



SOUL CALIBUR V

A TOME OF SOULS AND SWORDS

AN ANCIENT STORY

SOUL EDGE

In ancient times, a sword corrupted by hate and bloodshed, transformed into a demonic weapon. The cursed blade, Soul Edge, fed off the power of human souls and became legendary for its unfathomable strength and evil influence over its wielders. However, a great hero arose and subdued the sword, using it to bring an era of peace and prosperity, for which his people anointed him king.

Lamentably, the king's son became seduced by the notion of ultimate power and sought Soul Edge for his own. With a single touch, he damned the world. The sword possessed the prince and made him deranged. With no other choice, the heartbroken king killed his son and shattered the cursed blade.

The king was convinced Soul Edge would reappear someday. Thus, he gave his own life to purify its shards, forging them into Soul Calibur, a weapon with the holy power to stand against the evil of Soul Edge. Safeguarded by a secret sect, the holy sword remained concealed for generations, only appearing when the evil sword arose to wreak destruction. Eventually, both swords passed into myth.

Centuries later, the pirate Cervantes de Leon stole Soul Edge from a collector's ship and began murdering and pillaging his way across Europe. Nine warriors took notice of his predations. Some sought the cursed blade to destroy it. Others, like the noble warrior Siegfried, believed the sword would be their salvation and the world's.

The Athenian warrior Sophitia managed to shatter Soul Edge's blade, and Taki, a female ninja, slew the possessed Cervantes, and it seemed the pirate was finished. This was not so, as shortly thereafter Siegfried was attacked by Cervantes' corpse. Siegfried prevailed, but as he grasped Soul Edge's hilt, a column of white light shot into the air. It was the Evil Seed, and in its wake, hundreds around the world went insane and thousands more were corrupted. Siegfried was gone. In his place stood Nightmare. This avatar of Soul Edge spread a web of violence across Europe.

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AN ANCIENT STORY

SOULCALIBUR

Three years passed before two fighters from the east, Kilik and Xianghua, set out to find the evil sword. They infiltrated Nightmare's castle in Ostrheinsburg, destroyed Nightmare, and freed Siegfried. However, they unintentionally awoke the malicious Inferno. This physical incarnation of Soul Edge pulled the pair into a void. Upon sensing Inferno, Xianghua's sword revealed itself as the divine Soul Calibur. She used the holy sword to shatter Soul Edge but, in the process, the cursed shards revived Nightmare within Siegfried as they became scattered around the globe. In the titanic struggle, Soul Calibur was lost.

SOULCALIBUR II

Siegfried despaired at the atrocities he'd committed as Nightmare. He wandered the land in a haze, unaware that Soul Edge took control of his body at night and harvested nearby souls. Eventually, Soul Edge seized complete control of Siegfried, and Nightmare's reign of terror resumed in full.

The master swordsman Raphael hoped Soul Edge would restore peace to his homeland, and journeyed to Ostrheinsburg Castle only to enter a battle with Nightmare's hellish power. Before he lost consciousness, he pierced the eye of Soul Edge, releasing Soul Calibur from imprisonment and Siegfried from Nightmare's control. Siegfried grabbed the holy sword and punctured Soul Edge's core. As a result, the swords locked in a Soul's Embrace, rendering each other inert and melding into a single blade. Fearing the ruinous potential locked within the weapon, Siegfried carried it from the castle, determined to destroy it.

SOULCALIBUR III

While Siegfried sought an end to Soul Edge, a weary immortal sought Soul Edge to end himself. Zasalamel hoped that the holiness of Soul Calibur combined with the soul-absorbing power of Soul Edge might end his misery. He located Inferno, still trapped within the corpse of Nightmare. He revived the fiend and struck a deal. Zasalamel would help Nightmare reunite with Soul Edge, and then Nightmare would help him die.

They confronted Siegfried at Ostrheinsburg Castle, and Zasalamel broke the swords apart. Siegfried wielded Soul Calibur, while Nightmare clutched Soul Edge. They clashed, and their first strike leveled the castle. The explosion nearly killed Siegfried and sent Nightmare and Soul Edge into a lost dimension, while Zasalamel remained alive.

SOULCALIBUR IV

Around the globe, unwitting carriers dispersed the shards of Soul Edge. These shards poisoned minds and transformed people into murderers and monsters. Some of these malfested, like Tira, sought to resurrect the evil sword. Free once more, Nightmare and Soul Edge returned to Ostrheinsburg Castle. The cursed Ostrheinsburg absorbed souls to sate the sword's hunger and summoned its malfested minions.

Siegfried confronted Nightmare at the castle and overcame him. Declaring that their kind must never again exist, he drove Soul Calibur through the eye of Soul Edge and into Nightmare. The cursed blade was once again broken into countless pieces and Nightmare was destroyed.

THE MODERN EPIC

Seventeen years have passed since Siegfried defeated Nightmare, but the malfested still roam the land. Those who had taken part in the previous battles may have passed their story onto the next generation; perhaps, they wished to prepare for the inevitable return of the legendary blades, Soul Edge and Soul Calibur.

Sophitia Alexandra's son, Patroklos, had his life turned upside down when his mother was killed by the malfested. Now, he lives only to find the sister he was separated from and kill the malfested who destroyed their family.

One such malfested, Tira, took Patroklos's older sister, Pyrrha, when she was a child. Pyrrha was too young to realize what was happening to her, and now, 17-years later, she has been groomed to be the next wielder of Soul Edge. Tira has manipulated and tormented Pyrrha since their first encounter, and has forced the young woman into one murdering rampage after another. Tira has worked relentlessly to ensure that once Pyrrha wields Soul Edge, she will become an unstoppable power driven by sorrow.

Who will the siblings encounter in their separate journeys, and how will their own paths cross? Pyrrha has been raised to hold Soul Edge, but what will she do if Patroklos' quest leads him to hold Soul Calibur?

THE STAGE OF HISTORY

Each fighter has a martial art he or she follows. Mastering a chosen discipline takes years of training. However, with some guidance, you can learn how to control any fighter's techniques.



