

# TTT2 ROGER WITH TEKKEN 8 MECHANICS

## WELCOME AND THANK YOU FOR CHOOSING THIS MOVESET!

Being started in the Summer of 2025, this Moveset was in development for almost a year, and therefore well before Roger Jr. was officially announced for Tekken 8 (man, this is the second time this happened to me)

### DESCRIPTION

This moveset aims to answer the question: **How could Roger Jr. look like with Tekken 8 Mechanics?**

What was done, is:

1. Taking Roger Jr. from *Tekken Tag Tournament 2* (via TKMovesets2) and porting him onto Steve (due to TKMovesets2 not allowing the editing of Move lists on non-Tekken-7 characters as well as having Tekken 7 as a base with its Item Moves, Wall Breaks, etc.) minus all the *Tekken Tag Tournament 2*-mechanics.
2. Giving him *almost* all the various Tk8 system changes, as well as the Tk7 system changes unchanged in Tekken 8 (Power Crush, Rage Art, etc.).
3. Changing moves and giving him new moves to adapt to the system changes as well as making him feel fresh, as is done with Tk8 DLC Characters.
  - 3.5. Trying to make him balanced in the Tk8 environment while doing so; keeping strengths and weaknesses in mind as well as adding new strengths and weaknesses.
4. Giving him a new Move List, Sample Combos and Punishment Training to reflect the changes as well as reflecting Tekken-8-Standards
5. Writing this Documentation for the Moveset

What should be considered, is that this moveset isn't a prediction on how the *actual* Roger Jr. in Tekken 8 will look like, but is more an interpretation of the mod author, if he put him into Tekken 8.

The whole project was possible thanks to the **Tekken Modding Zaibatsu Discord Server** for helping put on various questions; **Kiloture** for making [TKMovesets2](#); **Sadamitsu** for providing the [Tekken 8 animations](#); **Ermaccer** for [TK7Hook](#) and **ParkourGrip**, **KulaGGin** and **CottonSock** for [TekkenOverlay](#) (and of course Bandai Namco and the Tekken Team for making the Tekken series.)

I also want to shout out [goko855](#), the creator of "[Ancient Ogre moveset mod](#)" (and the people who helped him figure it out, you can see them on the page for the mod), because the insight of his mod helped me out making the custom rage art.

Feedback, as well as Bug Reports are appreciated!




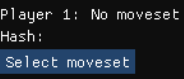



If you have any questions, you can contact me on [nexusmods.com](#) via "[Melonpizza](#)" or on [Tekkenmods.com](#) under "[Melonpizza#34750](#)".

# INSTALLATION GUIDE

## PREREQUISITES:

- You need [TKMovesets2](#)
- Tekken 7, DLC's not needed

## INSTRUCTIONS:

1. Download TKMovesets2. (Download the newest version)
2. Install TKMovesets2 by extracting the contents of the zip to a desired location.
3. Launch the "TKMovesets2".EXE
  - 3.5. You may need to update TKMovesets2 to the newest version, the program will prompt you to do so then. Accept it.
4. Take the "Tekken 8 Roger" .tkmvst file from the zip of this moveset mod and place it into the "extracted\_chars" folder of your TKMovesets2-Installation.
5. Launch Tekken 7 and TKMovesets2.
6. When Tekken 7 is active, go to TKMovesets2 and select under  the ""- Button. Inject the DLL as the program prompts you to . Click the ""-Button and choose "" under "". Select "". From then on, any match you load into will be with this Moveset.
  - 6.5: When going into a Match, make sure you select Steve, because while the moveset is loadable to any character, it can because balance issues not selecting Steve, such as Moves whiffing or hitting when they shouldn't.

**Extra step for online:** Go to "Online Play", and lock your character as done in the previous step. Your Opponent must also have TKMovesets2 installed and running, as well as locking the character they want to play.

## VERSION HISTORY

Most actual version: Release (V1.0)

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## MEANING OF SYMBOLS AND PHRASES

### INPUTS

1 = Input left punch.

2 = Input right punch.

3 = Input left kick.

4 = Input right kick.

### DIRECTIONS

*f* = Input forward.

*b* = Input backward.

*d* = Input down.

*u* = Input up.

*n* = Neutral: Input nothing.

\\_ If the directions (*f, b, d, u*) are in uppercase, they are held inputs.

\\_ If two directions are right next to each other, they are inputted together (f.e. *df, uf, db* etc.)

Move: An action performed by the player (Attacks, Movement, etc.)

String: A series of moves

## INPUTS - ADDITIONAL DETAILS

$x^\circ$  = Hold non-directional inputs.

$x,x$  = Press inputs after each other.

$x+x$  = Press both (or more) inputs together.

$x\sim x$  = Press inputs quickly (or in a given time-window) after each other.

$:x$  = Just-frame: Press input the frame (so if FPS equals 60, 1/60th of a second) or up to three frames in the given requirement (f.e. on hit)

$x/y$  = Indicates alternative input methods

$FC+x$  = Full crouch: Press input while Crouching (to Crouch, input  $DB/D/DF$ )

$WS+x$  = While standing: Press input while standing up after crouching (to do this, input  $DB/D/DF,n$ )

$SS+x$  = Sidestep in any direction (to input, press u or d)

$WR+x$  = While running: Press input while running (to run, input  $f,f,f$ )

$WD+x$  = Wavedash (aka. Animal Slide): Input  $f,n,d,df$

$debug+x$  = Input  $b,db,d,df$

$BOB$  = Roger-exclusive -> Go into Bobbin' Dance (either manually with  $b+3+4$ , or via transitions from Specific moves, f.e.  $(2,1),3+4$ ;  $(df+1,2),3+4$  etc...)

$FBD$  = Roger-exclusive -> Go into Extra Funky Bobbin' Dance (via waiting during  $BOB$ bin' Dance, or instantly from cancels during Heat)

$KRH$  = Roger-exclusive -> Go into Kangaroo Hop (either manually with  $uf,n$ , or via transitions from Specific moves, f.e.  $(1+2,3),B$ ;  $(1,2,3+4),B$  etc...)

$x,P,x$  = Input if the first move successfully parries

## FOR THE CHANGES

(x,)x = The inputted move is not the subject of the change, but the following move(s) is (or are).

\ If the “,” stands inside the brackets, already existing cancels are changed or new ones are added. If the “,” stands outside the brackets, a cancel to a move without cancels was added.

iX = Something happens exactly at X frames (f.e. end of Start-up, Recovery, etc.)

iX/iY = Indicates a range from value X to value Y (f.e. Move is active at i16/i40)

+X = Frame advantage: Time gained through requirement in frames.

-X = Frame disadvantage: Time lost through requirement in frames.

+/-X(+/-X) = Value in brackets is advantage/disadvantage when “teched” (Quick side roll, quick back roll, etc.), while value outside brackets is frame advantage/disadvantage when not teched

\ On juggle reactions, frame advantage is the worst one that's possible during a combo. Frame advantage improves depending on how high the opponent was when the move hit.

PSB = Pushback: Notable pushback is done by requirement

\ If extended with “FG-”, pushback goes towards the foreground.

\ If extended with “BG-”, pushback goes towards the background.

\ If extended with “BW-”, pushback goes towards the inflictor.

\ If present on a requirement with “WSP”, Opponent is also wall-splatted that direction.

KND = Knockdown: Opponent is knocked down through requirement.

GND = Grounded: Opponent is grounded through requirement

FLP = Follow-up: Able to land an extra Attack/String through requirement

LCH = Launch: Able to juggle through requirement

### OPPONENT KNOCKDOWN POSITION

FUFT = Face up feet towards: Opponent is laying on their back with their feet towards you through requirement.

FDFT = Face down feet towards: Opponent is laying on their Stomach with their feet towards you through requirement.

FUFA = Face up feet Away: Opponent is laying on their Back with their feet away from you through requirement.

FDFA = Face down feet Away: Opponent is laying on their Stomach with their feet away from you through requirement.

\ Always bundled with “-KND”; “-GND”; “-FLP” or “-LCH”, unless it's specified in a juggle reaction.

TF = Tornado-flip: Combo extender is used through the requirement.

\ SCR = Screw: Same as TF

*BT* = Backturn: Opponent/Player is left facing the opposite of where they were facing through the requirement.

*WSP* = Wall Splat: Opponent is wall-splatted through requirement.

$\backslash$  *A-WSP* = Aerial Wall Splat (Opponent slides down); *S-WSP* = Standing Wall Splat (Opponent falls forwards); *FOX-WSP* = Aerial Wall Splat that requires distance to the wall, like Tk7 Steve *df+1+2*

$\backslash$  Juggle reactions always have *FOX-WSP*, unless *FB* is added

*WB* = Wall Break: Wall-/Balcony Break interaction is triggered through requirement

$\backslash$  Automatically includes *WSP*

*FB* = Floor Break; Floor Break interaction is triggered through requirement

*BLK* = Requirement leaves opponent able to block.

*FC* = Leaves opponent crouching through requirement.

*SCD* = Scaled: Follow-up is scaled by 70% (unless noted otherwise).

