



[Skullgirls: Robo-Fortune](#)



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Fortune's original lineup art was converted into Robo-Fortune's lineup art (animated) A picture from Mane6's Website, showcasing Robo-Fortune and Paprika (from the game Them's Fightin' Herds).. See the Solo Combo section below for weight-specific variants Can also substitute the 1st jMP for a jHK [3, 6] (all hits) for some better consistency on mediums, and adding 20 more damage (7351)ConversionsMeteredMagnet Trap (236KK) is a very useful conversion tool, in order to use you have to hold it and release when opponent lands close enough to you, but not close enough that the opponent gets caught in to this super's grab.. This can convert from:5HK (gives enough time to cancel into 2HK before 236KK)236Lk/HK (which can be canceled from 5HP)Both ground and air throwsYou can go into a regular BnB since robo doesn't spend OTG normally unless she wants to be optimal, but IPS will trigger sooner so check 5HK in the solo combo sections for workarounds.. This is however something you will not see a lot of use in real situations due to how much meter you spend if you go into a full combo with a lvl 1 ender afterwards.

Skullgirls Robo Fortune Move ListAs shown in the game's fourth trial, Systemic Circuit Breaker (214PP) > dash into buttons can be used to convert from 5HK.

skullgirls robo fortune

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See the 'Which in-game trials are useful for a beginner?' section MeterlessIf you have a head, you can cancel 5HP into 214MK and then go into a BnB as you would with 5HK-236KKIf you haven't used your double jump, you can easily convert from an Air Throw by djc-ing forward into 2LK 2MK 2HP.. After getting comfortable with this combo, moving on to jLK jMK double jump cancel string combos is recommended.. Lineup art of Robo-Fortune, including her logo and name from the Skullgirls com Colormapped cycle showing the production process of how Ms.. Featuring all-new game systems which test the skills of veteran fighting game fans while also making the genre enjoyable and accessible to newcomers.. 236KK scores you a hard knockdown but it isn't as damaging and is pretty niche overall.

skullgirls robo fortune move list

You'll ever be using this as a combo ender if you want to go for a specific DHC.. MP or j HK [2] in the case of j LP, j LK and j MK Meter Dumping236PP lvl 1/3/5 are your main way to get decent damage from your combos as Robo has a low damage output.. Air-to-air and non-standard jump-in conversions can be done by cancelling into j.. < Skullgirls I Robo-FortuneAbbreviationMeaningGeneral legend(N)Multi-hit move hits only N times.

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If the 2MK is nicely spaced, your best option will be cancelling into a max-range 5HK for a low/high mixup.. HK Theonite Beam(Hp) s Lk s Mp(h Robo-Fortune is a playable character from the indie fighting game Skullgirls.. Omitted if all hits are used xNNormal that chains into itself pressed N times[X]Hold down X[X]Release XX-YY then Y done in quick successionX/YY or Y!XX triggers a burstFastfallCancelling an air normal into another move to change momentum and land early.. Example: 2147LK for TK Airball)236214623421[4]6 (hold for 35 frames), [2]8 (hold for 35 frames), 360Character legendFull move nameAbbreviated nameInputDouble jump canceldjcJump during an air normal / air throw whileyou still have double jump action availableTheonite BeamL Beam / M Beam / H Beam236LP / 236MP / 236HPHeadrone ImpactMine214MK while having at least one HeadroneDanger! Head Swap Action!L Danger236LKDanger! Flailing Arm Hazard!M Danger236MKDanger! Rotating Component Hazard!H Danger236HKCatastrophe Cannon AlphaCannon236PPMagnetic TrapMagnet236KKCharacter weight classesLightsFilia/Fukua, Peacock, Ms.. Metered Magnet Trap (236KK) is a very useful conversion tool, in order to use you have to hold it and release when opponent lands close enough to you, but not close enough that the opponent gets caught in to this super's grab.. Once you can do all of them, try learning the combos in the following sections!A basic ground chain combo ending in sweepA basic ground chain combo ending in a special cancelA basic ground chain combo ending in a super cancelCombo PrimerHit Confirms2LK 2MP 5MK is the standard grounded confirm, as you get to chain two of your lows with an ender that is ±0 on block.. Skullgirls is a fast-paced 2-D fighting game that puts players in control of fierce warriors in an extraordinary Dark Deco world.. Notes:All double jump cancels are forward jumps Hold down during j HKs performed right before continuing into a ground chain, as it will steer robo down to the ground and give you an easy way to follow up.. 2LK 2MP 5MK 2HPjHP j236HPdj 9jLK jMP j236HPjLP jMP j236HP5LPx2 5HP 236HKwalk OTG 5LK 5[MP] 5MK 5HP 236HK 236PP73311CornerUniversal (difficult on some Lights and Double)Corner BnB, it is a bit demanding timing wise and the combos listed above also work fine in the corner, but it is worth learning for the damage.. While 2MK is one of robo's most useful tools that leads into a BnB, DO NOT OVERUSE IT as it is -16 on block and none of your cancel options are truly safe. e10c415e6f