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## Little fighter 2.5 characters

Drawing list Here is the complete list of all characters in Little Fighter 2, complete with the special train list. D = Defense, J = Jump, A = Attack &gt; = Left or Right, - = Up, v = Down commands that follow another command are in the bracket. The points after the command means that it can be repeated as often as possible. For example, D + &gt; + A (+A..) means that you can tap the Attack button to repeat the moves as long as your MP stops. Please note that some special moves (without permission) from the original games have been renamed. That is intentional. Below the names of each character is a simplified statistics of the character. The first three show the character's abilities, with five stars being the highest rating. The bottom three indicate the character's fighting style. Power is the ability to damage enemies. High-performance characters can do a lot of damage. Speed is the ability to move quickly. This includes running fast and attacking with little delay in time. The Special Moves rating is the value of special moves. Higher ratings mean that the special trains cause high damage or are very flexible to use. Combo is the ability to run a combo. Characters with more stars can hit many times, while characters with fewer stars deal high damage in one strike. Range is the ability to attack distance. Fistfighters tend to have shorter ranges than those of mages or archers. Melee is the ability to attack multiple enemies. If a character has fewer stars, they have a better chance of winning in a 1-on-1 fight. Deep Power \*\*\*\* Speed \*\*-- Special Moves \*\*\*\*- Combo \*\*\*-- Area \*\*-- melee \*\*\*-- Aero Cutter (D + &gt; + A (+A +A), MP15-45): Swings with medium energy explosion. Tap A to re-fire up to three times. Champ Strike (D + v + A (+A..), MP15.): Swings at full power. Tap A to repeat it, or On J to run Rock Crusher. Rock Crusher (D + X + J or Champ Strike + A, MP15): Hits an enemy in the air back to Earth. Heaven & Earth (D + &gt; + J, MP40): A deadly charge with four consecutive strong slashes. Long a famous swordsman, Deep is the ultimate in melee- With the sword as a weapon, he can deliver a wave of painful blows, especially with all the powerful special moves. In addition, it is fairly comfortable to control, making it an excellent character for beginners! Deep down there is a bit of speed, but its power more than makes up for it. John Power \*\*-- Speed \*\*\*-- Special Moves \*\*\*\*\* Combo \*--- Range \*\*\*\*- -- Force Shot (D + &gt; + A, MP15): Fires an energy explosion with the rod. Sacred Shield (D + &gt; + J, MP20): Creates an energy force that reflects projectiles. May also damage when hit. Slicer (D + X + A, MP50): Fires a magical homing disc. This permeates all obstacles. Mystical Healing (D+v + J, MP70):Creates a sphere of healing. Press to heal others, or down for yourself. John is the legend among wizards - most often the genius. Although he is not a good attacker, his various spells are one of the most powerful in the game. Each choice is in his hands - attack, protect or heal. Although he is a perfect teammaker, the remaining MP is always warned, otherwise he is just a wimpy meatbag, Henry Power \*\*\*\*- Speed \*\*\*-- Special Moves \*\*\*\*-. Combo \*--- Range \*\*\*\*\* melee \*\*\*\*\* Dragon Palm (D +gt; + A, MP30): Creates a strong shock wave. Meets only opponents on the ground. Shotgun arrow (D + K + A (+A..), MP30.): Shoots five arrows at once. Tap A to repeat it. Deadly Arrow (D + &gt; + J, MP40): Shoots a deadly arrow that penetrates enemies. Sonata of Death (D + X + J, MP70): Plays a forbidden sonata to create a broad force field that sucks life energy. Rumour has it that Henry, the archer, has chased a great long-range hunter's life of a hundred men. Although none is useful in hand-to-hand combat, his special moves can handle many enemies - at once. With super-long distances, he is also an invincible duel, as Henry is able to