*BRK* = *WB* minus *WSP*

$\uparrow$  (Text) = A Buff (= Improvement) to a move.

$\downarrow$  (Text) = A Nerf (= Deterioration) to a move.

$\rightarrow$  (Text) = If a move or cancel is new: Details; else if the change is neither a buff or nerf, or the change isn't as impactful.

$\backslash$  (Text) = Effects of a change on other things like block advantage.

$\backslash\backslash$  (Text) = The text contains extra details to a Move, like animation origin.

$\backslash$  Always refers to current Moveset, unless noted otherwise (f.e. Tk7 Jin *X*; Tk8 Azucena *X*, etc.)

*Xtu* = Tekken-Units: Distance measured in the "Distance from opponent" value from the detailed frame advantage. f.e you're *2tu* away from your opponent at round start, or a backwards jump covers *1,35tu*

$\backslash$  On strings, range of the subject attack is separated from the range of the entire string (f.e. *1,2,3+4* has *4,1tu* range in total, *(1,2,)3+4* has *2,93tu*.)

Start-up (frames): Time before the active frames = Time before the attack can hits/whiffs/is blocked

Active frames: Time for how long the attack can hit/whiff/be blocked

Recovery: Duration before the player returns to an actionable state (Standing, Crouching, etc.)

\\_ How long the recovery takes affects the advantage/disadvantage of a move: If a move is +5 on hit, adding 5 more frames of recovery makes it 0, and removing 5 makes it +10.

\\_ If the advantage/disadvantage of a requirement is already given in a change, any recovery change is already considered and thus doesn't need to be considered by yourself.

\\_ Any recovery changes take the values without speed changes, so that the recovery is better comparable



## CHANGES

### SYSTEM CHANGES IMPLEMENTED FROM TEKKEN 8:

- ✓ Generic 4's no longer launch on counter hit.
- ✓ Jumping is slower.
- Throws are harder to break on counter hit, and unbreakable on hitting a defensive action.
  - Throws are still breakable on defensive actions.
- ✓ Getup kicks no longer *KND* or launch.
- ✗ Jumping attacks deal less damage.
  - This is intentional.
- ✓ *FUFT 3+4* is now always spring kick and no longer gives a knockdown on hit.
- ✓ Wakeup *B* has the same recovery as Wakeup *U*.
- ✓ Access to Heat Smash, Dash/Engager and Burst.
- ✗ Heat degenerates over time unless juggled or attacking.
- ✓ Heat Attacks drain Heat, and Heat Smash/Heat Dash uses all Heat.
- ✗ All attacks deal chip damage during Heat.
- Heat is visually Indicated.
  - Refer to [known issues](#).
- Chip Damage is healable, and Chip Damage/Heat Burst can't defeat the opponent but can bring the health down to 1.
  - Chip Damage/Heat Burst won't deal damage if the opponent would be defeated by it but not bring it down to 1.
  - Chip Damage isn't healable.
- ✓ Screw removed in favour of the Tornado-flip (outside CH reactions).
- ✓ No Power Crush High Heat Engagers.
- ✓ Power Crushes become safe on block with chip damage when absorbing an attack.
- ✗ Ki-Charge no longer grants a CH, but 10% extra damage.
- ✗ Wall/Floor Blast and Hard Wall/Floor Break hazards added.
- ✓ Opponent pushback increased on Strong Areal Tailspin if inflicted 3 times.
- ✓ All Running Attacks are easier to perform up close.
- ✓ All Low Parries bound instantly.
- ✓ Generic throws are Homing.
- ✗ Attacks that remove recoverable health are present, including Rage Art.

## KNOWN ISSUES

- The opponent faces the wrong direction when hit in  $db+4\sim 3$ 's;  $b+3,2$ 's and  $WND,d+1$ 's hit reaction.
- $(df+3,3)$  and  $ub+3$  (second hit) don't play the right effects when hitting after inflicted scaling.
- Wall combos don't scale properly after moves that inflict standing scaling (scaling unaffected on wall combos).

→ To compensate, attacks that wall-splat have harsher inflicted scaling (50%).

- Kuma/Panda teleport behind Roger when hit by a Tornado-flip move in a wall-splat.
- Kuma/Panda teleport behind Roger when hit grounded near wall.
- Opponent ends up behind Roger when he uses his Heat Burst too close during a wall-splat.
- Some moves show incorrect or no frame data:  
Examples include Heat Dash;  $d+3$ ;  $FBD,1$  on block and others
- Heat blue visual effect goes away on stage interactions and if hit or blocking.

→ Stage Interactions won't affect the effect when both players use this Moveset.

- Intros/Outros don't proceed automatically.
- Some moves (f.e. Tail moves,  $d+3$ , etc.) lack the glow-up of the input in punishment training.
- All entries under „Combo Challenges“, „Follow-ups“ and „Wall Combos“ are selectable, but don't have a playable demo.
- Rage won't be given back when in heat during practice mode until Heat ends.
- During Heat  $WND,1+2$  won't play the heat depletion sound during demos.
- *(Moves with uneven damage (9,15, etc.) are rounded down after standing scaling, when they should be rounded up, but this is intentional.)*
- *(Kuma/Panda won't wall-splat after certain tornado-flip attacks, but this is also an issue in Tekken 8.)*

## MOVES AND CANCELS REMOVED:

$(1,2,)_2^*$

$(1,2,)_1+2$

$df+1+2^{**}$

$b+1$  and follow-ups<sup>\*\*</sup>

$b+1+2^*$

$(b+1+2,1+2,)_3$

$f,f+4^{**}$

After Running 3 Steps 4<sup>\*\*</sup>

$(d+1+2,1+2),2^{**}$

$ub+3+4$

$f,f+3+4^{**}$

$(B+1+2,1+2,)_3,\dots$

\*Repurposed

\*\*Remapped

## MOVES AND CANCELS CHANGED (○) AND ADDED (●):

- (1,2,)3
- (1,2,3),B
- (1,2),3+4
- (1,2),b+1
- 2
- (2,)1
- (2,1,)3+4
- 4
- (4),1
- (4,)1,D
- 1+2
- (1+2,)3
- (1+2,3),B
- (1+2,)4
- (3+4),B
- When Heat activation available
- 2+3
- During Heat 2+3
- During Heat (2+3),F

---

- f+2
- (f+2,)1
- (f+2,) During Heat 1°
- (f+2,1),4
- (f+2,1), During Heat 1+2
- (f+2),3
- (f+2,3),B
- f+3
- f+4
- (f+4,)3
- (f+4,3,)2
- (f+4,3,)3
- (f+4,3,3),D
- (f+4,3,)3°
- During Heat (f+4,3,)4
- f+1+2
- (f+1+2,)2
- f+1+2°
- (f+1+2°),2
- f+3+4
- (f+3+4,)...

---

- df+1,2
- (df+1,) During Heat 1+2
- (df+1,2),3+4
- (df+1,2),B
- df+2
- Rage Art (Rage Active df+1+2)

---

- d+1
- d+2
- d+3
- (d+3,)4
- d+1+2/BT,1+2
- (d+1+2,)3+4
- (d+1+2,)1+2
- d+3+4

---

- db+3

- During Heat (db+3),4
- db+4/ (KRH,)db/d/df+4
- (db+4,)3
- (db+4,3,4,3,)4
- db+4~3/(db+4,3,)4~3/
- (db+4,3,4,3,)4~3
- (db+4,)3~D(db+4,3,4,)3~D
- Scored 2 ground hits
- db+4,3,4,3,4
- Scored 2 ground hits
- db+4,3,4,3,4°
- Scored 3 ground hits
- db+4,3,4,3,4
- db+1+2
- db+3+4

---

- b+2
- (b+2,)4
- (b+2,)3
- (b+2,3,)4
- (b+2,3,)3
- (b+2,3,)3+4
- b+3
- (b+3,)2
- b+4
- b+1+2
- (b+1+2,)1
- During Heat b+3+4
- During Heat b+3+4,P

---

- ub+3
- (ub+3,)...
- ub+1+2
- (ub+1+2,)1
- ub+3+4/KRH,3+4
- (u/uf+3+4,)B
- u+3
- uf+3
- (u/uf+3,)3

---

- KRH,1
- KRH,1,2
- KRH,1,1
- KRH,1,1,2
- KRH,2
- During Heat (KRH,2),f,f
- KRH,3
- KRH,4
- KRH,1+2
- During Heat KRH,1+3/ 2+4
- KRH,N,1
- KRH,N,3

---

- hcf+3+4
- During Heat ...,BOB
- BOB,1
- BOB,2
- BOB,2,B
- BOB,3

- BOB,4
- BOB,1+2
- BOB,3+4
- BOB,d+1
- FBD,1
- FBD,2
- FBD,2,B
- FBD,3
- FBD,4
- FBD,1+2
- FBD,d+1

---

- b,b+4
- During Heat (b,b+4),1+2
- f,f+1
- (f,f+1),1+2
- During Heat (f,f+1,1+2),2
- (f,f+1,1+2),3
- f,f+2
- During Heat (f,f+2,)1+2
- During Heat (f,f+2,1+2),D
- During Heat (f,f+2,)1+2°
- During Heat (f,f+2,1+2°),D
- f,f+3; f,f+3,3
- f,f+1+2

