**Basic Fujin Things**

To select Fujin from a cursor starting on Scorpion, go to the right three times, then up three times. From a cursor starting on SubZero, go left twice, then up three times.

**Fujin Basics**  
Standing 1 and down 1 are both 7 startup frame attacks. Down 1 is plus 15 on hit, minus 4 on block.

Fujin gets a grab krushing blow if the previous grab involved a failed throw escape.

Down 2 Krushing blow as usual, short range down 2 (he does a punch with his fist).

Friendship: back down back down 2

**Variations**

Casual 1 (Air Bender) - Warped Needle, Twister, Jet Stream

Casual 2 (Wind God) - Pressure Bomb, Deadly Winds, Wind Push

Competitive 1 (Downburst) - Airsenal, Twister, Divine Wind

Competitive 2 (Kloud Walker) - Sky Wakka, Warped Needs, Wind Barrier

Competitive 3 (Cyclone) - Air Slam, Deadly Winds, Wind Push

**Strings**

**1, 1** - 7 frame startup high, second hit is a mid punch that is plus eight on hit, minus four on block, advances slightly, and can be special cancelled.

The string can be extended with up 4, causing a final kick that knocks your opponent away and remains -4 on block, but cannot be special cancelled. If this full string is used as a counter or punish, the final hit is a krushing blow that side switches and cannot be used to extend a combo.

Krushing blow description - you kick your opponent in the face, shattering portions of their skull and knocking them off the side of the stage. They reappear moments later on the far side of the stage, falling to the ground such that when they stand up, they are at maximum grab range.

**1, 2** - 7 frame startup high, the second hit is a mid punch that is plus 13 on hit, minus four on block, and can be special cancelled.

This string can be extended with a further 4, 3, 4 (all inputs must be used) for an additional series of kicks that are a 21 frame startup series of mid hits, cannot be special cancelled, cause knock down/back on hit, and are -5 on block. Note that if the initial 1, 2 string is blocked, it is possible to interrupt the startup of the extended string.

The timing is such that it is possible to enter 1, 2, 4, 3, then listen for the hit of the first punch before confirming the final input, but it’s a small window.

**Back 1, 1** - 13 frame startup mid strike that advances slightly (Fujin swings his sword horizontally in front), followed by a second mid hit that is -1 on hit, -14 on block, and can be special cancelled.

This string can be extended with a further 2, 1, 2, which causes additional mid strikes in the form of wind-controlled swords that continue comboing the opponent away from Fujin. This extension has a 19 frame startup, is plus four on hit, minus twenty on block, and can be special cancelled such that only the first additional sword hit lands before the special move activates.

Note that when the full string of back 1, 1, 2, 1, 2 is special cancelled, the opponent is not right next to Fujin. As a result, Tornado (down back 2) will whiff, while specials with more extended hit boxes will continue to combo.

**2, 3** - 11 frame startup high strike followed by a low poke that is even on hit, minus 11 on block, and can be special cancelled. This string can be extended with either 1, 2, or with 2 + 4.

When extended with 1, 2, additional mid strikes are added, ending with a blow that is plus 14 on hit, minus 17 on block, and can be special cancelled. The cancel is applied before the final hit; if allowed to finish, the full string causes a brief knockdown, with the opponent pushed to just under round start distance.

When extended with 2 + 4, the string finishes in a 28 frame startup high wind blast that causes a knockdown on hit, and is -4 on block. On hit, the opponent is knocked to beyond round start distance. Note that if the first portion of the string is blocked, the startup of this wind blast can easily be interrupted.

**Back 2, grab** - 18 frame startup mid projectile that can be special cancelled, is -1 on hit, and minus 21 on block. The grab has a 16 frame startup, is plus 12 on hit, minus seven on block, and causes a knock down across the stage on hit along with a side switch.

Note that back 2 can hit at two different distances; if you continue to hold back after pressing 2, it will hit at close range, whereas if you return to neutral directional input after pressing 2, it will hit at mid range. Both can combo into the grab without issue.