sniff enemies from a distance. However, you also consume a lot of MP, so use sparingly, or your blue bar of fate will go empty in no time. Rudolf Power \*\*\*-- Speed \*\*\*\*\* Special Moves \*\*\*\*-. Combo \*\*\*-- Range \*\*\*-- Melee \*--- Shadow Edge (D + &gt; + J, MP0): Jumps and gives a quick slash. Stunne an opponent with a hit. Storm of Stars (D + &gt; + A (+A), MP20.): Throws five Shuriken salyates at the same time. Tap A to repeat it. Transform (Grab, D+J+A, MP30): Transforms into the enemy. Enter D + J + A to transform it again. Hide (D + B + J, MP70): Becomes invisible and unbreakable for a while. This also hides clones. Double (D + v + J, MP70): Creates two clones of Rudolf. Clones die when they are hit. Almost nothing is known about Rudolf, except that he is the descendant of the samurai, who also practiced in the arts of Shinobi. As a hybrid of ninja and samurai, its spells are an excellent fine and great when surprising enemies. His main attack is shuriken, although his twin cats are the deadliest. Take some distance when you're fighting 1-on-1; its indirect attacks can slow you down a little. Louis Power \*\*\*\*- Speed \*\*\*-- Special Moves \*\*\*-- Combo \*\*\*-- Range \*\*--- Melee \*\*\*\*-

Thunder Punch (Run + A / Dash + A, MP10/15): Blows away several enemies with a thunder-coated fist. Thunder Kick (D+J+J, MP10): A five-hit combo suplex kick into multiple enemies. Phoenix Swing (D + S + J (+J.), MP15.): Grabs an enemy and swings it around before throwing it away. Phoenix (D + &gt; +A MP30): Creates a strong shock wave that runs both to the left and to the right. Protected by enchanted armor, Louis the Knight is a martial arts master. Its powerful special moves and armor make it good for both combos and rushing loads. Despite his appearance, Louis can jump higher than the other characters, giving him more time in the air to escape attacks. It is obvious, obviously, a good idea to trust the protection of armaments. Do not try to dive into waves of enemies without precautions! Firen Power \*\*\*\*. Speed \*\*\*\*-- Special Moves \*\*\*\*\* Combo \*\*\*-- Range \*\*\*-- Melee \*\*\*\*\* Fireball (D + &gt; + A (+A +A), MP15-45): Fires a fire explosion that torches its prey. Tap A to re-fire up to three times. Blaze (D + &gt; + J, MP15.): Flames themselves and charges, leaving a trace of fire. Inferno (D + v + J, MP30.): A powerful breath of fire that burns everything in its path. Explosion (D+B+J, MP60 + HP8): Creates an explosion that destroys everything within its explosion radius, including itself. It is rumoured that his art of fire symbolizes madness. This is Firen the Arsonist. His specialized movements are capable of doing much heavier damage than most, which makes him powerful himself. Don't forget that enemies in flames can ignite others who have touched them. Set one on fire and watch the show. Like all other magicians, Firen is not so special without his spells. When you run out of MP, rush to the gun around you! Freeze Power \*\*\*\*- Speed \*\*\*\*- Special Moves \*\*\*\*\* Combo \*--- Range \*\*\*-- Melee \*\*\*\*-. Ice Bump (D + &gt; + A, MP20): Fires an ice explosion that freezes its prey. Summon Sword (D + v + J, MP30): Creates an ice sword that freezes enemies when hit. Icicle (D + &gt; + J, MP30): Creates three icicles from the ground. Frozen icicles can be used as a shield. AZ Blizzard (D +B+J, MP60): Creates a tornado that freezes everything. AZ stands for Absolute Zero. Man of Ice - a nickname they gave him. No one knows his real name or true identity, even if he is truly a man. Its spells are similar to those of Firen, except Freeze's spells are a little more indirect and flexible. Apparently, any frozen will not be able to move, which makes them almost invincible in 1-on-1 duels. You would still want to be careful to stay for MP, because without that, Freeze is in a big problem. Dennis Power \*\*\*\*- Speed \*\*\*\*- Special Moves \*\*\*\*- Combo \*\*\*\*\* Area \*\*\*\*- Melee \*\*\*-- Boom Shot (D + &gt; + A (+A.), MP10.): Fires a small energy beam very fast. Tap A to fire again. Leg Storm (D +v + A, MP15): An opponent quickly falls with four kicks and ends with a slam. Tiny Bomb (D+B+A, MP20): Fires a homing energy explosion. Wyvernes Claw (D + &gt; + J, MP15.): Levitates and occurs again and again while spinning. As a deendant of the art of dragons, Dennis is a fast fighter. Although individual hits are not strong, he is a skilled combo fighter, which makes him able to empty in a very short time. If you chose him as your character, there is no choice but combo, combo, then combo again! A great character to use without significant drawbacks and balanced skills. Woody Power \*\*\*\*- Speed \*\*\*\*- Special Moves \*\*\*\*- Combo \*\*\*\*\* Area \*\*\*\*- melee \*\*\*\*- Heel cutter (D+A, MP0): Send a samersault kick from a back flip, send Enemies flying in the air. Breakdance (D +v + A, MP10): A painful breakdance with three quick kicks into enemies. Hot Shot (D + &gt; + A, MP25): Fires two energy beams one after the other. Teleport (D + b or v + J, MP10. Can be used in the air): Teleports to the enemy with up or friend with down there. Faces towards the goal. Tiger Dash (D + &gt; + J, MP40): Lung in the air and give a powerful knee slap to enemies. The dragon's rival, Woody practices in the ancient arts of the tiger. Although his skills are on par with Dennis and Davis, Woody is more flexible; his movements are both fast and painful. With the use of Tiger Dash to a correct timing, combined with feints from the teleport, he is unrelentingly superior in combo warfare. His normal punches are kind of slow, but that's not a big problem if you get used to it. Davis Power \*\*\*\*- Speed \*\*\*-- Special Moves \*\*\*\*- Combo \*\*\*\*\* Range \*\*\*\*- melee \*\*\*\*- Rapid Shot (D + &gt; +A (+A.), MP10.): Fires a small burst of energy very quickly. Tap A to fire again. Thousand Knuckles (D+v+A, MP20): Four combo beats in enemies. Press J to run Brain Ripper. Brain Ripper (D + X + J, or Thousand Knuckles + J, MP5): Hits an airborne enemy back to Earth. Dragon Fang (D+A, MP40): A powerful blow with the dragon's fist. Davis, one of the two children of Dragons, is a young but talented warrior. Like Dennis, he can shower opponents with combinations of extremely fast punches before they have a chance to retaliate. He also has a powerful final move, making Davis a great winner in the battles. But being young also means inexperienced; he may at some point give away an opportunity to retaliate. Bat Power \*\*\*- Speed \*\*\*-- Special Moves \*\*\*\*- Combo \*\*\*-- Range \*\*\*\*- Melee \*\*\*\*\* Sonic Straight (D + &gt; + J, MP10): Gives an extremely fast straight to surprise opponents. Eye Laser (D+&gt; + A, MP25): Blasts a penetrating laser to crack multiple enemies. Summon Bats (D+B+J, MP40): Summons a few bats and flies them towards opponents. This pretty fighter is the master of bats. That means something in the battles, of course. What makes him a good character are his special movements; all are useful in almost all situations. He can fight 1-on-1 or multi-man fights, melee or long-distance fights, all equally good! The only thing that this master of struggle lacks is power, but that is not a big problem. Template Power \*\*--- Speed \*--- Special Moves N/A Combo \*--- Range \*--- melee \*--- No special moves As the name suggests, it is the template character for your Characters. Edit the BMP images in the sprite-template1 directory and you can move your own character to LF2! The capabilities of the template are minimal; it is weak, slow and has no particular movement. You want to hunt for weapons when you use them. On the other hand, he is a good practice character, so it is recommended that you play with this guy first. Play. Power \*\*--- Speed \*--- Special Moves N/A Combo \*--- Range \*--- melee \*--- No special moves This little guy is the common enemy you encounter in stage mode. His physical abilities are on par with Template, there is nothing significant about him. This can