---

- WS+1
- (WS+1),3
- (WS+1),4
- WS+2
- (WS+2,)2
- (WS+2,)f+2
- WS+3
- (WS+3,)3+4
- FC+1+2
- FC+df+2
- FC+df+4

---

- WR+2
- WR+3
- WR+4
- (WR+4,)2
- During Heat(WR+4,)2
- (WR+4,)4
- (WR+4,4,)4
- WR+3+4

---

- BT,2
- (BT,2),4
- BT,4
- BT,1+2
- BT,3+4

---

- WD+1
- WD+2
- WD+3+4
- WD+1+2
- During Heat (WD,1+2),U

---

- SS+4

## HEAT ENGAGERS:

b+2,4; ub+1+2,1; ub+3+4/ KRH,3+4; WR+2,2; BOB, 4 and FBD, 4

# DETAILED CHANGES

## STANDING ATTACKS:

New = (1,2,)3

// Animation from Tk7 Noctis  $b+3$ , then Tk7 Xiaoyu 3

\\_ Following effects of the move change:

↑ Start-up **decreased**, i13 instead of i18

\\_ Active at i14/i15 instead of i19

↑ Recovery **decreased**, recovers at i39 instead of i47

↓ Damage **decreased**, deals 17 instead of 24

↓ Hit property **changed**: (f.e. TTT2 Heihachi  $WS+2$ ): +2 instead of +22(+13) *FUFT-KND*  
*WSP BG-PSB*

↓ Range **decreased**, hits at 2,29 $tu$  instead of 2,61 $tu$

↓ Cancels at i20 instead of i13

→ Block property changed: (f.e. TTT2 Roger  $d+1+2$  second hit): -9 *FG-PSB* instead of -9

New = (1,2,3),B

// Based on (1,2,)3

↑ Recovery **decreased**, i36 instead of i39

→ Recovers into *BT*

New = (1,2,)3+4

// Based on 3+4

\\_ Also gains its cancels

↑ Max. range **increased**, 2,93tu instead of 2,58tu

↓ Damage **decreased**, 17 instead of 24

↓ Front hit reaction **changed** (f.e. Tk7 Heihachi  $f, f+3$ ): +18 *FUFT-FLP PSB* instead of +15 *FUFT-LCH*

= (1,2,)b+1

// Based on TTT2 Roger (b+1,2,)1

= 2

→ Range decreased to fit range from TTT2 Roger

↓ Damage **decreased**, 8 instead of 12

= 2,1

// Based on Tk7 Steve (f+2,)1

\\_ Following nerfs due to move change:

↓ Hit level **changed** from **mid** to **high**

↑ Recovery **decreased**, i32 instead of i36

↓ Start-up **increased**, i21 instead of i15

New = (2,1),3+4

→ Recovers into BOB

↑ Recovery decreased on cancel, i30 instead of i32

↑ FBD now takes 30 frames to activate instead of 71 frames

= 4

→ Direction Adjustment on hit and block removed

↓ CH reaction changed (f.e. Tk7 Heihachi WS+1): +41(+33) FUFT-GND WB instead of +31(+21) FUFT-LCH WB

↓ Damage decreased, now 17 instead of 20

→ Properties Change when cancelled into (4,)1

  \ ↓ Counter hit property removed

New = (4),1

// Based on Tk7 Steve (FLK,1,..)f+1

→ Cancels at i13/i25

↑ Range increased, hits at 2,57tu instead of 2,37tu

↓ Start-up frames increased, active at i20 instead of i15

↓ Counter hit and crouch property removed

New = (4,1,)D

// Based on 4,1

→ Recovers into crouch

$= 1+2$

↑ Hitbox on both hits **expanded** downwards

↑ Range of second hit **increased**, 1,9 $tu$  instead of 1,72 $tu$

↓ Damage **decreased**, 6;9 instead of 10;14

$= (1+2, )3$

↑ Range **increased**, Hits at 3,9 $tu$  instead of 3,36 $tu$

↓ Damage **decreased**, 17 instead of 24

↓ Front hit reaction **changed** (f.e. Tk7 Heihachi  $f, f+3$ ): +18 *FUFT-FLP PSB* instead of +15 *FUFT-LCH*

New  $= (1+2, 3), B$

→ Cancels into *KRH* at i20

$= (1+2, )4$

↑ Ground hit property **added** (f.e. Tk8 Claudio  $SS+4$ ): +10(-29) *FUFT BG-PSB* instead of 0(-8) *FUFT PSB*

New  $= (3+4), B$

→ Cancels into *KRH* at i8

New  $= \textit{When Heat activation available } 2+3$

// Based on TTT2 Alex  $db+1+2$

→ Heat Burst



### New = *During Heat 2+3*

→ Heat Smash

// 5 Hits total, stops at 3rd hit on Block/Whiff

→ Hit levels in order: Mid, Low, Low, Mid, Mid

→ Damage in order: 15, 7, 8, 8, 6

→ -16 on block (Third hit): +6(-29) *FDFA FB* on hit

### New = *During Heat (2+3),F*

→ Heat Smash

// 5 Hits total, stops at 4rth hit on Block/Whiff

→ Hit levels in order: Mid, High, High, Mid, Mid

→ Damage in order: 15, 7, 7, 12, 9

→ +8 on Block (Fourth hit): +12(+11) *FUFT-KND BRK PSB*

→ Deals 9 chip damage on block

## FORWARD ATTACKS:

$= f+2$

// Animation from TTT2 Dr. Boskonovitch 2, then Tk7 Bob  $uf+2$

\\_ Following changes due to move change:

→ ↓ Damage **decreased**, 12 instead of 15

→ Recovery decreased, Recovers at i30 instead of i31

$= (f+2, )1$

↑ Start-up Frames **decreased**, i18 instead of i20

↑ Counter hit property **added** (f.e. Tk7 Miguel  $f, f+2$ ): +10

↑ Now **delayable** up to 10 frames

↓ Damage **decreased**, 10 instead of 12

↓ Hit advantage **decreased**, +2 instead of +4

New = ( $f+2$ ,) During Heat 1°

// Animation from Tk8 Jin ZEN, $u+1$

→ Heat Consumption: 25%

→ Split into 3 Hits:

1st Hit:

→ Active at i14

→ 17 Damage

→ Hit reaction from WS+1, except it floats

→ Ground hit reaction from BOB,2

2nd Hit:

→ Active at i15

→ 13 Damage

→ Hit reaction from WS+1, except it floats

3rd Hit:

→ Active at i16

→ 8 Damage

→ Hit reaction from WS+1, except it floats

→ -4 PSB on Block with Chip Damage

New = ( $f+2,1$ ),4

// Based on  $b+4$

↓ Start-up frames increased, i28 instead of i26

New =  $(f+2,1)$ , During Heat 1+2

// Based on Tk8 S3 Jin ZEN,2

→ Consumes 18% Heat

↑ Block reaction changed (f.e. Tk7 Steve *Ext DCK*,  $f+2$ ): +6 FG-PSB with chip damage instead of -5 PSB with chip damage

↑ Recovery decreased, i48 instead of i51

↓ Start-up increased, i20 instead of i17

↓ Power Crush property removed

↓ Juggle reaction changed (f.e.  $(b+2,4)$ ): +23(+16) *FUFT BRK* instead of +31(+24) *FDFA BRK*

↓ Homing property removed

New =  $(f+2,3)$

// Based on  $(1,2,3)$

\\_ Also gains its cancels

→ Cancels at i20

=  $f+3$

↑ Hitbox expanded downwards

↑ Start-up frames decreased, active at i24/i25 instead of i26/i27

→ Juggle hit property changed (f.e. Tk7 Heihachi  $(df+1,2)$ ): +27(-8) *FDFA FB PSB* instead of +22(+15) *FUFT*

↓ CH reaction changed (f.e. Tk7 Lee  $d+3$ ), now +24 *FDFA KND* instead of +63 *FUFT-LCH*

$= f+4$

↑ Start-up frames **decreased**, i13 instead of i15

→ Hitbox is now **shorter**, but hits **grounded**

$= (f+4, )3$

↑ Juggle reaction **changed** (f.e. Tk7 Lars  $f+1,2,3$  minus pushback): +21(+14) *FUFT WSP* instead of +16(+9) *FUFT WSP*

↓ Recovery **increased**, i53 instead of i51

↓ Hit reaction **changed** (f.e. Tk7 Leroy  $(f, f+4, )2$ ): +29(+14) *FUFT-FLP FOX-WSP PSB* instead of +24(+14) *FUFT LCH*