MOVEMENT

All stages are three-dimensional spaces and if you who wish to overpower your opponent, you must make full use of the entire stage. Move the left stick or press the directional buttons to move in any direction. You can step back to gain some distance, swoop left or right to attack an unguarded angle, or even dash forward to take your foe by surprise. The ability to move in any direction at anytime is called the 8-Way Run.

ATTACK COMMANDS

BASIC BUTTONS: There are three types of attacks and one guard command:

- /× A: Horizontal Attack
- △/▽ B: Vertical Attack
- /⊕ K: Kick
- ×/△ G: Guard

THROWS: Throws and certain other moves are performed with simultaneous button presses. You can press them individually or use the following shortcuts:

- L1 / LB: A+G
- L2 / LT: B+G
- R1 / RB: A+B
- R2 / RT: A+B+K

HELD: Buttons can be held to change the move performed. Held button commands are displayed in this guide like so:

- A: Held Horizontal Attack
- B: Held Vertical Attack
- K: Held Kick
- ←←←↑→→→↓: Held Directional Button

When button commands are pressed in rapid succession, it is called a Slide input. Slides are required for certain moves and are displayed in this guide with a lowercase command followed by an uppercase command. For example, aK represents a slide horizontal to kick attack.

You can link directional and attack commands to form combos, which allow you to connect several moves without your opponent being able to evade or guard. Each combo requires specific timing and practicing new combos in Training mode before attempting them in a real battle is recommended. To assist with timing, combos are written with a ~ between each move input.

ATTRIBUTES

Every attack has a specific attribute, which tells you where the attack will land and if it has any special properties. Many moves have several attacks, and therefore several attributes. If you learn the attributes for each move, you can plan out your attack strategy. For example if your opponent is guarding high, you know to perform a move with the Low Attack attribute. Here is a list of all the attributes in the game:

- [H]: High Attack
- [M]: Middle Attack
- [L]: Low Attack
- [SM]: Special Middle Attack
- [SL]: Special Low Attack
- [TH]: Throw
- [UA]: Unblockable Attack
- [BE]: Brave Edge
- [BA]: Break Attack
- [GI]: Guard Impact
- [SS]: Special Move



COMMAND INPUT TECHNIQUES

In order to master several martial arts disciplines, you must first master the various command inputs.

When you see a command with two arrows facing the same direction, such as →→, input the first direction, remove your hand from the directional button to return to a neutral state, and then quickly input the next direction. If the second button command is a hold, such as →→, you continue holding the second direction input.

As mentioned previously, simultaneous button presses are required for certain moves. When using non-directional commands, A, B, K, and G, the input is written with + between the buttons. For example, A+G. However when there is a directional button command followed by an attack command, there is no +, but the move should still be pressed simultaneously. For example, if the move commands are → B, it means you press → and B at the same time.

Some moves, such as a Critical Edge, require a series of different directional commands. When a move includes several sequential directions, you input them quickly and smoothly. For example, the ↓↘→ input starts at the bottom and ends to the right.

COMMAND TERMINOLOGY

In order to differentiate the timing and method of inputting commands for each move, review this list of key Soulcalibur V terms:

HOLD: Hold down the button command for a prolonged time.

DELAY: Press the button command after a slight delay.

FAST: Input the button command quickly.

JUST: Press the button command as the attack is about to hit.

SLIDE: Press the button commands in rapid succession.

NEUTRAL: Release the directional button.

SPECIAL MIDDLE ATTACK: This attack can be blocked with either standing guard or crouching guard. You can land this attack on a jumping opponent.

SPECIAL LOW ATTACK: This attack can be blocked with either standing guard or crouching guard. You cannot hit a jumping opponent with this attack.

BRAVE EDGE: Moves with this attribute can be turned into Brave Edge attacks.

BREAK ATTACK: Moves with this attribute have Break Attack properties.

GUARD IMPACT: Moves with this attribute have Guard Impact properties.

CLEAN HIT: Moves that fall into this category randomly perform Clean Hits.

ADVANCED TECHNIQUES

The new Brave Edge and Critical Edge system has added a level of excitement and strategy to the legendary battles of Soulcalibur V. Each fighter striving to take their place in history has the ability to perform several Brave Edge attacks and one Critical Edge. Both attack types require a portion of the Critical Gauge, which is displayed on the top left for player 1 and the top right for player 2.



ASTRAL HOME

Astral Home is your base. Here, you can select to adjust options, enter Creation mode, live out the story set in 1607 A.D., challenge others online in PlayStation@Network or Xbox LIVE®, or begin Offline Play.

OFFLINE

There are five modes in Offline: Legendary Souls, Arcade, Quick Battle, VS Battle, and Training. Each mode offers a different experience. Practice your techniques in Training, challenge a local player or watch a match of CPU against another CPU in VS Battle, enter a single match against the CPU in Quick Battle, take on a series of increasingly difficult fights in Arcade, or attempt to clear a series of challenges in the bonus mode, Legendary Souls.

ONLINE

You can fight against online players, communicate with others, and view replay data in PlayStation@Network or Xbox LIVE® mode. There are two match types, Ranked and Player. Ranked matches are for serious fighters looking to combat equally matched players and each battle has an effect on your ranking. Player matches are just as competitive, but do not affect your ranking. Look for casual rooms that best match your criteria for a Player match. You can also designate a region in Global Colosseo and enter a lobby that supports many players.

If you wish to take a break from battles, you can chat with fellow players via text in Player match rooms or the lobby of Global Colosseo. You can also replay your own matches or download other players' replays from their player license. Replays are excellent study tools that can help you learn from your successes and mistakes.



PLAYER LEVEL, LICENSE, & SOUL LINK

All experience and information about you as a player is stored in Astral Home. Your current Player Level is displayed on the right side of the screen. More detailed information is stored on your license. A brief summary of your license is displayed on the upper right of the screen, but you can press START to edit your license content, or press △/▽ to view your full license.

In Soul Link you can compare your stats against three of your rivals. This feature is a constant reminder of where you stand amongst your rivals. A summary of each rival's license is also displayed in Astral Home on the right side of the screen.

