### Diavolo - Movelist

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Erasing Time – Down, Back, B
"Such futility!" – Forward, A
"The passage of time resumes!" – Down,
Forward, X/Y/Z
"This is the end!" – Down, Back, X/Y/Z
"Time has been erased..." – Back, Down, Back,
X/Y/Z
"You're not getting away!" – Back (Hold),
Forward, X/Y/Z
"King Crimson!" – Back, Down, Forward, X/Y/Z
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Epitaph – Down, Forward, XY/C
Pinnacle of Eternity – Down, Back, XY
Down, Forward, B
Abduction – Forward, Back, C
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# Special Ability: Erasing Time

Down, Back, B

- Diavolo erases time, allowing him to move around freely while the opponent is frozen still.
- The ability is disabled after a good while or when Diavolo attacks.
- This ability can also be activated by "Time has been erased..."



## "Such futility!"

#### Forward, A

 Diavolo skips time to dash forward, throwing his blood in the process, damaging enemies should they be close enough.



# "The passage of time resumes!"

Down, Forward, X/Y/Z

- King Crimson punches the opponent in the abdomen, causing them to fall.
- The button input determines the attack's range.
- The attack can be charged for a short while, making it unblockable and increasing its range.
- Also used as the finisher of Diavolo's auto-combo.



#### "This is the end!"

Down, Back, X/Y/Z

 King Crimson punches the ground, creating a shockwave that knocks opponents over.

- If Z is input, the attack is capable of damaging enemies that are already down.



# "Time has been erased..."

Back, Down, Back, X/Y/Z

- Diavolo strikes a pose, erasing time should he be hit.
- Uses 25% of a bar of Super.
- This move can be used while being attacked in order to instantly stop time at the cost of 2 and a half Power bars.





### "King Crimson!"

Back, Down, Forward, X/Y/Z

- King Crimson grabs the opponent, hitting them into the air, causing multiple hits, before punching them away.



### Epitaph

Down, Forward, XY/C

- Diavolo activates his sub-stand, Epitaph, causing any attack that hits him while he is not jumping or attacking to be automatically Stylish Dodged.
- Diavolo's dash cooldown is also increased drastically.
- This ability lasts for nine seconds.
- Uses one bar of Super.



### Pinnacle of Eternity

Down, Back, XY or Down, Forward, B

- Diavolo opens at the opponent.
   If stricken, it is revealed that they hit their future self before being risen on a pedestal and being chopped in the neck by King Crimson.
- Uses two bars of Super.



#### Abduction

Forward, Back, C

- Diavolo walks forward a short distance before disappearing.
   After a short time, Diavolo reappears behind the opponent and grabs them, causing the screen to go black. When vision returns, the opponent is revealed to be impaled on a spiked gate.
- Uses two bars of Super.