↓ Range **reduced**, hits at 1,87tu instead of 2,1tu

$= (f+4, 3, )2$

↑ Now **delayable** up to 17 frames

// Based on TTT2 Roger Jr.  $(b+1+2, )2$

↑ Block disadvantage **decreased**, -4 *PSB* instead of -7 *PSB*

↑ Hitbox **expanded** upwards

↓ Damage **decreased**, 20 instead of 30

↓ **Increased** Start-up frames, i20 instead of i15

↓ Cancels at i25 instead of i21

New =  $(f+4,3,3)$

= Based on Tk7 Kuma/Panda  $WS+3$

→ Cancels at i24, delayable up to 6 frames

↑ Homing property added

↑ Start-up frames decreased, i15 instead of i17

↑ CH property added (f.e. Tk8 generic 4): +23 *FUFT-GND WB*

→ Recovery frames decreased, i50 instead of i51

↓ Damage decreased, 13 instead of 21

↓ Hit reaction changed, 0 instead of +17(+8) *FUFT-KND WB PSB*

↓ Block stagger added, -15 instead of -9

\\_ Cannot cancel into  $(f+4,3,3)D$  on block

New =  $(f+4,3,3)^\circ$

// Based on Tk7 Yoshimitsu  $f+3$

↑ Damage increased, 30 instead of 24

↑ Hit reaction changed (Knockdown into background), +21 *FUFT-KND WSP BG-PSB*  
instead of +16(+7) *FUFT-KND WB BG-PSB*

↑ Block reaction changed (Tk8 Block Break): +13 *SCD* instead of -10

↑ Deals 9 chip damage on block

↑ Recovery frames decreased, i40 instead of i50

↓ Start-up frames increased, i32 instead of i15

New =  $(f+4,3,3)D$

// Based on  $(f+4,3,)3$

→ Cancels into crouch

↑ Recovery frames **decreased**, i47 instead of i50

\\_ ↑ Hit advantage **increased**, +3 instead of 0

New =  $(f+3,4,)During\ Heat\ 4$

// Based on TTT2 Roger  $(b+1+2,)3+4$

→ Consumes 55% Heat

↑ **Tornado-flip** property added

→ Damage decreased, 20 instead of 22

↓ Block disadvantage **increased**, -11 instead of +4

↓ Hit reaction **changed** (f.e. Tk7 Miguel  $d+3+4$ ): +14(-3) *FDFA-KND PSB WB* instead of +14 *FDFA-KND WB*

=  $f+1+2$

↑ Start-up frames **decreased**, active at i16/i17 instead of i24/i25

→ Juggle property removed

↓ Damage **decreased**, 10 instead of 16

↓ Range **decreased**, 2,89*tu* instead of 3,6*tu*

=  $(f+1+2,)2$

↑ **Short Tornado-flip** property added

↑ **Tracking** added if  $f+1+2$  hits a standing opponent

↓ Range **decreased**, 2,77*tu* instead of 3,75*tu*

New =  $f+1+2^\circ$

// Based on  $f+1+2$

- ↑ Damage **increased**, 23 instead of 10
- ↑ Deals 6 **chip damage** on block
- ↑ Hit reaction **changed**, +10 *PSB* instead of +4 *PSB*
- ↑ Juggle reaction **added** (f.e Tk7 Lars  $f+1,2,3$  with less vertical pushback), +20(+13) *PSB*
- ↑ Hitbox **expanded** downwards
- ↑ Block reaction **changed** (f.e. Tk8 S3 Kazuya  $f,f+2$ ), 0 *PSB* instead of -7
- ↓ Start-up frames **increased**, i29 instead of i24

New =  $(f+1+2^\circ),2$

// Based on TTT2 Roger  $(f+1+2),2$

=  $f+3+4$

- ↑ Start-up frames **decreased**, active at i20 instead of i25
- ↑ Deals 6 **chip damage** on block
- Range increased, 2,36*tu* instead of 2,21*tu*
- Juggle reaction changed (Tekken 8 combo ender): +22(+12) *FUFT WB PSB* instead of +15(+8) *FUFT WB PSB*
- ↓ Damage **decreased**, 22 instead of 30

=  $(f+3+4),...$

- ↑ Cancels cancel at **i41** instead of i61



## DOWN FORWARD ATTACKS:

$= df+1$

→ Range reduced to fit range of TTT2 Roger

New  $= (df+1, 2), 3+4$

// Based on  $(df+1), 2$

→ Recovers into *BOB*

→ ↑ *FBD* now takes 30 frames to activate instead of 71 frames

↑ Recovery frames decreased, i39 instead of i45

New  $= (df+1, 2), B$

// Based on latter part of Tk7 Yoshimitsu *WS+2*

→ Recovers into *BT*

↑ Recovery frames decreased, i41 instead of i45

New  $= \text{During Heat } (df+1), 1+2$

// Based on During Heat  $(f+2, 1), 1+2$

→ Cancels at i16

$= df+2$

↓ Counter hit reaction changed (Tekken 8 mid hit jump), +14 *SCD* instead of +60

*FUFT-LCH*

New  $= \text{During Rage } df+1+2$

// Rage Art

## DOWN ATTACKS:

$= d+1$

// Based on Tk7 Steve (1,) or (1,1) $d+1$

↑ Start-up frames **decreased**, i9 instead of i24

↑ Hitbox **expanded** downwards

→ Recovers crouching

↓ Damage **decreased**, 5 instead of 15

↓ Range **decreased**, 1,87tu instead of 2,1tu

↓ Hit level **changed**, **special mid** instead of **mid**

↓ Counter hit gives the **same** frames as normal hit

$= d+2$

→ Range reduced to fit TTT2 Roger  $d+2$

$= d+3$

// Based on Tk7 King  $d+3$ , then TTT2 Roger  $d+3$

↑ Damage **increased**, 14 instead of 12

↑ CH property **added** (f.e. Tk8 S3 Bryan *SNE FC, df+3*): +6

↑ Ground hit property **added** (f.e. Tk8 Jin  $d+4$ ), +4(-5) *FDFT* PSB

↓ Hit reaction **changed** (Generic low hit, pushback into background) -4 instead of +1

↓ Block disadvantage **increased**, -19 instead of -12

New  $= (d+3,)_4$

// Based on  $(db+4,3,)_4$

→ Cancels at i18

$= d+1+2/BT, 1+2$

// Can now be done when facing backwards via  $BT, 1+2$

↑ **Power Crush** property added

↑ Juggle property on second hit **added** (f.e. Tk7 Miguel  $db+2$ ),  $+22(+15)$  *FDFT*

↓ Damage **decreased**, 14;10 instead of 13;13

$= (d+1+2,)1+2$

↑ Hit reaction **changed** on second hit (f.e.  $(b+2,)4$ ):  $+13(+4)$  *FUFT-KND WB PSB*

↑ Damage **increased**, 9;9 instead of 8;8

New  $= (d+1+2,)3$

// Cancels into *BOB*

↑ *FBD* now takes **30** frames to activate instead of 71 frames

↑ Recovery frames **decreased**, i45 instead of i61

$= d+3+4$

→ Cancels into standing instead of crouching

## DOWN BACK ATTACKS:

$= db+3$

↑ Ground property **added** (f.e. Tk8 S3 Jin  $d+4$ ): +3(-28) FDFA

→ Properties change when cancelling into *During Heat* ( $db+3$ ),4

↓ Hit reaction **changed** (f.e.  $d+3$  on counter hit): +11 instead of +24 *FUFA-LCH*

New  $= \textit{During Heat} (db+3),4$

// Based on  $WD+3+4$

→ Heat consumption: 34%

↑ Hit reaction **changed** (f.e. Tk7 Lee on counter hit  $d+4$ ): +13 *FDFA-GND PSB-BG*

Instead of +5

↑ Start-up **decreased**, i22 instead of i24

$= db+4/(KRH,)db+4$

↑ Hitbox **expanded** downwards

$= (db+4,)3$

↑ Hitbox **expanded** downwards

$= (db+4,3,4,3,)4$

↑ Hitbox **expanded** downwards

New =  $db+4\sim3/(db+4,3,)4\sim3/(db+4,3,4,3,)4\sim3$

// Based on Tk7 Yoshimitsu  $4\sim3$

→ Cancels at i5

↑ Block advantage **increased**, -9 instead of -13

↑ Recovery frames **decreased**, i51 instead of i63

↑ **No** additional recovery on whiff/block

↑ Range **increased**, 2,73tu instead of 2,6tu

↓ Hit level changed, **High** instead of **Mid**

↓ Hit reaction changed (f.e. Tk8 S3 Victor  $uf+3$  on counter hit), +41 *FUFA-GND WB* instead of +52(+42) *FUFT-LCH WSP*

New =  $(db+4,)3\sim D/(db+4,3,4,)3\sim D$

// Based on TTT2 Roger *FC,db/d+3*

→ Cancels at i7

↓ Hit disadvantage **increased**, -5 instead of -2

↓ Block advantage **decreased**, -19 instead of -16

New = *Scored 2 ground hits*  $(db+4,3,4,3,4)$

// Also counts for moves that go into the string

// Adds an extra automatic attack after the last hit

// possible via delays in a wall combo

// Based on *FUFT,d+3/4*

↑ Damage **increased**, 15 instead of 5

↑ Juggle property **added** (Generic with pushback), +13(+6) *FUFT WB PSB*

→ No auto back roll on hit

→ Hit disadvantage decreased, -2 instead of -3

New = *Scored 2 ground hits (db+4,3,4,3,4)*<sup>o</sup>

// Based on *Scored 2 ground hits (db+4,3,4,3,4)*

// Doable by holding last Input (4)