If Deadly Winds is part of your variation (Casual 2, Competitive 3), this can be amplified for additional damage, and will trigger a krushing blow if the amplified version counters a backdash.

**Forward 2, grab** - 20 frame startup long distance mid strike that is plus 36 on hit and minus seven on block. The followup grab has a 31 frame startup, is plus 12 on hit, minus seven on block, and causes a knock down across the stage on hit along with a side switch.

If Deadly Winds is part of your variation (Casual 2, Competitive 3), this can be amplified for additional damage, and will trigger a krushing blow if the amplified version counters a backdash.

**Forward 3, 1** - 16 frame startup advancing low slide that is plus 8 on hit, minus 16 on block, and can be directly special cancelled or continued with 1. The second hit is a hid punch that causes a brief knockdown on hit with a knockback to round start distance, and cannot be special cancelled.

Note that if just the second hit of this string connects, a krushing blow will be triggered, causing more damage and a longer knockdown but no chance for combo extension.

**4, 2** - a 10 frame startup high kick that puts your opponent in a juggle state and is minus 4 on block followed by a mid punch that restands, can be special cancelled, is plus four on hit and minus six on block.

This string can be extended with a further 3 for a kicked wind projectile that hits mid, causes knockdown across the stage, cannot be special cancelled, and is plus five on block.

**Forward 4, 3** - a 16 frame advancing mid kick followed by a 24 frame overhead that causes a knock down and back on hit, cannot be special cancelled, and is minus seven on block.

If the overhead portion of this string hits twice in a row (for instance, use the string twice, but whiff the first kick the second time through), a krushing blow is triggered that causes additional damage and the opportunity to special cancel after the second hit.

**Special Moves**

**Krossbow Blast** - back forward 1. 19 frame startup high projectile that is plus eight on hit and minus 22 on block (at point blank range). Amplifying the move will cause a second, mid projectile to be fired, which is plus four on hit and minus 26 on block.

When starting up the move or amplifying, up or down can be held to shoot a ricocheting mid projectile that bounces off the top or bottom of the screen, zig zagging and continuing to bounce until it strikes your opponent or reaches the far end of the screen. Aiming up or down always costs one bar of meter.

Note that both of these options have longer startup than your standard Krossbow blast, at 21 frames for up and 36 frames for down. Projectile properties are identical to an amplified bolt.

**Wind Push** (Variation specific to casual 2, competitive 3) - back forward 1, replaced Krossbow blast. 16 frame startup mid damageless push that is minus five on hit, minus fifteen on block, and can be amplified to cause damage. The push happens at a set distance; hold back after pressing 1 to push a close opponent, or away for a distant opponent.

If all three distances are used sequentially, and the last is amplified, a krushing blow will be triggered for extra damage but no chance to extend the combo.

**Tornado** - down back 2. 17 frame startup vertical column of wind that causes an airborne state on hit but is minus 33 on block. If Twister is in your variation, you can amplify this move to allow for combo extension from any starter. If used as an antiair, combo extension is frequently possible, but may be inconsistent due to slight differences in height when the antiair hits.

Tornado can be modified by holding forward or back on activation to move yourself forward or backward after the move begins. Note that moving forward or staying still will frequently result in a side switch, as your opponent is tossed back over your head.  
  
If Airsenal is present in your variation (Competitive 1), Tornado can be performed in the air, allowing it to start combos in the corner.

**Air slam** (Variation specific to competitive 3)- down back 2, replaces Tornado. 16 frame start up strike that hits airborne opponents, then slams them to the ground. The hit appears as a gust of wind at specific locations; change the positioning by holding back, nothing, forward, or up during startup for closest to furthest positioning. Can be amplified for an extremely high launch that allows for combo extension if you walk forward slightly during the launch (for the close and mid range distances).