BRAVE EDGE

Press A+B+K right after inputting moves with the Brave Edge attribute to perform one of these impressive attacks. When correctly performed, a Brave Edge "powers up" the base move, and depending on the move, can increase damage, add additional attacks, give an advantage on a block, change hit properties, and more. Each Brave Edge consumes half of the Critical Gauge.

CRITICAL EDGE

Input ↓↘→↓↘→ A+B+K to perform a Critical Edge. The command is the same for each fighter and consumes one full bar of the Critical Gauge. This maneuver delivers immense damage and once executed, it cannot be stopped. Opponents, however, can block a Critical Edge if they are blocking at the start of the attack. Critical Edge can be linked together for a very damaging combo if two bars of Critical Gauge are available for some characters. Critical Edge is noted as "CE" in the character movelist.

PATROKLOS

FULL NAME: PATROKLOS ALEXANDRA
 AGE: 19
 BIRTHPLACE: ATHENS, OTTOMAN EMPIRE
 WEAPON: SHORT SWORD & SMALL SHIELD
 WEAPON NAME: STIGMA SWORD & ARCADIA SHIELD
 FIGHTING STYLE: ATHENIAN STYLE (SELF-PROCLAIMED)

Patroklos' father, a blacksmith named Rothion, often spoke of the boy's missing mother. Sophitia, he said, was as fair as she was strong, and wise as she was just. He regaled young Patroklos with tales of her divine mission to save the world from chaos by destroying the cursed sword Soul Edge. Patroklos dreamed of someday becoming a holy warrior himself, and of finally meeting his mother.

But at the age of 15, on the very night he won his first sword-fighting tournament, Patroklos' life would change forever. His father, in the throes of a terrible illness, revealed the truth of the family's tragic past: Sophitia had fallen in battle to a group of malfested — those whose souls had been poisoned by Soul Edge. Furthermore, Patroklos had a sister, Pyrrha, who had been abducted by a malfested woman wielding a ring blade.

Vowing to find his sister and avenge his mother, Patroklos studied under several masters of the fighting arts. With frail conviction and false confidence, he honed himself into a weapon of vengeance.

Finally, after years of training, Patroklos learned that Graf Dumas of Hungary was recruiting warriors to hunt down and destroy the malfested. He quickly bid farewell to his homeland.

"I'm coming for you, malfested. The sword of justice shows no mercy!"

SUGGESTED ATTACKS

- Triple Messiah → B.B.B
- Glorious Heaven ↘ B
- Sacred Low Smash ↙ K
- Malfested Hunter →→ or ↘↘ or ↗↗ A
- Justice Spiral ↓↘→ (Justice Step) A.B
- Price of Justice ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

↘B ~ ↓↘→B

[ADVANCED]

↙B ~ ↙bA+B+K ~ CE



PYRRHA

FULL NAME: PYRRHA ALEXANDRA
 AGE: 20
 BIRTHPLACE: DOES NOT REMEMBER, BUT ATHENS, OTTOMAN EMPIRE
 WEAPON: SHORT SWORD & SMALL SHIELD
 WEAPON NAME: OMEGA SWORD & ELK SHIELD
 FIGHTING STYLE: PROTECTED BY HER SWORD AND SHIELD

Pyrrha never knew her true family, and those who cared for her she never knew for long. Like her friends, or the elderly couple who cared for her — everyone close to her died mysteriously. As she was passed from one family to another, she learned well how to avoid conflict. Even when those around her turned their backs on the "bringer of woe," all she would do is apologize.

Driven from the city, she was captured by slavers and sold to a nobleman's son named Jurgis. He took her in as a servant, but for the first time in her life she felt her mind and heart were at ease. It was no surprise that the two fell in love.

When the day came that Jurgis proposed to her, Pyrrha thought that she must be the happiest woman alive.

...But then it happened again. That very night, Jurgis was found dead, his corpse brutally disfigured.

Pyrrha was immediately imprisoned for the murder, and her tearful denials fell on deaf ears.

"Why does this keep happening to me?! It wasn't me. It wasn't me..."

And so it was that, when Tira appeared to seduce her, Pyrrha's heart was far too fragile to resist...

SUGGESTED ATTACKS

- Elk Strike ← B
- Tornado Low Heel ↙ K
- Shield Rush ↑↑ B
- Plasma Blade →→ or ↘↘ or ↗↗ K
- Luminous Seraph ↓↘→ (Angel Step) A.aA+B+K
- Trinity Strike ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

↘B ~ ↓↘→B

[ADVANCED]

←B ~ ←←A ~ CE

Z.W.E.I.

FULL NAME: UNKNOWN (CALLS HIMSELF Z.W.E.I.)
 AGE: UNKNOWN, BUT APPEARS TO BE IN HIS EARLY 20'S
 BIRTHPLACE: UNKNOWN
 WEAPON: SWORD, E.I.N. (MINION)
 WEAPON NAME: KREUZGRIFF
 FIGHTING STYLE: SELF-TAUGHT

No one knew his real name; a strange alias and vague rumors about his origins were all anyone had to go by.

They called him a werewolf. Some swore they'd seen him summon a strange beast to fight by his side. Others claimed corpses were found in every city he left behind...

In truth, Z.W.E.I. was a hunted man, on the run from assassins sent by Graf Dumas of Hungary. He had dared to interfere with Dumas' purge of the malfeasted, a witch hunt that falsely accused and executed innocent people.

But Z.W.E.I.'s life was about to change. He rescued a fortuneteller named Viola who possessed inhuman powers like his own, and the pair became traveling companions. Continuing his journey while protecting Viola from Dumas' assassins proved difficult, but Siegfried found the two fugitives and took them in under his protection.

Out of gratitude, Z.W.E.I. agreed to Siegfried's request: he would find a successor worthy of Soul Calibur. Would Z.W.E.I., too, find his destiny changed by the clash of the two great swords?