↑ Hit reaction **changed** (f.e. *f+3* on counter hit): +11 FDFA-*KND* instead of -2

↑ Damage **increased**, 19 instead of 15

↑ Block disadvantage **decreased**, -6 instead of -18

↓ Start-up Frames **increased**, i48 instead of i12

New = *Scored 3 ground hits (db+4,3,4,3,4)*

// Possible via delays in a wall combo

// Adds an extra automatic attack after the last hit

// Based on Tk7 King *df+3*

↑ **Throw transition** on wall hit added, -17 *FB* with 29 added damage (scaled)

↓ Block advantage **decreased**, now -22 instead of -9

= *db+1+2*

↑ Hit reaction changed, +14/+24 *SCD FLP* instead of +18(+10)/ +28(+20) *FUFT KND*

↑ Start-up frames **decreased**, active at i20/i30 instead of i23/i33

↑ Ground hit property **added** (f.e. Tk8 Law *1+2*), -17(-7) *FUFT PSB*

↓ Damage **decreased**, 17 instead of 21

↓ **Block stagger** added, always -24 FDFA *LCH* instead of -26/-16

= *db+3+4*

↑ **Power Crush** property added

↑ Hit reaction **changed** (Tk8 instant Tornado-flip): +67(+51) *FUFT-LCH S-WSP TF* instead of +22(+12) *FUFT A-WSP PSB*

↓ Block advantage **decreased**, -14 instead of +4

## BACK ATTACKS:

$= b+2$

↑ Hitbox **expanded** downwards

↑ Damage **increased**, 16 instead of 15

$= (b+2, )3$

↑ Ground hit property **added** (f.e. Tk8 Jin  $d+4$ ), 0(-10) *FDFT* instead of -2(-10) *FUFT PSB*

↑ Now **delayable** up to 10 frames

→ Start-up increased, i26 instead of i25

$= (b+2, 3, )3$

// Based on TTT2 Roger  $(b+2, 3, )3+4$

↑ Juggle reaction **changed** (f.e. Tk7 Heihachi  $(df+1, )2$ ), +17(-18) *FDFA FB* instead of -10 *FUFT FB*

New  $= (b+2, 3, )4$

// Based on TTT2 Roger  $(b+1+2, )4$

↑ Damage **increased**, 20 instead of 15

↑ Juggle reaction **added** (f.e. Tk7 Dragunov  $(f+2, )4$ ), +40(+22) *FUFT*

↑ Hitbox **expanded** downwards

→ Cancels at i36

→ Start-up frames decreased, i16 instead of i17

↓ Recovery **increased**, i44 instead of i40

↓ Block reaction **adjusted**, -9 *PSB* instead of -4

New =  $(b+2,3)3+4$

// Based on  $(b+2,3)$

→ Recovers into *BOB*

↑ *FBD* takes 30 frames to activate instead of 71

↑ Recovery frames decreased, i45 instead of i58

↑ Movement towards opponent on cancel added

=  $b+2,4$

↑ Heat Engager

\\_ Guaranteed Follow-up on Heat Dash

↓ Damage decreased, 17 instead of 20

=  $b+3$

↑ Ground hit property added (f.e. Tk7 Heihachi  $f,f+2$ ), +24(+7) *FDFA*

↑ Juggle reaction changed (f.e. Tk7 Miguel  $db+2$ ), +33(+26) *FDFT* instead of +20(+13) *FUFT*

↑ Movement after hit adjusted, so Roger doesn't move away

→ Recovery decreased, i42 instead of i43

→ Hit reaction changed (generic  $ub/u/uf+2$  hit reaction): +6 instead of +5

↓ Start-up frames increased, i17 instead of i15

↓ Damage decreased, 15 instead of 17



New =  $(b+3), 2$

// Based on TTT2 Roger  $(f+4, 3), 2$

↑ Damage **increased**, 25 instead of 20

→ Hit reaction changed (f.e. Tk8 S3 Kazuya  $db+2$  on counter hit): +15 *FUFA-FLP FB* instead of +10 *FDFA-KND WB PSB*

→ Block reaction adjusted, -24 *PSB* instead of -16

↓ Recovery **increased**, i69 instead of i64

=  $b+4$

↑ Juggle property **added** (f.e. Tk7 Heihachi  $d+1$ ): -4 *FUFT FB*

New = *During Heat*  $b+3+4$

// Based on  $b+3+4$

→ Heat Consumption: 20%

↑ **Parries** attacks at i8/i25

↑ Recovers into *FBD* at i30

New = *During Heat*  $(b+3+4), P$

→ Recover into *FBD*

→ +17 *SCD* on parry

## UPWARD ATTACKS:

$= ub+3$

↑ Juggle hit property for first hit (f.e. Tk7 Miguel  $db+2$ ) and for second hit (f.e. Tk7 Jin ( $ZEN,1,3$ )) **added**

↓ Damage **decreased**, 12;17 instead of 10,20

$= (ub+3),...$

↑ Cancels cancel at **i72** instead of i81

New  $= ub+1+2$

// Based on TTT2 Roger  $df+1+2$

↑ Counter hit property **added** (f.e. Tk7 Steve ( $WS+1,2$ ): **+8 FC**

↑ Damage **increased**, 17 instead of 15

↑ Start-up frames **decreased**, i14 instead of i15

↑ Juggle reaction **changed** (f.e. Tk7 Heihachi ( $df+1,2$ ), **+25(-10) FDFA FB** instead of **-6 FUFT FB**

→ Bound property removed

↓ Hit level **changed**, **high** instead of **mid**

New =  $(ub+1+2), 1$

// Based on Tk7 Steve  $qcf+1$ , then Tk7 Fahkumram  $df+1$

→ Cancels at i15

↑ Heat engager

↑ Delayable up to 15 frames

↑ Hit reaction **changed** (f.e. Tk7 Miguel  $d+3+4$ ): +20(-3) *FDFA-KND WSP* instead of +16(+7) *FUFT-KND WB PSB*

↓ Juggle hit property **changed** (f.e.  $db+4\sim 3$ ), +17(+4) *FUFT* instead of +21(+14) *FUFT PSB WB*

↓ Damage **decreased**, 14 instead of 21

↓ Block reaction **changed** (f.e.  $(b+3,)_2$ ): -11 instead of -10

↓ Recovery **increased**, i51 instead of i45

=  $ub+3+4/(KRH,)_3+4$

// Based on TTT2 Roger  $f,f+3+4$

↑ Heat engager

↑ Damage **increased**, 30 instead of 25

↑ Hitbox **expanded** downwards

↓ Active frames **decreased**, hits at i28 instead of i28/i30

=  $u+3$

→ Towards Movement reduced to 0

↓ Damage **decreased**, 13 instead of 20

=  $uf+3$

↓ Damage **decreased**, 13 instead of 20

---

$$= (u/uf+3,)3$$

---

↑ Juggle reaction **changed** (Strong Aerial Tailspin left), +37(+30) *FDFT WB* instead of +24(+17) *FUFT WB*

↓ Damage **decreased**, 17 instead of 20

↓ Towards movement **reduced** to 0

---

$$\text{New } = (u/uf+3+4,)B$$

---

→ Cancels into U/UF at i12 respectively

## DASH AND BACKDASH ATTACKS:

New =  $f, f+1$

// Based on Tk7 Steve (*FLK*,)1

↓ Damage **decreased**, 5 instead of 14

New =  $(f, f+1, 1+2)$

// First hit based on Tk7 Steve (*PKB, b+1, 1*,)2

↓ Damage **decreased**, 8 instead of 12

// Second hit based on Tk7 Steve (*PKB, b+1, 1, 2*,)1, then Tk7 King  $f, f+1$

↓ Damage **decreased**, 7 instead of 21

↓ Hit reaction changed (f.e. TTT2 Heihachi *WS+2*): +4 instead of +16(+7) *FUFT-KND*  
WB PSB

↓ Block disadvantage increased, -15 instead of -10

New = *During Heat*  $(f, f+1, 1+2, 2)$

// Based on Tk7 Gigas *SS+2*

↑ Hit reaction **changed** (f.e. Tk7 Feng  $f, f+1+2^\circ$ ), +26 *SCD* instead of +55(+35) *FUFT-LCH SCR*

↓ Block reaction changed (generic high block), -31 instead of -7 PSB on block

↓ Damage **decreased**, 17 instead of 25

New =  $(f, f+1, 1+2, 3)$

→ Based on  $(df+3, 3)$

→ Cancels at i31

*= f,f+2*

↓ Counter hit property **changed** (Tk8 Instant Tornado-flip): +73(+57) *FUFT-LCH TF S-WSP* instead of +54(+35) *FUFT-LCH PSB*

→ Properties change when cancelled into *During Heat (f,f+2),1+2* and *During Heat (f,f+2),1+2°*

↘ ↓ Hit reaction **changed** (f.e. (f+2,)3 on back hit): Standing instead of *FUFT-KND PSB*

