

Diavolo - Movelist

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

Epitaph – Down, Forward, XY/C

Pinnacle of Eternity – Down, Back, XY

Down, Forward, B

Abduction – Forward, Back, C

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

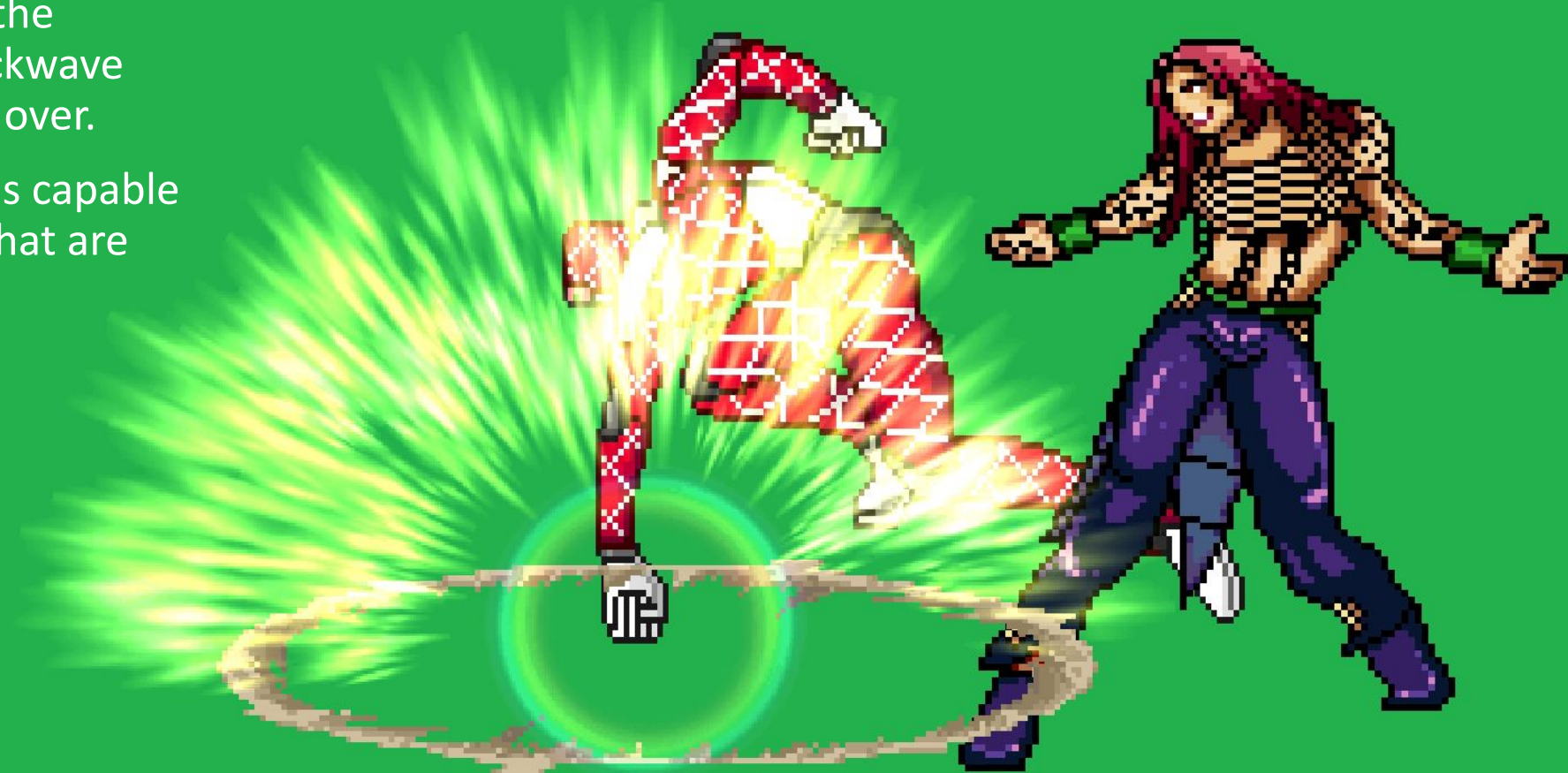
- King Crimson punches the opponent in the abdomen, causing them to fall.
- The button input determines the attack's range.
- The attack can be charged for a short while, making it unblockable and increasing its range.
- Also used as the finisher of Diavolo's auto-combo.



“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.



“You’re not getting away!”

Back (Hold), Forward, X/Y/Z

- Diavolo runs towards the opponent and , if he touches them, punches them through the chest before punching them away.



“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.