also be said that its strength depends on your pure abilities. Think of this useful formula: your score with Bandit = your skill rating. Hunter Power \*\*\*\*- Speed \*--- Special Moves N/A Combo \*--- Range \*\*\*\*\* Melee \*\*--- No Special Moves The Hunter is another common enemy in Stage mode. He is armed with an arc, which makes him a good long-distance character, but still has no special features. In melee, Hunter is almost useless. However, it is still a tough fight when it comes to fighting with a large group of hunters. Mark Power \*\*\*\*- Speed \*\*--- Special Moves \*\*--- Combo \*\*--- Range \*\*\*\*- melee \*\*\*\*- Crash Punch (D + &gt; + A (+A), MP0): Beats multiple enemies at full force. Press A again for the second stamp. Muscle Crusher (D + &gt; + J, MP10.): A powerful onslaught that blows every unhappy guy in his path. This super macho powerhouse is a mid-boss in stage mode. Although he has no projectiles, his powerful melee combat is a threat to the heroes. Its special movements are very useful as they use little or no MP, so you can use it over and over again. However, the muscle can be too heavy to move quickly; his heavyweight can slow him down a little. Jack Power \*\*\*\*- Speed \*\*\*-- Special Moves \*\*\*\*- Combo \*\*\*\*- Area \*\*\*\*- Melee \*\*\*\*- Burst Bomb (D + &gt; + A (+D + &gt; + A.), MP10): Fires a charged energy ball from the palm of the hand. Please re-enter the command to be repeated. Flash Kick (D + A , MP25): A Somersault kick that flies an enemy into the air. Another mid-boss fighter is a balanced all-rounder. With the decent combination of power and speed, you will find it very pullable to move around. The special moves for melee and long-distance make him good in every 1-on-1 range. If you recognize it in Fight 1994, you will find it easy to use. Magic Power \*--- Speed \*\*\*-- Special Moves \*\*\*\*\* Combo \*\*--- Range \*\*\*\*- Melee \*\*\*-- Fireball (D + &gt; +A, MP15): Fires a fire explosion that torches its prey. Ice Explosion (D + &gt; +J, MP15): Fires an ice explosion that freezes its prey. Mystical Healing (D +b or v + J, MP70): Creates a sphere of healing. Press to heal others, or down for yourself. This follower of the Dark Path is another enemy you can An important thing about Sorcerer is that it can use both Fireball and Ice Blast, which gives you the choice to burn or freeze. With the precious mystic heal of him, Sorcerer is an excellent supporter in a team. One thing you want to watch out for is the remaining MP. Without all spells, you should be better prepared... Monk Power \*\*\*\*- Speed \*--- Special Moves \*\*-- Combo \*\*\*-- Range \*\*\*\*- Melee \*\*-- Shaolin Palm (D + &gt; + A (D + &gt; + + MP20): Creates a strong shock wave. Shorter range than the other palm movements. The practitioner of sacred martial arts, Monk is your most important friendly character that you will meet in stage mode. As a powerful guy as he looks, he can cause decent damage even with basic movements. His power sacrifices some speed, but not too slowly, that it is useless. The only thing Monk needs would be more special moves, but hey, he's still a great character to fight with! Jan Power \*--- Speed \*\*\*\*\* Special Moves \*\*\*\*\* Combo \*--- Range \*\*\*\*- Melee \*\*\*\*- Devil's Court (D ++ A, MP30): Summons a few ethereal devils who hunt and hurt enemies. Angel Blessings (D + +J, MP40): Summons a few divine angels to heal friendly characters. The only girl in Little Fighter 2 is a cute healer who can really turn the tables in battles. As girls, as she is, her attacks do little harm and are not very fast. Their spells, however, are devastating; The more enemy she has, the more demons she can summon at the same time! She can also run and jump very fast, which gives her an advantage when it comes to grabbing her hands in this weapon on the ground. Knight Power \*\*\*\*- Speed \*\*--- Special Moves N/A Combo \*--- Range \*--- melee \*\*\*\*- No Special Moves, D + &gt; + A for normal attack (if they hold a