↘ ↓ Counter hit property **removed**

*New = During Heat (f,f+2),1+2*

// Based on Tk7 Devil Jin f+1+2 second hit

→ Heat Consumption: 45%

↑ Start-up **decreased**, i17 instead of i27

↑ Homing property **added**

↑ Counter hit property **added** (f.e. Tk8 Paul 4): +24 *FUFT-GND WB*

↑ Recovery **decreased**, i59 instead of i64

↑ Block disadvantage **decreased**, -10 instead of -15

↓ Damage **decreased**, instead of 25

↓ Hit reaction **changed** (Tk7 Screw attack spin right): +12 instead of +8(-1) *FUFT-KND PSB*

*New = During Heat (f,f+2,1+2),D*

// Based on *During Heat (f,f+2),1+2*

→ Recovers crouching

↑ Recovery **decreased**, i55 instead of i59

New = *During Heat (f,f+2),1+2°*

// Based on *During Heat (f,f+2),1+2*

→ Heat Consumption: 45%

↑ Damage **increased**, 27 instead of 17

↑ Hit reaction **changed** (f.e. 3+4): +11 *FUFT-FLP PSB* instead of +12

↑ Block reaction **changed** (f.e. *FC+1+2*): -5 *PSB* instead of -10

↑ Deals 8 **chip damage** on block

↑ Counter hit reaction changed (f.e. Tk8 S3 Bryan *SNE FC,df+3*): +41(+35) *FUFT-LCH PSB BRK* instead of +24 *FUFT-GND WB*

↓ Start-up **increased**, i35 instead of i17

↓ Recovery **increased**, i64 instead of i59

New = *During Heat (f,f+2,1+2°),D*

// Based on *During Heat (f,f+2),1+2°*

→ Recovers crouching

↑ Recovery **decreased**, i59 instead of i64

*New = f,f+3*

// Based on TTT2 Roger *WS+3*

→ Hit and counter hit Animation changed

New = *(f,f+3,)3*

// Based on TTT2 Roger *(WS+3,)3*

New =  $(f, f+3, )3^\circ$

// Based on TTT2 Roger  $(WS+3, )3^\circ$

↑ Deals 7 chip damage on block

↑ Juggle reaction changed (f.e. Tk7 Heihachi  $(df+1, )2$ ), +22(-13) FDFA FB instead of -5 FUFT FB

→ Bound property removed

↓ Hit reaction changed (f.e. Tk7 Heihachi  $(df+1, )2$ ): +17 FDFA-KND PSB WB instead of +21 FDFA-GND

=  $f, f+1+2$

↑ Recovery frames decreased, i65 instead of i84

↑ second block reaction removed

↑ Block stagger added, but block reaction adjusted: +5/+19 instead of -5/+14

↑ Deals 4 chip damage on block

→ Recovers into crouch

↓ Start-up increased, i30 instead of i19

↓ Active frames decreased, 14 frames (i31/i45) instead of 19 frames (i20/i39)

=  $b, b+4$

↑ Deals 9 chip damage on block

↑ Pushback on counter hit removed

→ Properties change when cancelled into *During Heat*  $(b, b+4), 1+2$

└ ↑ Hit reaction changed (f.e. TTT2 Roger  $(WS+3, )3^\circ$ ): FDFA-GND instead of Standing

└ ↑ No ground hit pushback

└ → Ground hit reaction altered: GND instead of KND



*New = During Heat (b,b+4),1+2*

// Based on TTT2 Alex  $db+3+4$

→ Heat Consumption: 34%

↑ Recovery **decreased**, i67 instead of i76

↑ Start-up **decreased**, i10/i14 instead of i29/i32

\\_ ↑ Active 1 frame **earlier**

↑ Hit reaction **changed** (f.e.  $(f+4, )3$ ): +26(+11): *FUFT-KND FOX-WSP PSB* instead of +17(+7) *FUFT-KND A-WSP PSB*

↑ Juggle reaction **changed** (Strong Aerial Tailspin left): +25(+18) *FDFA BRK* instead of +19(+1) *FUFT*

↑ Ground hit property **added** (f.e. Tk7 Heihachi  $f,f+2$ ): +11(-6) *FDFA PSB* instead of -17(-25) *FUFT PSB*

↑ Deals 7 **chip damage** on block

↓ Block reaction **changed** (f.e. Tk7 Steve *Ext DCK,f+2*): -7 *PSB* instead -1

## RUNNING ATTACKS:

New =  $WR+2$

// Based on TTT2 Roger ( $b+1+2$ ),  $F$

↑ Start-up **decreased**, i13 instead of i17

↑ Recovery **decreased**, i47 instead of i63

↑ Counter hit property **added** (f.e. Tk7 Miguel *SVG,uf+3* on normal hit): +27(+23)  
*FUFT-LCH WB*

↑ Ground hit property **added** (f.e. Tk8 S3 Law  $1+2$ ): +12(-27) *FUFT PSB*

↑ Deals 5 **chip damage** on block

→ Active frames increased, 11 frames (i14/i25) instead of 10 frames (i18/i28)

↓ Damage **decreased**, 17 instead of 30

↓ Block reaction **changed** (f.e.  $db+1+2$ ): -10/+5 instead of +5/+15

=  $WR+3$

↑ Deals 9 **chip damage** on block

↓ Block advantage **decreased**, +6 instead of +10

=  $WR+4$

// Based on TTT2 Roger *After running 3 steps 4*

→ Also gains its cancels

↑ Hit reaction **changed** (Front: f.e. Tk7 Lee  $d+3$ ; Off-Axis: f.e.  $db+3$ ):

↑ +4 *FDFA-KND* on the front

↑ +17 *KND BT* on the back and sides

→ Properties change when cancelling into ( $WR+4$ ),2 or *During Heat* ( $WR+4$ ),2

↑ Front hit reaction **changed** (f.e. Tk7 Jack *debug+1*): *FUFT-KND PSB* instead of *FDFA-KND*

↓ Damage **decreased**, 19 instead of 22

---

$= (WR+4,)_2$

---

↑ Start-up decreased, i25 instead of i27

↓ Recovery increased, i71 instead of i64

---

New  $= \textit{During Heat} (WR+4,)_2$

---

// Based on  $(WR+4,)_2$ , and the latter part (i12 onwards) is based on  $(1,2,)_2$

Latter part:

↑ Damage **increased**, 30 instead of 24

↑ Start-up **decreased**, i15 instead of i22

↑ Block reaction **adjusted**: -5 instead of -7

↑ Recovery **decreased**: i44 instead of i54

↑ Cancel on hit **added**: Recovery on hit **decreased**: i41 instead of i44

↑ Range increased, 3,42 $tu$  instead of 2,09 $x_{tu}$

↓ Juggle reaction **changed** (f.e. Tk7 Heihachi  $qcf+2$ ), +6(+5) *FUFT PSB* instead of +19(+12) *FUFT*

---

$= (WR+4,)_4$

---

→ Counter hit property added (f.e. Tk7 Heihachi  $db+2$  on normal hit): -8

→ Damage increased, 8 instead of 7

= (WR+4,4,)4

// Latter part animation from SS+4

↑ Damage **increased**, 20 instead of 7

↑ Juggle property **added** (f.e. 3), +15(+8) *FUFT WB* instead of -3(-10) *FUFT*

↑ Recovery **decreased**, i63 instead of i83

→ Recovers standing instead of crouching

→ Hit reaction changed (f.e. *d*+3 on counter hit) +5 instead of +6

→ Start-up frames decreased, i28 instead of i29

→ Block stagger added, now -37 instead of -35

= WR+3+4

↑ Now executable like any other *WR* move (had to run a certain distance beforehand)

↑ Start-up **decreased**, i22 instead of i27

↑ Deals 10 **chip damage** on block

↓ Block Advantage **decreased**, -16/-10 instead of +17/+23 *BLK*

## WHILE RISING AND CROUCHING ATTACKS:

New =  $WS+1$

// Based on Tk7 Kuma/Panda  $WS+1$

- ↑ Range **increased**, 2,64tu instead of 2,43tu
- ↑ Recovery **decreased**, i35 instead of i39
- ↑ Hit reaction **changed** (f.e. Tk7 Miguel  $f,f+2$ ): +7 instead of +4
- Recovers crouching instead of standing
- ↓ Start-up **increased**, i18 instead of i12
- ↓ Damage **decreased**, 12 instead of 14

New =  $(WS+1),3$

// Based on 3+4

- ↑ Recovery **decreased** on hit: i44 instead of i54
- ↑ Start-up **decreased**, i13 instead of i22
- ↓ Damage **decreased**, 20 instead of 24
- ↓ Range **decreased**, 1,77tu instead of 2,61tu

New =  $(WS+1),4$

// Animation from Tk8 Azucena  $BT,f,f$ , then Tk7 Alisa  $f+2$

- Damage: 30
- Start-up: i28
- Active frame: i29
- Recovery: i61
- Hit level: **mid**
- Hit reaction (f.e. Tk7 Kazuya  $uf+3$ ): +12 *FUFT-KND WB BG-PSB*
- Block reaction (f.e. TTT2 Roger  $d+1+2$  second hit): -14
- Juggle reaction (f.e. 3): +19(+12) *FUFT BRK*
- Range: 3,12tu