**Pressure Bomb** (variation specific to Casual 2)- Down back 3. A 100 frame startup ranged mid explosion that drifts forward and denotes a short period of time after activation. Causes a mid juggle state, allowing for easy combo extension. Can be amplified to extend the timer before explosion and case a higher juggle state.

The startup is such that it cannot be used mid-combo as an extender, but can be cancelled into at the end of a string to set up big damage if your next combo connects. Directional inputs during activation can cause it to detonate after a short travel time (hold back) or after traveling a bit further (hold forward).

**Jet Stream** (Variation specific to Casual 1) - down down 3. A 37 frame install that coats Fujin’s arms in wind, extending the hitbox of some of his attacks.

**Wind Kicks** - Down back 4. 8 frame startup mid strikes that carry your opponent up in the air, then drop you both at the same time. Minus 26 on block, but travels in the air and away from the opponent, meaning that antiair combo punishes are possible if your opponent blocks this move. Breaks armor, and can be amplified.

When amplified, additional sword strikes occur in the air after the kicks finish for additional damage. If Airsenal is present in your variation (Competitive 1), this special can be performed in the air.

**Warped Needle** (Variation specific to Casual 1, competitive 2) - down back 4, replaces down kicks. 16 frame startup mid thrust with Fujin’s sword that is plus 13 on hit, minus 16 on block, and can be amplified.

The amplified version adds a final overhead strike that causes a knock down and back to a distance beyond round start positioning. This final strike is only minus one on block, so is a great option for ending strings to keep them safe on block.

Cannot be used to extend combos, even amplified in the corner, but good ender.

**Divine Wind** (Variation specific to Competitive 1) - down up. Fujin hovers in the air for a short period of time, allows for an overhead slash (1 or 2) or kick (3 or 4) followup. The slash will cause a krushing blow if you hover for a short period of time before using it.

**Sky Wakka** (Variation specific to Competitive 2) - down up. Fujin leaps into the air and begins walking across small clouds that he summons. This can be cancelled for a single defensive bar by pressing down, down. The walking can be turned into an airborne whirlwind strike moving toward the opponent by amplifying the move.

An airborne sword attack can be unleashed with 1, and a dive kick with 3 from both the walking and amplified whirlwind states. Both of these attacks can be amplified, and the amplified dive kick will trigger a krushing blow if you have taken two air steps before using it.

**Wind Barrier** (Variation specific to Competitive 2) - grab in the air. This is a 4 frame startup airborn parry that will allow you to counter physical attacks from the ground or air. After connecting, press 1 for a flying sword followup, or 3 for a divekick. Both options can be amplified for additional damage, and amplifying the dive kick will give a krushing blow if it is your second parry in a row.

**Example Kombos**

Note: almost all of Fujin’s combo extension potential relies on consistently juggling down back 2 (Tornado) into his 4 2 string (which involves a restand and allows for another special cancel). Different strings will have different timings for when you press forward after down back 2 in order to make that extension work, and all that I’ve found involve a forward dash in between down back 2 and the juggle with 4 2. Unless you’re going for pure zoning, learning the timings to extend each of these combos will be essential - and keep in mind that they all change again if you’re in the corner.

2 3 1 2 cancel into down back 4. Basic pressure string cancelled into an ender; if Warped Needle is in your variation, you can amplify to keep this safe and add an overhead attack. 164 damage with wind kicks (default down back 4), great corner carry.

2 3 cancel into down back 2, forward, dash forward, 4 2 cancel into back forward 4 . 257 damage, 292 with meter, great corner carry (covers about half of the stage). Can also end with a down up cancel, then press 1 or 2 for the overhead; more knockdown frames, about 10 less damage. Tested with Wind Kicks, damage and recover will vary if you’re using Warped Needs as your down back 4 special.

Corner, requires Competitive 1 for Airsenal

Jump 2 cancel into down back 2, 2 3 1 2 1 cancel into down back 4, amplify. 305 damage, corner specific. 254 without amplify.