weapon) Appear in Level 5, these Iron Dukes are literally very hard. Above all, their armor allows them to ignore up to two quick blows or a serious damage. The longsword can hurt a lot; divide them in half before they combo you! The armor is also not so good, because they slow it down and limit it with very few attacks. Justin Power \*\*\*\*- Speed \*\*\*-- Special Moves \*\*--- Combo \*\*--- Range \*\*\*-- melee \*--- Pain Cannon (D + &gt; +A, MP15): Fires an energy explosion from the palm of your hand. Short range. Wolf Knuckle (D + v + A (+A), MP15-30): Blows with energized fist. Press A again for a second stamp. He receives the power of darkness, and so his abilities are still unknown. Also displayed in level 5. Although not very fast, a single blow from it can hurt quite a bit. The special movements are almost useless as they have very short ranges and low speed for their performance. If you use one of these fighters of chaos, hit and away is your ideal fighting style. LouisEX Power \*\*\*\*\* Speed \*\*\*\*\* Special Moves \*\*\*\*- Combo \*\*\*-- Range \*\*\*\*- melee \*\*\*\*- Thunder Punch (Run + A / Dash + A, MP6/8): An updated version of Thunder Punch that consumes less MP but more damage. Neo Phoenix Palm (D+ + A (+A.), MP20.): This train fires only in one direction, but fires much faster. Phoenix Dance (D + v + A, MP0): Three powerful turns that split things into pieces. A true form of Louis. He has freed the power of enchanted armor, breaking it to pieces and giving Louis a lot of energy. Since he no longer has his armor to slow him down, LouisEX can move incredibly or indeed, fastest of all characters. With his Trident of Eternity, it can penetrate many enemies with a single thrust without consuming one or no MP. People fear him as the bringer of death - an incarnation of pure power. Firzen Power \*\*\*\*- Speed \*\*\*\*- Special Moves \*\*\*\*\* Combo \*\*\*-- Range \*\*\*\*- Melee \*\*\*\*- Fir-zen Cannon (D + &gt; + J, MP5.): Blasts a hybrid laser of Fire and Ice. The first head causes very high damage. Overwhelming Disaster (D + A + A (+A.), MP20): Creates a ball that splits into fire and ice and moves it toward enemies. Arctic Volcano (D+B+J, MP50): Creates a large explosion of fire and ice to create ultimate chaos. When Firen and Freeze are merged into one, the Fiend... Firzen. Not only can it use fire and ice, it combines two opposing elements to create a chaotic formula of destruction. His Arctic Volcano is purely apocalyptic - no one can withstand his power. Firzen is undoubtedly the most dangerous and chaotic of the three tyrants. Julian Power \*\*\*\*- Speed \*\*\*-- Special Moves \*\*\*\*- Combo \*\*\*\*- Area \*\*\*\*\* Melee \*\*\*\*- Skyfall (D + A, MP0): A painful uppercut that can be rounded off with a kick. Death Angel (Run + A, MP0): A powerful lung and a blow with energy of darkness. Misgestalt (D + &gt; +A (+A.), MP2.): Fires skulls very quickly. Tap A to delete more. Shadow mirage (D + J + A (+J.), or Evade, MP5.): A fine evasive maneuver that leaves a shadow image behind. Tap J to repeat it. Disaster (D+B+J, MP20): Releases charged aura to create an explosion that deals very serious damage. Wrath Spirit (D + &gt; + J, MP25): Fires a huge, penetrating energy explosion that explodes when damaged. Once there was a man known as a champion. Now, at the same time as Firzen was born, a destructive reincarnation of his has returned... The Devourer, named after his ability to absorb the spirits of the dead, is clapped to have an unlimited source of aura. The powerless is immediately absorbed, even as he approaches. When he starts challenging the world, no one can stop him. No one can identify him by his appearance, but very few know his former identity - his name was Julian. One of the ultimate goals of this game is to master a character who wins - always! But it's also fun to experiment with all available characters to see who you use best! But finally - the choice is up to you! BACK BACK

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