SUGGESTED ATTACKS

- Aloft Revolver ↘ A.B
- Kreuz Tactics ↙ B.K
- Clan Vánargandr →→ A+B
- Disassemble ← B.A+B+K
- Rush & Savage ↘↘ or ↗↗ bA+B+K
- Werewolf Confess ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

→→A+B ~ ←A+B

[ADVANCED]

↘aA+B+K ~ CE ~ B+K ~ ←A+B

VIOLA

FULL NAME: DOES NOT REMEMBER, BUT CALLED VIOLA
 AGE: 24 TRI-COLOR STARS
 BIRTHPLACE: A PLACE OF ROSES AND LILIES
 WEAPON: ORB
 WEAPON NAME: QUATTUORORBIS
 FIGHTING STYLE: ARS PLANETARUM

In the heart of a bustling city, Viola quietly plied her trade. She wouldn't stay there long — she didn't stay anywhere long; fortune-telling can be a dangerous occupation when you actually tell the truth.

By peering into her crystal ball, Viola could see deep within a person's soul. But of herself, she knew nothing at all.

"Why am I here? What is my purpose?"

The harsh truths of Viola's predictions always led to hatred and resentment, so she lived as a nomad, traveling from one city to the next. She refused to follow custom and simply tell her patrons what she knew they wanted to hear. Her own memories were so barren that she couldn't empathize with other people — they didn't even feel real to her.

The one exception was Z.W.E.I. They were kindred spirits, he said, both of them blessed and burdened with inhuman powers that forced them to journey through life alone.

As traveling companions, they made for an odd pair: a werewolf and a fortune-teller, both with pasts shrouded in mystery. Their journey would continue for some time, until Viola's lost memories returned...

SUGGESTED ATTACKS

- Taurus Aurora → A.B
- Fiery Sagitta Sig Jump K
- Taurus Javelin → A+B
- Mars Savage When orb is set ↓ A+B
- Lilith Siege ↓↘ or ↗↗ bA+B+K
- Arcanum Azrael ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

↘↘B ~ →→A.A.B

[ADVANCED]

↘B ~ A.A.B ~ ↙K ~ ↓A+B

XIBA

FULL NAME: XIBA
 AGE: 16
 BIRTHPLACE: MING EMPIRE, BUT GREW UP ON ZHEN HANG MOUNTAIN
 WEAPON: ROD
 WEAPON NAME: THREE KARMAS
 FIGHTING STYLE: SECRET ARTS OF THE LING-SHENG SU STYLE ROD & KONG STYLE ROD

Four travelers plodded through the vast desert wastes of the northeast Mughal Empire:

The wild boy Xiba, on a quest to inherit the Kali-Yuga, one of the three sacred treasures; Maxi, sent to accompany Xiba by an old man named Edge Master; Leixia, guided by a pendant with a curious blue stone; and Natsu, Leixia's friend and bodyguard. The four had become companions on their journey to the west.

"Maxi! I'm hungry!"

Xiba leaned heavily into his rod, his stomach rumbling loudly.

"We just ate!" shouted Leixia, but Maxi gave her a calm smile and ruffled the young woman's hair.

"I hear they have great steam buns in the next town, Xiba," he said.

As Leixia blushed, Xiba leapt up, suddenly reinvigorated and raring to go. Natsu could only shake her head and sigh.

What destiny would await this misfit crew at the end of their grueling journey?

It didn't matter to Xiba — not now, anyway. All he cared about was getting to the next town and those steam buns...

SUGGESTED ATTACKS

- Rising Monkey ↘ B.K.K
- Mountain Carve ↓↓ or ↑↑ A.B
- Kong's Ryui Bang Tail →→ K.B
- Remembrance B+K
- Monkey Shadow ↘↘ or ↗↗ A.aA+B+K
- Kong's Dance of Qi Tian Da Sheng ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

↓↓B ~ B+K

[ADVANCED]

←←kA+B+K ~ →B.kA+B+K

NATSU

FULL NAME: NATSU
 AGE: 17
 BIRTHPLACE: IZUMO, JAPAN
 WEAPON: TWO NINJA SWORDS
 WEAPON NAME: KUZUKIRI & AWAYUKI
 FIGHTING STYLE: MUSOH-BATTOH-RYU

Natsu was a member of the demon-fighting Fu-Ma clan. She grew up under the harsh glares of her fellow ninja, who feared the great demon Arahabaki that was sealed within her. Some even made attempts on her life.

Thankfully, Natsu's master, Taki, protected and supported her. The young ninja came to love and respect her mentor; though she often disregarded the clan's rules, Natsu always obeyed Taki.

But now it had been several months since Taki left on a mission to the western continent, and Natsu was growing uneasy.

"Master said her journey would last no longer than two weeks..."

It was then that a girl named Leixia appeared at the gates of the Fu-Ma village. She explained she was on an "adventure" to uncover the secrets of a mysterious pendant. When Leixia learned of the demon dwelling within Natsu, not only did she show no fear, but she was actually envious of Natsu. Drawn to the girl's cheerful innocence, Natsu offered to serve as her bodyguard. After all, the trip might provide an opportunity to find her missing master as well...

And so it was the two girls began their long journey west...

SUGGESTED ATTACKS

- Death Light A.A.B
- Shadow Blast B.B.K
- Ninja Cannon: Nozuchi ← A+B
- Dream Scroll ↓↘↙ (Possession) B
- Returning Swallow a+gA+B+K
- Great Curse of Arahabaki ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

A+B ~ ↙A

[ADVANCED]

↓A+B ~ ↓↘→↓↘→A+B+K← ~ →→ ~ ↑B+G

LEIXIA

FULL NAME: YAN LEIXIA
 AGE: 15
 BIRTHPLACE: LUOYANG, MING EMPIRE
 WEAPON: CHINESE SWORD
 WEAPON NAME: TEN FEET OF BLUE
 FIGHTING STYLE: SWORD STYLE TAUGHT BY HER MOTHER (SECRET ARTS OF THE LING-SHENG SU STYLE SWORD)

Though Leixia's father was a general in the armies of the Ming Dynasty, it was her mother, Xianghua, who gave her a taste for adventure. Xianghua entranced her daughter with tales of her quest to find the Hero's Sword, and the boy she fell in love with along the way. Leixia never learned what happened to the boy, but the stories filled her with excitement and wanderlust.

