**COMPLETE BASE RAIN GUIDE**

**INTRODUCTION**

Welcome to Sodium Jim’s guide to Base Kit Rain! In this guide, we will be covering all of Rain’s notable normal attacks, combo strings and base special moves as well as looking at some sample combos and general strategies! This guide will only cover the BASE moves for Rain. I will be doing other guides that will cover his KUSTOM moves at a later date! If you have questions or concerns about the content or formatting, please direct them to [Sodium Jim](https://twitter.com/SodiumJim) or [ThatPhageGuy](https://twitter.com/thatphageguy?lang=en) on Twitter.

**NOTABLE NORMALS**

Standing 1 – Standing 1 is your 7 frame punish and has fairly decent range.

Back 1 – Back 1 is a 12 frame mid that has a long range.

Down 1 – Down 1 is a 7 frame and is plus 13 on hit. This jails into Back 1 and Back 2.

Standing 2 – Standing 2 is a 9 frame high attack but has great range and can easily punish things that standing 1 cannot.

Back 2 – This is Rain’s 10 frame mid and a great stagger tool, as well as the start of a hit-confirmable string. Be careful using it outside of point-blank range though as it is a very stubby normal.

Forward 2 – Forward 2 is a 15 frame mid that has amazing range that is able to punish certain moves that other normals cannot, such as Sindel’s Back 2 and Noob’s Back 1 1+3.

Standing 3 – Standing 3 is a 10 frame high but has great range and can be used to punish hard to punish special moves like Nightwolf’s Spirit Tracks move.

Forward 3 – Forward 3 is a unique button as it hits twice as a built in high-mid string. It is 11 frames and has good range. Be careful using it as a meaty as it will get blown up by pokes as it pust Rain in an airborne state. It is also minus 1 which means that you could try and get a cheeky Down 1 in after it is blocked to try and steal your turn back!

Back 3 – Is Rain’s 13 frame low. It is very tough to hit confirm but is a good two bar combo ender with Back 3 4 due to combo gravity.

Down 3 – This is a 10 frame poke with amazing range that is plus 14 on hit. It jails into Forward 2 and Back 1.

Forward 4 – Is a long range low that functions as another sweep. It is slow at 16 frames but has a large range that can be used as a strong whiff punish or trip guard tool.

**NOTABLE STRINGS**

Standing 1 3 – This is Rain’s fastest punish string off of his 7 frame Standing 1 and one of Rain’s best stagger strings. You can special cancel after the 3. This string is minus 7 on block.

Standing 1 3 3 - Is minus 3 string that ends in high that can be ducked. So even though the frame data seems good, be careful of overusing it because if your opponent ducks it, they will punish you. This string is minus 3 on block.

Standing 1 3 4 - Ending the string in 4 instead of 3 is minus 6 and ends in an overhead. However, this is one of two of Rain’s strings that can be flawless blocked, so be careful over-using this one also. This string is minus 6 on block.

Back 2 1 – This string is important as it is one of Rain’s only hit confirmable strings and it comes off his 10 frame mid. This string is minus 7 on block.

Standing 2 4 2 - This is Rain’s most damaging hit-confirmable grounded string as well as his most damaging combo ender if you add the 1+3 grab at the end. The 1+3 ender only comes out on hit. I would suggest only using this as a starter when it is a guaranteed punish as it is a dial in combo meaning that you press the buttons fast for them to come out. The string is special cancellable after the 4 and the last 2. This string is minus 9 on block.

Forward 2 Down 4 – This string gives a knockdown and makes Forward 2 safe. This string is minus 5 on block.

Forward 2 1+3 – This is one of Rain’s most important strings. Even though you cannot special cancel after the 1+3, you can cancel it into Fatal blow. It is also one of Rain’s main Krushing Blows as using it as a punish or a counter hit will net you 317 damage. The Krushing Blow version can also be cancelled into fatal blow! Be careful when you are using it though as it is minus 15 on block.

**BASE SPECIAL MOVES**

Katar Toss – Back Forward 2 – This is a fast high projectile that is unsafe on block. However, it is one of the few special moves that Rain can cancel into from a poke without being interrupted. Also, when amplified it turns the projectile in a mid and is now minus 5 on block. You can use the amplified Toss after strings such as Standing 1 3 to bait out the duck and cancel into the mid projectile that will hit the ducking opponent.

Argus Plunge – Back Forward 3 – This is a 20 frame reversal move that travels full-screen and can be amplified. If you hold the opposite direction when it is amplified, you can appear on the other side of your opponent. It has a Krushing Blow attached to it which is triggered if it travels full screen before connecting, or when it is used to armour break in a combo. It is good to use this move as a combo ender as well due to the large amount of corner carry. This move is minus 21 on block.

Geyser Kick – Back Forward 4 – When this move is amplified it is Rain’s generic combo extender. It is extremely unsafe on block and leaves you right next to your opponent so only use once you have hit confirmed your combo.

Evaporate – Down Back 4 (holding 4 extends its duration) – This is an interesting move as it makes Rain invulnerable during its duration. However, it takes a very long time to recover so make sure you only use it as a hard read on moves that also have large recoveries.

**SAMPLE COMBOS**

**Meterless**

Standing 1 3 3, Back Forward 3. This gives corner carry and prevents delayed breakaways should your opponent break after the initial string.

**1 Bar**

Back 2 1 or Standing 2 4 2 or Standing 1 3 or Back 1 or Back 3 or Forward 2, Back Forward 4 AMPLIFIED, Back 1, Standing 1 1 3, Back Forward 3

**2 Bar**

Back 2 1 or Standing 2 4 2 or Standing 1 3 or Back 1 or Back 3 or Forward 2, Back Forward 4 AMPLIFIED, Standing 3, Back Forward 4 AMPLIFIED, 2 4 2 1+3

**Down 2 Krushing Blow**

**No Bar**

Down 2 Krushing Blow, Back 1, Standing 2 4 2 1+3

**1 Bar**

Down 2 Krushing Blow, Standing 3, Back Forward 4 AMPLIFIED, 2 4 2 1+3

**2 Bar**

Down 2 Krushing Blow, Standing 3, Back Forward 4 AMPLIFIED, Standing 3, Back Forward 4 AMPLIFIED, 2 4 2 1+3

**FATAL BLOW**

Rain’s Fatal Blow is unfortunately the slowest in the game at 26 frames. Whilst it combos off of all his grounded confirms, this means that you cannot even combo it from a Down 2 Krushing Blow (unless the opponent uses breakaway). The only way that it combos in an aerial juggle, is if the gravity of the combo is low enough, and the button it is confirmed into is Back 1, as this normal appears to have a mini re-float property. Rain’s Fatal Blow does have one unique property as it is the only Fatal Blow in the game that has two distances. Pressing your normal input will do a close version, but pressing the input plus forward does a Fatal Blow that is slightly further away. This can be good for meaty mind-games as well as allowing Rain to combo from certain moves that he could not normally! This will be discussed in more detail in my second Kustom Moves Rain guide.

**WHY WOULD YOU PLAY RAIN?**

Rain can be quite a tricky character to utilise effectively when you first pick him up. He only has a few hit-confirmable strings and he does not seem to have many comparatively damaging combos from his base kit moves. However, I feel that the reason that he suffers from these particular weaknesses is because he has the best movement in the game, which coupled with his long range normals, make him an exceptional threat from just outside of close range. Try to utilise Back 1 and Forward 2 as whiff punish tools to make your opponent pay for sticking out a button. You can also use his fast movement combined with staggers such as standing 1 3 and Back 2 1 to shimmy people out of their boots!