$= WS+2:$

↑ Active frames **expanded**, i13/14 instead of i14

↑ Hitbox **expanded** downwards

$= (WS+2, )2$

↑ Heat Engager

\\_ → Follow-up on Heat Dash

↑ Juggle reaction **changed** (f.e. Tk7 Heihachi ( $df+1, )2$ ): +17(-18) *FDFA FB* instead of -8 *FUFT FB*

↑ Hit reaction **changed** (f.e. Tk7 Heihachi ( $df+1, )2$ ): instead of +3 *FC*

↓ Block disadvantage **increased**, -15 *FC* instead of -13 *FC*

↓ Damage **decreased**, 17 instead of 23

New  $= (WS+2, )f+2$

// Based on Tk7 Steve (*PKB, )uf+2*

↑ Tornado-flip property added

↑ Range **increased**, 2,78*tu* instead of 2,63*tu*

↑ Block reaction **changed** (f.e.  $db+1+2$ ): -14 instead of -15

↑ Recovery **decreased**: i53 instead of i56

↑ Recovery **decreased** on hit: i45 instead of i53

↓ Hit reaction **changed** (f.e. Tk7 Miguel (*SVG, 3, )3*): +6 *PSB* instead of +34(+22) *FUFT-LCH*

↓ Start-up **increased**, i22 instead of i16

↓ Ground hit property **removed**

New =  $WS+3$

// Animation from Tk7 Yoshimitsu  $WS+3$ , then  $WR+3$

↑ Counter hit property **added** (f.e. Tk8 S3 King  $FC,df+2$ ): **+60 FUFT-LCH SCD**

↑ Damage **increased**, 19 instead of 12

↓ Start-up **increased**, i21 instead of i15

↓ Block disadvantage **increased**, -8 instead of -6

New =  $(WS+3),3+4$

// Based on  $WS+3$

↑ Recovery **decreased**, i40 instead of i44

↑ *FBD* now takes **30** frames to activate instead of 71 frames

→ Recovers into *BOB*

=  $FC,1+2$

↑ Damage **increased**, 28 instead of 23

↑ Deals **8 chip damage** on block

↑ Block reaction **adjusted**: -14 *PSB* instead of -15

→ Recovery decreased, i61 instead of i62

=  $FC,df+2$

↑ Ground hit property **added** (f.e. Tk7 Heihachi  $f,f+2$ ): **+19(+2) FDFA**

↑ Start-up **decreased**, i14 instead of i15

→ Range reduced to fit TTT2 Roger range

=  $FC,db/d+3$

// Based on  $FC+df+3$

$= FC, df+4$

↑ Recovery **decreased** on hit, i45 instead of i54

↑ Ground hit property **added** (f.e. Tk8 S3 Nina  $SS+4$ ): +16(-23) *PSB-BG*



## SIDESTEP ATTACKS:

=  $SS+4$

↑ Ground hit property **added** (f.e. Tk8 S3 Nina  $SS+4$ ): +10(-29) *PSB-BG*

## BACKTURN ATTACKS:

New =  $BT,2$

// Animation from Tk7 Eddy  $f,f+2$

↑ Hit reaction **changed** (Tk7 Screw attack spin left): +13 *BLK* instead of +6 *FG-PSB*

↑ Counter hit property **added** (f.e. Tk7 Heihachi): +7

↑ Start-up **decreased**, i11 instead of i17

→ Range increased, 2,43*tu* instead of 2,4*tu*

↓ Damage **decreased**, 15 instead of 19

↓ Block reaction **changed** (Tk7 generic mid block): -11 instead of -4 *FG-PSB*

New =  $(BT,2),4$

// Animation from Tk7 Eddy  $u+4$

→ Damage: 20

→ Start-up: i18

→ Active frame: i19/i22

→ Recovery: i50

→ Has block/whiff stagger: Recovery i61 instead of i50

→ Hit level: **mid**

→ Hit reaction (f.e. Tk7 Miguel  $d+3+4$ ): +19(+2) *FDFA-KND WB*

→ Block reaction (f.e. Tk7 Heihachi  $(b+3,)2$ ): -18

→ Juggle property (f.e. Tk7 Lars  $(f+1,2,)3$  without pushback): +24(+17) *FUFT*

→ Has Tornado-flip property

→ Range: 2,72*tu*

New =BT,4

// Based on Tk7 Heihachi 4

↑ Juggle reaction **changed** (Strong Aerial Tailspin right), +39(+32) *FDFT WB* instead of +17(+10) *FUFT WB*

↑ Damage **increased**, 26 instead of 21

↑ Counter hit property **changed** (Tk7 screw launch left): +70(+50) *FUFT-LCH WB PSB* instead of +46 *FUFT-LCH*

↑ Recovery **decreased** on hit, i37 instead of i50

↑ Deals 7 **chip damage** on block

↑ Block reaction **changed** (f.e. Tk7 Steve *Ext DCK,f+2*): -2 *PSB* instead of -9

↓ Range **decreased**, 1,96*tu* instead of 2,24*tu*

=BT,3+4

↑ **Tornado-flip** property added

↑ Hitbox expanded **downwards**, **hits grounded** opponents

## BOBBIN' DANCE ATTACKS:

= *BOB,2*

- ↑ Recovery frames **decreased** on hit, i50 instead of i71
- ↑ **Tornado-flip** property added
- ↑ Hitbox **expanded** downwards, hits **grounded** opponents
- ↑ Juggle reaction **changed** (f.e. Tk7 Dragunov  $(f+2,4)$ ): +27(+9) *FUFT* instead of -3(-10) *FUFT BRK*
- ↑ Hit reaction **changed** (f.e. Tk7 Miguel  $d+3+4$ ): +17(0) *FUFT-KND PSB* instead of -3(-12) *FUFT-KND PSB*
- ↑ Ground hit property **added** (f.e. Tk7 Heihachi  $f,f+2$ ): +17(0) *FDFA PSB*
- ↑ Counter hit property **added** (f.e. Tk7 Steve *DCK,1*): +29(+19) *FDFA-LCH BW-PSB A-WSP*
  - ↘ Opponent flies behind Roger on counter hit

New = *BOB,2,B*

// Based on *BOB,2*

- Always recovers at i52
- Recovers into *BT*

New = *BOB,3*

// Based on TTT2 Roger  $(b+1+2,3)$

- ↑ Start-up **increased**, i15 instead of i17
- ↓ Damage **decreased**, 14 instead of 16
- ↓ Hit advantage **decreased**, +1 instead of +5
- ↓ Block disadvantage **increased**, -14 instead of -6

New = *BOB,4*

// Based on *f,f+4*

↑ Heat engager

\\_ Launch on Heat Dash

↑ Hit reaction **changed** (f.e. Tk7 Miguel *SVG,uf+3*): +20(+16) *FUFT-KND WB PSB* instead of +30(-9) *FUFT-KND WB PSB*

↑ Damage **increased**, 27 instead of 25

→ Recovery decreased, i50 instead of i51

New = *BOB,1+2*

// Based on Tk7 Leroy *1+2*

↑ No block stagger

↑ Damage **increased**, 7;7;13 instead of 9;3;3

↑ Hit advantage **increased**, +9 instead of 0

↑ Block disadvantage **decreased**, +2 instead of -6

→ Recovers into *BOB*

→ Recovery increased, i43 instead of i42

New = *BOB,d+1*

// Based on TTT2 Roger (*b+1+2,1*)

↑ Power Crush property added

↑ Hit reaction **changed** (f.e. Tk8 S3 Kazuya *db+2* on counter hit): +32 *FUFA-GND FB* instead of +58 *FUFT-LCH KND*

↑ Juggle reaction **changed** (f.e. Tk7 Heihachi (*df+1,2*): +28(-8) *FDFA FB* instead of 0 *FB*

↑ Start-up **decreased**, i24 instead i27

↓ Block reaction **changed**: -2 *FC* instead of -14 *FC*

= *BOB,n,1*

↑ Deals 9 chip damage on block

= *BOB,n,2*

↑ Recovery decreased on hit, i50 instead of i71

↑ Juggle reaction changed (Strong Aerial Tailspin right): +31(+24) *FDFA-KND WB* instead of -3(-10) *FUFT-KND WB*

↑ Ground hit property added (f.e. *SS+4*): +13(-26) *FUFT*

↑ Hitbox expanded downwards, hits grounded opponents.