"When I grow up, we'll see the world together, Mother!"

Leixia never forgot the promise she made her mother, and she spent her youth practicing sword fighting in anticipation of their travels.

But on her 15th birthday, everything changed. Leixia's younger brother gifted her a pendant set with a blue stone; when she showed it to her mother, Xianghua grew frantic and immediately ran to her husband. "I don't want Leixia exposed to the outside world. I want her to become one of the emperor's wives!"

Leixia was sure it was the sight of the pendant that had caused this dramatic change in her mother. She escaped the family mansion and set out to discover why.

"I don't have much to go on, but I'll figure it out," she resolved to herself. "After all, this is my destiny!"

At last, the time had come to venture out into the world of clashing swords and sweeping romance that she'd dreamed about for so long...

SUGGESTED ATTACKS

Dawn Rhythm	A.A.B
Advancing Lian Hua	→ B.aB
Yann Divide	↓ A+B
Vengeful Lian Hua	←← or ↙↘ or ↖↗ B
Twilight Quake	A.A.A+B+K.K
River of Stars	↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]
 ↘B ~ ↘B+K
 [ADVANCED]
 ↓B+K ~ A.aA+B+K ~ CE

MAXI

FULL NAME: MAXI
 AGE: OLDER THAN HE LOOKS
 BIRTHPLACE: SHURI, RYUKU KINGDOM
 WEAPON: NUNCHUK
 WEAPON NAME: SORYUJU
 FIGHTING STYLE: SHISSEN KARIHADI

Maxi drew power from the fragment of the cursed sword Soul Edge still lodged in his body, but it came with a price. Even after defeating Astaroth and avenging his crewmates, he remained consumed with an insatiable lust for revenge.

Not wanting to drag his friends down with him, Maxi left Kilik and Xianghua to walk a dark and lonely path. Living in the shadows, his humanity gradually slipped away — until he found salvation at the hands of Edge Master, Kilik's former teacher. The old man taught Maxi how to live with the shard of the cursed sword he carried within him, and in time, Maxi managed to suppress its foul influence.

Over the course of the next eight years, Maxi's jovial temperament returned. He even started to joke about the unusually slow rate at which his body was aging, and how easy it was to pass as a young man.

Perhaps sensing the time had come, Edge Master bade Maxi to listen well. Kilik's life was in danger, he said, and there was only one way to save him: Kilik must bequeath his weapon, the Kali-Yuga, to a boy named Xiba. But alas, Xiba was still so young and innocent...

Realizing what his teacher was asking, Maxi volunteered to mentor Xiba, and led his young disciple west, on a quest to save a dear friend...

SUGGESTED ATTACKS

Twin Serpents	A.A.A.B
Biting Kick	↙B.A Delayed K.K
Snake Wing Sobat	← B.B.K
Northern Blow	↓↘ or ↙↘ A.A
Hydra's Brand ~ Left Inner	→ a+bA+B+K
Rampaging Dragon	↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]
 →→B ~ A
 [ADVANCED]
 ←←B ~ B ~ A.bA+B+K ~ aA+B+K

SIEGFRIED

FULL NAME: SIEGFRIED SCHTAUFFEN
 AGE: 40
 BIRTHPLACE: OBER-GETZENBERG, THE HOLY ROMAN EMPIRE (GERMANY)
 WEAPON: ZWEIHANDER
 WEAPON NAME: REQUIEM
 FIGHTING STYLE: SELF-TAUGHT

Siegfried had played host to Soul Calibur and, ultimately, destroyed Soul Edge. After that epic battle, the knight returned home and enjoyed a brief period of peace. But deep down he knew his work was not over; the cursed sword's minions—the malfested—remained a serious threat. Realizing he couldn't stop them alone, Siegfried gathered his staunchest allies to reform his old mercenary group, Schwarzwind.

One day, after more than a decade of service protecting humanity from the malfested, Siegfried discovered that Soul Calibur had transformed into a new one-handed sword—a clear harbinger of Soul Edge's return. A new champion to wield Soul Calibur would need to be found; Siegfried assigned the task to Z.W.E.I., a wandering swordsman who had joined his mercenary group.

"So... The time has come..."

Soul Calibur, like Soul Edge, possessed dangerous power. Siegfried quietly awaited the one who would be worthy to wield it...

SUGGESTED ATTACKS

- Quick Backspin Slash agA
- Sky Splitter ~ ↘ B
- Chief Hold ↓↓ or ↑↑ B.B
- Chariot Splitter During Reverse
- Geist Spinning Side Hold K
- Low Kick During Chief
- Kick Rush Vortex Hold kA+B+K
- Legacy Testament ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

→→A ~ ↘B

[ADVANCED]

↓↓B.b← ~ kA+B+K ~ CE



NIGHTMARE

FULL NAME: NIGHTMARE
 AGE: UNKNOWN
 BIRTHPLACE: UNKNOWN
 WEAPON: SOUL EDGE (ZWEIHANDER TYPE)
 WEAPON NAME: SOUL EDGE
 FIGHTING STYLE: WHAT THE SWORD DESIRES

Defeated in battle by Soul Calibur, Soul Edge shattered, its fragments passing through a dimensional rift that scattered them all over the world.

But the cursed sword's minions tracked down the shards, and reassembled as much of the sword as they could. Eventually, it regained consciousness; using a spare body it had hidden beneath Ostrheinsburg, Soul Edge was reborn.

Soul Edge's new host assumed the name "Dumas," and worked its way into the inner circle of Emperor Rudolf II of the Holy Roman Empire. Undefeated in battle and brimming with knowledge from all corners of the world, Dumas quickly won the Emperor's favor, and was granted dominion over the Kingdom of Hungary.

Hungary was on the front lines of the war with the Ottoman Empire, and in a perfect position to advance Soul Edge's goals. Exploiting nationalistic tendencies and religious differences to fan the flames of hatred and suspicion, Dumas initiated a widespread hunt and massacre of the malfested.

