe on block (final hit is -13), but the move is extremely long range and is Jade’s go-to for high damage combo starters as it puts your opponent into a high falling state. Note that Jade advances forward considerably when using this string.

When used at max or close to max range, it’s very difficult to punish for characters without a fast advancing or ranged special. A go to button for extending into a combo is back 2 due to both range and consistency - note that some buttons to extend the juggle will only connect when this string is used at mid or long range.

**Back 3 4 3** - advancing string of all mid hits, 11 frame startup, all hits are safe on block. Good for moving forward against a blocking opponent at mid or close range. The string can be finished with another 4 for considerable hit advantage and a knock down (24 frames) and small block advantage (5 frames), allowing you to continue pressing buttons safely, or cancelled after the third hit.   
  
As this variation has the pole vault available (back forward 3), I don’t recommend ever completing the string unless you need space. Cancelling after the third hit into back forward 3 keeps you safe on block (although it is negative on block) and deals considerably more damage on hit.

**Forward 3 4** - 16 frame startup, first hit is low, second is mid. Safe on block. Second hit can be cancelled into a special, or the string can be finished with another 4 to knock down your opponent (still safe on block). Good for mixing low hits into your strings, especially if you’ve been using a lot of overheads.

**4 3** - 13 frame startup, first hit is high, second is low. Second hit is barely unsafe on block (-8) but due to pushback may be tough to punish. Puts your opponent in a mid height juggle state, allowing for additional combo extension with a special cancel. Can extend with some fast normal buttons or strings in the corner, but not midscreen due to knockback.

**Forward 4 1** - 18 frame startup, Jade does a double hit on the first button (it’s a sort of cartwheel kick, each foot hits separately), second hit knocks down and is unsafe on block.

Forward 4 can be special cancelled out of for safety; in this variation, forward 4 cancelled into back forward 3 combos for more damage than the forward 4 1 string and is safe on block.

**Back 2** - 10 frame startup, multiple high hits, Jade’s infamous “wiggle stick.” Unsafe on block, but can be special cancelled into back forward 3 to stay safe. Useful for combo extensions - not a true string in that it’s only one command, but wanted to include it because it’s a huge part of Jade’s gameplan.

Special Moves  
  
Back forward 1 - 20 frame startup, Throws a boomerang projectile (high hit) in a line across the creen. Unsafe on block, but can’t be punished at long range. The amplified version provides an additional projectile, and leaves you at an advantage on hit or block.

**Razor-Rang** - Back forward 3. 26 frame startup, performs a pole vault that ends in two kicks to your opponent, knocking them down. You can extend a run before the vault occurs by holding down 3, or perform a nitro kick out of the run by amplifying while holding 3. Your fata blow can also be used out of the running state.

Amplifying as the move is in progress causes Jade to push off at the top of the vault, extending the range of the attack and ending in an overhead hit grab. This amplified version triggers a krushing blow if used after running across most of the stage, causing additional damage and a bleed effect.

Note that the amplified version has different combo properties, and will frequently cause Jade to vault past enemies that have been hit with a string of attacks unless they are in the corner. The pole vault can also be cancelled by pressing down down, at the cost of one defensive meter.

**Deadly Butterfly** - Back forward 2. 13 frame startup, performs a series of mid staff hits at close range while moving forward, ending in a knockdown. Unsafe on block, gets decent damage as a combo ender with a lot of time to move after the knockdown.

**Divine Forces** - Down Back 2. Cloaks Jade in a purple mist, making her immune to projectiles. This can be useful as a cancel at the end of a string that knocks your opponent back, setting up a situation where you can throw projectiles without worrying about what your opponent is sending back. Can be amplified up to twice to extend the duration.

**Temptation** - Down back 4. 12 frame startup. A parry against high strikes, causes a krushing blow if it has been amplified twice in the match already. Amplified version includes a followup low hit.

**Blazing Nitro Kick** - Down forward 4, 12 frame startup, Jade’s famous Nitro kick. Advances very far and very quickly across the stage, unsafe on block (-22), causes knock down and knock back on hit.

Nitro Kick hits as a krushing blow if the opponent is struck by it twice in a row, causing damage and knocking the opponent down and back across the stage. Amplify for additional damage, but still unsafe on block.

**Kombo examples**

Note that Jade is not a combo heavy character; most of her damage comes from staying safe, and connecting single buttons or short strings into specials for small amounts of damage. Back forward 3 is your best friend, as it will keep strings safe as long as it doesn’t whiff.

Back 2 cancel into back forward 3 - safe hit pressure string, great for catching opponents who are trying to move forward at mid to close range. 188 damage.

Back 3 4 3 cancel into back forward 3 - advancing mid string, safe ender. 188 damage on hit. Note that back 3 has a relatively quick startup (11 frames), so this can generally be used at close range without too much risk.

Forward 3 4 cancel into back forward 3 - low starter with a safe finish. Short range, 180 damage. Good for conditioning your opponent to block low, opening up opportunities to use forward 2 1 for more damage.

Forward 2 1, down 2 - overhead long range starter, high midrange damage.

Forward 2 1, juggle with back 2 cancel into down forward 4 - slow start, unsafe on block, but good damage midscreen combo at 240, amplified kick gets to 284 and more knockback. Starts with an overhead, note that forward 2 1 puts your opponent into a juggle state, and if you link back 2 (the “wiggle stick”) on the earliest frame, the down forward 4 will actually whiff a nitro kick underneath your opponent