New = (*BOB,n,2*),*B*

// Based on *BOB,n,2*

→ Always recovers at i52

→ Recovers into *BT*

New = *BOB,n,3*

// Based on *BOB,3*

↑ Hit reaction changed (Low ground slump):

↑ +19 *FDFA-LCH* on the front

↑ +31 *KND-LCH BT* on the back and sides

↑ Block disadvantage decreased, -10 instead of -14

→ Damage increased, 15 instead of 14

New = *BOB,n,4*

// Based on *BOB,4*

↑ More pushback on block

↑ Deals 10 chip damage on block

↑ Damage increased, 35 instead of 25

↑ Hitbox expanded downwards

→ Start-up decreased, i14 instead of i15

New = *BOB,n,1+2*

↑ Adds an additional 2 hits after the first two (Repeats the first 2 hits)

## KANGAROO HOP ( $uf,n$ ) ATTACKS:

=  $KRH,1$

// Based on Tk7 generic ( $uf,n$ )1

↑ Recovery **decreased**, i41 instead of i44

↑ Hitbox **expanded** downwards

→ Counter hit property added (f.e. Tk7 Heihachi ( $b+3$ ),2): +9

→ Damage increased, 13 instead of 12

↓ Hit reaction **adjusted**, +9 *PSB* instead of +9

New = ( $KRH,1$ ),1

// Based on ( $KRH,n$ ),1

↑ Start-up decreased, i12 instead of i32

New = ( $KRH,1,1$ ),2

// Based on ( $df+1$ ),2

→ Cancels at i12

→ Delayable up to 15 frames

New = ( $KRH,1$ ),2

// Based on Tk7 Steve ( $uf,n$ ),2

↑ Juggle hit property **changed** (f.e. Tk7 Heihachi ( $df+1$ ),2), +21(-14) *FDFA FB* instead of -14 *FB FUFT*

↑ Damage increased, 17 instead of 12

↑ Block reaction changed (Tk7 generic low block): -15 *FC* instead of -15

→ Hit level changed, **mid** to **low**



= *KRH,2*

// Based on Tk7 Steve *WR+2*

↑ Deals 6 **chip damage** on block

↑ Start-up decreased, i12 instead of i20

↓ Block reaction **changed** (f.e. Tk7 Heihachi *f+3*): -19 *PSB* instead of +9

↓ Damage **decreased**, 20 instead of 30

New = *During Heat (KRH,2),f,f*

→ Based on *KRH,2*

→ Heat Consumption: 20%

→ Cancels into WD at i34

= *KRH,3*

// Based on Tk7 Miguel *uf,n,3*

↑ Recovery frames **decreased**, i52 instead of i59

↑ Block reaction changed (Tk7 generic high block): -13 instead of -17

↓ Damage **decreased**, 22 instead of 25

= *KRH,4*

// Based on TTT2 Dr. Boskonovitch *uf+4*

↑ Damage **increased**, 20 instead of 15

↑ Recovery frames **decreased**, i50 instead of i47

↑ Start-up frames **decreased**, i10 instead of i18

↑ Tornado-flip property **added**

↓ Hit reaction changed (f.e. Tk7 Heihachi (*b+3*),2) -1 instead of +23(+13) *FUFT-KND PSB WB*

\\_ → Counter hit reaction is old hit reaction

= *KRH,1+2*

// Based on TTT2 True Ogre *uf+3+4*

↑ Counter hit property **added** (f.e. TTT2 Roger (*WS+3*),3°): **+25/+32 FDFA KND**

↑ Recovery **decreased**, i45 instead of i50

→ Switches sides when hitting a close downed opponent

↓ Active frames **decreased**, first 8 frames **removed**

↓ Block stagger **added**, -24(-17) *FUFT-LCH* instead of -17/-2 *FC*

↓ Start-up frames **increased**, i13 instead of i7

New = *During Heat KRH,1+3/2+4*

// Based on TTT2 Alex *db+1+2*

// Heat Consumption: 15%

↑ Throw transition also triggers on **all sides** as well as **aerial opponents**

↑ Start-up **decreased**, i15 instead of i25

↑ Hitbox **expanded** downwards

↑ Throw reaction **adjusted**

\\_ Now able to **break floors**

\\_ Can **A-WSP** for an **extra 5 damage**

→ Throw damage **decreased**, 15 instead of 21

\\_ ↑ Throw damage is **unscaled**

→ Now **only** a throw instead of attack-throw transition

\\_ ↑ **Unbreakable** throw

\\_ → Hit level changed, **high throw** instead of **mid**

\\_ ↓ Initial hit deals **no damage**

= *KRH,n,1*

// Based on Tk7 generic *uf,n,n,1*

↑ Counter hit property **added** (f.e. *ub+1+2* on counter hit): +13 *SCD*

↑ Hit reaction changed (f.e. *df+1*): +5 *FC* instead of +5

↓ Damage decreased, 8 instead of 12

= *KRH,n,3*

// Based on Tk7 Miguel *uf,n,n,3*

↑ Hitbox **expanded** downwards, hits **grounded** opponents

↑ Ground hit property **added** (f.e. Tk7 Heihachi *f,f+2*): +24(+7) *FDFA*

↑ Juggle hit property **added** (f.e. *(BT,2,)4*): +29(+22) *FUFT*

↑ Recovery **decreased**, i61 instead of i71

↑ Block reaction **changed** (f.e. *KRH,2*): -7 instead of -17

→ Damage increased, 26 instead of 25

↓ Hit reaction **changed** (Tk8 instant Tornado-flip): +78(+62) *FUFT-LCH TF WB*  
instead of +24(+14) *FUFT-LCH A-WSP*

## WAVEDASH ATTACKS:

=  $WD+1$

↑ Ground hit reaction **added** (f.e. Tk7 Heihachi  $f,f+2$ ), 0(-10) *FUFT PSB*

→ Hit reaction changed (f.e.  $WND,2$  on counter hit): +22(+12) *FUFT-KND A-WSP*  
instead of +24(+14) *FUFT-KND A-WSP*

New =  $WD+2$

// Based on TTT2 Roger ( $d+1+2,1+2$ ),2

↑ Hit reaction **changed** (Tk8 instant tornado-flip): +65(+49) *FUFT-LCH TF WB*  
instead of +11(+2) *FUFT-KND WB BG-PSB*

↑ Crouch block reaction **added** (f.e.  $WD+1$ ): -15

↑ Juggle reaction **changed** (f.e. Tk7 Dagunov  $(f+2,)_4$  with more vertical pushback):  
+26(+8) *FUFT* instead of +13(+6) *FUFT BRK*

↓ Hit level **changed**, **special mid** instead of **mid**

↓ Block reaction **changed** (Tk7 generic high block): -19 instead of -13

↓ Damage **decreased**, 25 instead of 36

=  $WD+1+2$

// Based on TTT2 Roger ( $b+1+2$ ),1+2

↑ The second hit now **doesn't** break the floor.

\\_ The third hit will break the floor, leading to more damage.

↓ Kick cancels **removed**

↓ Damage **decreased**, 7;7;17 instead of 11;12;20

New = *During Heat (WD+1+2),U*

// Based on TTT2 Alex (*b+1+2,1+2,Auto*)

// Heat Consumption: 65%

↑ Juggle reaction changed (f.e. *b+3*): +34(+27) *FDFA* instead of +18(0)

↑ Recovery decreased, i55 instead of i59

↑ Recovery decreased on hit, i41 instead of i55

↓ Hit reaction changed (f.e. *f,f+3* on counter hit): +10 instead of +18(+8) *FUFT-KND PSB*

\\_ Switches sides on close hit

= *WD+3+4*

// Based on TTT2 True Ogre *db+3+4*

↑ Hit advantage increased, +5 instead of +3

↑ Block disadvantage decreased, -14 instead of -26

→ Counter hit reaction changed (f.e. Tk8 S3 Bryan *SNE FC,df+3*): +41(+25) *FUFT-KND PSB BRK* instead of +15 *FDFA-GND*

→ Damage increased, 22 instead of 20

## FOR THE MODDERS

You can do anything you want with the Content Featured in this Moveset, but if you Rerelease its Content be sure to Mention the Creator and put in a link to this Moveset in your Moveset.

### NAMING CONVENTION OF THE MOVES:

- = means that a move is a transition to another move  
f.e. "Roger\_1=2" is the transition to "Roger\_1-2"
- =R means that a move is a **R**eaction
  - Can be combined with "H"; "L"; "R"; "B"; "F"; "CH" and "C"
    - H = Hit
    - L = Left
    - R = Right
    - B = Back
    - F = Front
    - CH = Counter-Hit
    - C = Crouch
- =T means that a move is a **T**hrow
- P means **P**arry

### OTHER THINGS TO NOTE:

- The "tkm\_mot0rigin\_X"-moves caused the game to crash, so it's best to avoid them.
- Some moves have animation names due to some moves using that move name as their anim\_name (for some reason), so do not change those.
- Tail attacks are done via projectiles, so to edit them, go into the extra properties.
- Lots of things, such as Heat, are done via Flags:
  - 0x1 = Ground Scaling (1 = Enabled; 0 = Disabled)
  - 0x2 = Trigger "almost 20" hit effects (17 to 19) (1 = Disabled; 0 = Enabled)
  - 0x4 = Heat Dash always gives follow-ups in juggles (1 = Enabled; 0 = Disabled)
  - 0x5 = Heat (0 = Heat Available; 1 until 100 = Heat Active; 100+ = Heat Drained)
  - 0x6 = Strong Aerial Tailspin hit counter (3 = more pushback active; below 3 = more pushback inactive)