Of course, the purge was merely a cover for Dumas' true intent: collecting the remaining fragments of Soul Edge and harvesting countless human souls. And so, under banners of unity and purity, Soul Edge's new "nightmare" began to sweep through Europe...

SUGGESTED ATTACKS

- Mail Crusher ↘ A.A
- Shadow Slicer ~ ← A. →
- Grim Stride ← K.K
- Double Death Claw →→ or ↘↘ or ↗↗ K
- Shoulder Rush While Crouching A+G
- Flap Jack ↓↘→↓↘→ A+B+K
- Dark Reconquista

FEATURED COMBOS

[BASIC]

↘B ~ bA

[ADVANCED]

↘↘bA+B+K ~ ←B.B

MITSURUGI

FULL NAME: HEISHIRO MITSURUGI
 AGE: 46
 BIRTHPLACE: BIZEN, JAPAN
 WEAPON: KATANA
 WEAPON NAME: MUICHIMONJI
 FIGHTING STYLE: SHIN TENPU-KOSAI-RYU

Ever-searching for a worthy adversary to test his skills, Heishiro Mitsurugi journeyed to Ostrheinsburg; there he entered a chaotic alternate dimension and faced the hero king, Algol, high atop a colossal tower. The two warriors clashed when suddenly Algol disappeared, along with the tower and all their surroundings — a dimensional convergence had warped Mitsurugi back to reality before the duel could be decided.

Some time later, rumors of a great conflict back in Japan reached the wandering swordsman — a power struggle that would determine who would rule the entire country. Mitsurugi raced back to his homeland, but it was too late. The battlefield at Sekigahara was deserted. The war was over.

While most of Japan would enjoy the ensuing era of peace, thousands of masterless samurai found themselves out of favor and out of a job. With no money to continue his travels, Mitsurugi resigned himself to a quiet life as a farmer.

Then, one day, he happened to encounter a group of soldiers, freshly returned from a tour of duty abroad. The men spoke of a great sword, so mighty that even now they only dared whisper its name: Soul Calibur.

One mention of the Hero King's sword is all it took. Mitsurugi's lust for battle returned in an instant, stronger than ever.

"Algol! I'm coming for you..."

The samurai sold his entire harvest and secured transport on the first boat to the continent, seeking an end to the duel that had begun 17 years prior...

SUGGESTED ATTACKS

Reaver → A
 Heaven Cannon ↘ B
 Bullet Cutter ← K+B
 Heavenly Dance →→ or ↘↘ or ↗↗ B.B
 Harvest Dance ↓ K.A+B+K During Midair Hit B
 Witching Hour ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]
 →→A+B ~ ↘B
 [ADVANCED]
 ↙aB ~ ↓A+B ~ CE



RAPHAEL

FULL NAME: RAPHAEL SOREL
 AGE: 32
 BIRTHPLACE: ROUEN, FRENCH EMPIRE
 WEAPON: SWORD RAPIER
 WEAPON NAME: FLAMBERT
 FIGHTING STYLE: LA RAPIÈRE DES SOREL

How long had he been dreaming? How long had he climbed that endless spiral staircase? Somehow, he knew her room was at the top...

France had been devastated by war, and Raphael, head of the once-proud Sorel legacy, was devastated by a betrayal that cost him everything. But then he met someone, someone who took him in and sheltered him in his hour of need, and suddenly none of it mattered. Her name was?

"Amy!"

He awoke with a start to find himself in a dark dungeon cell, thick with grime and the stench of death. He had no memory of how he had gotten there, but that wasn't important—he had to find Amy.

When Raphael burst out of the prison, everything outside looked different than he remembered...but no matter. This world was but a fleeting dream, destined to be transformed into a new and better place—a world twisted to the needs of he and his beloved.

"Don't worry, Amy... I'll be with you soon."

A force of madness was loose upon the world, a man who would stop at nothing to find his beloved..

SUGGESTED ATTACKS

Triple Botta in Tempo → B.B.B
 Affondo Fendente ↓↘→ B
 Tondo Roversi ↓↓ or ↑↑ A
 Dread Coffin →→ B
 Preparation →→ B
 Preparation Rampage B.bA+B+K
 Royal Vexation ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]
 →→A+B ~ B+K
 [ADVANCED]
 ↘↘kA+B+K ~ CE

HILDE

FULL NAME: HILDEGARD VON KRONE
 AGE: 35
 BIRTHPLACE: WOLFKRONE KINGDOM
 WEAPON: LANCE & SWORD
 WEAPON NAME: FRUCHTBARE ERDE & GLÄNZENDE NOVA
 FIGHTING STYLE: GROSSE ERBSCHAFT

Under constant threat from Soul Edge's forces in neighboring Ostrheinsburg, The Kingdom of Wolfkrone teetered on the brink of destruction. Princess Hilde led her army to victory against the cursed sword, but the battle poisoned the land and robbed it of any decent future. After painful deliberation, Hilde ordered an exodus from her kingdom. As she journeyed from nation to nation, negotiating for land to resettle her people, she also searched for a means to purify Wolfkrone. The war against Soul Edge may have ended, but the battle to restore her homeland continued.

One day, she received a message from her sworn friend Siegfried: An army of malfested, organized by an unknown party, intended to lay claim to her befouled kingdom. Hilde reassembled her army and prepared to fight alongside Siegfried; she would never surrender the land that was her people's birthright. Hilde knew she may not live to see her subjects' safe return to Wolfkrone, but her two children might.

"I am not alone. Behind me stand the brave people of Wolfkrone, and the children who will succeed us!"

And so it was that, with hope in her heart, Hilde raised her sword and spear and set to her cause...

SUGGESTED ATTACKS

- Aerial Power ↘ A
- Lightning Horn → B.B.B
- Moonlit Dance B Release (Stage 3) During Hit B
- March of Triumph B+G
- Red Stone →→ or ↘↘ or ↗↗ bA+B+K
- Storm and Urge ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

→→B ~ →→K

[ADVANCED]

a+gA+B+K ~ CE

TIRA

FULL NAME: TIRA
 AGE: UNKNOWN
 BIRTHPLACE: UNKNOWN
 WEAPON: RING BLADE
 WEAPON NAME: EISERNE DROSSEL
 FIGHTING STYLE: DANCE OF DEATH

A former assassin infatuated with the destructive power of Soul Edge, Tira was devastated when the evil sword was defeated 17 years earlier.

The two personalities within her lamented as one, and howled together in a chorus of rage. But Tira found some solace in her plans for a certain young girl, and in the ever-growing strength of the shattered sword's fragments. Revitalized by her hopes to revive Soul Edge, Tira dedicated herself to a hunt for the sword's scattered pieces.

But after waiting so many years, the reborn Azure Knight was not at all what Tira had hoped for. He curried favor with human nations, scheming in secret and gathering souls from the shadows. Tira could barely stand to look upon this cowardly Nightmare.

"He's an imposter! I will never accept him!"

"In that case..." began the dark half of her personality, "...I shall prepare an appropriate vessel for Soul Edge myself!" finished her brighter half. Tira certainly had all the ingredients; she'd been carefully preparing them for 17 years. It was the perfect plan.

And so Tira disappeared into the night once more, on her way to visit that "certain young girl," Pyrrha...

SUGGESTED ATTACKS

- Beakbreak Toss In Jolly Side ↘ B
- Fear Pecker ↘ B
- Bremen Fortissimo (change persona) ← K
- Noise Break →→ or ↘↘ or ↗↗ A
- Scratch Glissando (change persona) ↓↘→ kA+B+K
- Discord Parade Finale In Gloomy ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

←←K ~ ←←B

[ADVANCED]

→→A+B ~ CE

IVY

FULL NAME: ISABELLA VALENTINE
 AGE: STOPPED AGING AT 32
 BIRTHPLACE: LONDON, BRITISH EMPIRE
 WEAPON: SNAKE SWORD
 WEAPON NAME: VALENTINE (IVY BLADE)
 FIGHTING STYLE: UNRELATED LINK

Ivy had rushed to Ostrheinsburg in order to destroy Soul Edge; instead she faced her father, Cervantes.

She prevailed, ruthlessly dispatching her father in their final, fateful duel. But before she could move on to her true quarry, the sky tore apart.

Soul Edge, its physical form shattered, disappeared into the rift above.

Others called this victory, but Ivy knew better.

Having spent a lifetime studying the cursed sword's cycle of destruction and rebirth, Ivy was convinced that Soul Edge was merely biding its time in another dimension, awaiting the day it could be born again in our world. The sword itself may be beyond her reach, she reasoned, but what if she could rob it of its refuge? What if she could destroy the world beyond the rift?

For over a decade Ivy researched the sword's home, a place she came to call "Astral Chaos." Her body, with the blood of the cursed sword flowing in its veins, seemed to have forgotten to age.

It was Soul Edge that had thrust this destiny upon her, and Ivy would not rest until the cursed sword was purged from all existence.

SUGGESTED ATTACKS

- Venom Lash ↘↙← A
- Dominance ↓ A+B
- Raven's Egg →→ or ↘↙ or ↗↖ A
- Calamity Symphony ↓↑↓↑←→→→ B+G
- Summon Suffering a+gA+B+K
- Acausal Paradox ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

B+K ~ →B↑

[ADVANCED]

↙bA+B+K ~ →K.B

CERVANTES

FULL NAME: CERVANTES DE LEON
 AGE: 44 (12 YEARS SINCE HE ACQUIRED A NEW BODY)
 BIRTHPLACE: VALENCIA, SPANISH EMPIRE
 WEAPON: LONGSWORD & PISTOL SWORD
 WEAPON NAME: ACHERON & NIRVANA
 FIGHTING STYLE: SELF-TAUGHT & MEMORIES OF SOUL EDGE

Cervantes traveled to Ostrheinsburg in order to reclaim Soul Edge and devour the sweet soul of his daughter, Ivy, but it was Ivy herself who foiled his plan. His body beaten and his mind shattered, Cervantes was swallowed by a dimensional rift opened by Soul Edge.

Years later, as the 17th century dawned, strange rumors began to stir among the men of the sea. They spoke of a giant ship with a skull on its bow, captained by the legendary Cervantes. No one truly believed it, of course — more than half a century had passed since the great pirate last stalked the Atlantic.

What they didn't know — what they couldn't have known — was that Cervantes had broken free of Soul Edge's control, and escaped from the other dimension. He had returned to his world at the height of his powers.

"I'll make damn sure those fools remember the name of Cervantes, Lord of the Seven Seas!"

Of this world once more but no longer bound by its rules, Cervantes set sail once again...

SUGGESTED ATTACKS

- Scissor Wave ↘ A
- Cannonball Lifter ↘ B
- Bile Lunges →→ B
- Flash Geo Da Ray ← bA+B+K
- Curse of the Ancient Mariner a+gA+B+K
- Cursed Roman Fire ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

↘B ~ ↑B+K ~ ↓A+B

[ADVANCED]

(while enemy is guarding) ↓↘←A ~ CE ~ CE

ASTAROTH

FULL NAME: AZR SS TRZAOUS (A NEW BEING LIKENED TO MAN)
AGE: JUST CREATED
BIRTHPLACE: UNKNOWN (HERETICAL ORDER FYGUL CESTEMUS/SHRINE OF THE SNAKE GOD PALGAEA)
WEAPON: GIANT AX
WEAPON NAME: KULUTUES
FIGHTING STYLE: GYULKUS

Fygul Cestemus, a cult that worshipped the twisted god Palgaea, was preparing to effect its grand revival.

"Pain... The Pain! UAARRRGH!"

From the depths of a subterranean temple, newborn lungs screamed in torment. The cult's man-made giant, Astaroth, had always followed his masters' bidding, until one day 17 years ago the creature developed a will of his own and rebelled; both Astaroth and Fygul Cestemus were destroyed. But it wasn't long before the priests of Mars and Venus crafted a mechanical woman to retrieve Astaroth's core and return it to the cult, which had already begun to reform. Factions battled for control of the precious artifact, but it wound up in the hands of High Priest Kunpaetku, who had clawed his way back from the brink of death.

If Astaroth's core had been a gift from the gods, Kunpaetku reasoned, unraveling its secrets would grant him the power to create life of his own. He could surpass the gods themselves! Finally, his research bore fruit. Beaming with triumph, the high priest gazed upon the new Astaroth as he roared and tore at his chains.

"Yes, Astaroth, rage! Rage! Very soon the world will know your wrath..."

That was only the first of many such monsters he created. Released from their underground lair, a host of them lumbered west, lured by the power of a distant soul...

SUGGESTED ATTACKS

- Hades Control ← A
- Bear Fang ← B
- Titan Bomb →↘↓↙← A+G
- Flight of the wicked →↘↓↙← B+G
- Apocalypse Cannon ↓↘ or ↑↙ bA+B+K
- Cestemus Doctrine ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

↘B ~ ←B

[ADVANCED]

→↘↓↙←B+G ~ ↓↘bA+B+K ~ →→B

VOLDO

FULL NAME: VOLDO
AGE: 67 (MALFESTED FOR A PERIOD OF TIME)
BIRTHPLACE: PALERMO, KINGDOM OF NAPLES
WEAPON: TWO KATAR (JAMADHAR)
WEAPON NAME: MANAS & AYUS
FIGHTING STYLE: SELF-TAUGHT

Ever the loyal servant, Voldo diligently obeyed the orders of his master, the wealthy Italian merchant Vercci — or so he believed. In truth, he served an illusion created by the cursed Soul Edge, at least until the deception was shattered by a purifying blow from Kilik's Kali-Yuga staff.

Back in his right mind — if one can call it that — Voldo decided to return to his duty as the guardian of the Money Pit, the secret underground chamber where Vercci had hidden his fortune.

But Voldo arrived to find that the storehouse had been ransacked by thieves. Using the keen sense of smell he had developed living in darkness, Voldo painstakingly tracked and killed the culprits, determined to recover every last piece of Vercci's stolen treasure.

Many years later the final bit of treasure was back in place, and the Money Pit was restored to its former glory. But Voldo couldn't escape a gnawing sense that something was missing. Something that had only barely slipped through his grasp 17 years ago...

He sealed his master's treasure trove once again, and returned to the surface world.

He must find his master... His true master. He must find Soul Edge.

The cursed sword's lie had become Voldo's reality...

SUGGESTED ATTACKS

- Dark Shredder → A.B.A
- Guillotine Scissors ↘ B.B
- Praying Mantis A+B ↗↗ A
- Faceless Claw ~ Facing Away ↓↘ or ↑↙ B
- Diablo Brothers →→ or ↘↘ or ↗↗ bA+B+K
- Wheel of Madness ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

↙K ~ ↓B+K ~ K

[ADVANCED]

(away from opponent)

→→B ~ →→→B ~ →→B ~ CE ~ K

YOSHIMITSU

FULL NAME: YOSHIMITSU
 AGE: UNKNOWN
 BIRTHPLACE: BASE OF MT. FUJI, JAPAN
 WEAPON: TWO KATANA
 WEAPON NAME: YOSHIMITSU & FU-MA BLADE
 FIGHTING STYLE: MANJI NINJITSU

Planted firmly in the earth before the warrior stood a katana; purple flames rippled and danced about it.

The sword had a name: Yoshimitsu. It was a demonic blade, steeped in the evil of Soul Edge and ever thirsty for blood.

The sword's last owner, too, had been called Yoshimitsu — by bestowing his own name upon the blade, he had sealed its evil power. But he had been cut down just moments earlier by his dearest disciple, a young warrior well-versed in the arts of Manji Ninjitsu. The disciple made a vow: He would see through the mission Yoshimitsu had begun.

He reached out and gripped the sword. The flames licked at his hand, but his voice did not waver as he called out:

"I am Yoshimitsu the Second! Calm thyself!"

The flames subsided. The sword had accepted him as the new Yoshimitsu.

Only one man was allowed to carry that name; the title was earned by slaying its previous holder. And so it was that a new warrior, overcoming sorrow and doubt, would continue the fight against evil.

Yoshimitsu, leader of the chivalrous Manji Clan, savior of the weak, enemy of the strong — it was a name that brought hope to the people.

SUGGESTED ATTACKS

- Samurai Cutter ↓↙← A
- Zig Zag → K.K
- Door Knocker → B+K.B.B.B
- Kabuki →↘ or ↘↘ or ↘↘↘ A
- Golden Gehosen ↘ A.bA+B+K
- Manji Virtue and Influence ↓↘→↘↘→ A+B+K

FEATURED COMBOS

- [BASIC]
↓↙← B ~ →→ A+B
- [ADVANCED]
↓↘ K ~ → bA+B+K ~ CE



AEON

FULL NAME: AEON CALCOS
 AGE: (24 YEARS HAS PASSED SINCE HE WAS HUMAN)
 BIRTHPLACE: SPARTA, OTTOMAN EMPIRE
 WEAPON: TWO HAND AXES
 WEAPON NAME: KTINOS & ANTHROPOS
 FIGHTING STYLE: RAPID ARES STYLE & MOVES OF HIS FORMER PREYS

The Spartan swordsman Aeon heeded the divine calling to become a holy warrior — a soldier tasked with destroying Soul Edge. But his mission ended when he was captured by a cult known as Fygul Cestemus, and transformed into a hideous monster.

"Why?" he pleaded. "Why has my god forsaken me in my time of need?!"

In despair at the loss of his humanity, Aeon eventually surrendered to his beastly instincts: He walked on all fours, and devoured anything — or anyone — who crossed his path.

Many years passed, until one day Aeon heard an inhuman voice speaking to him inside a cave.

"Devour all, and your wish shall surely come true."

From that moment on, the beast-man gained the power to inherit the nature of those he consumed. Each time he tasted the blood of a new prey, his body and soul were transformed.

Gradually he regained the power of reason. Aeon searched the faint remnants of his memory...

"How can I regain that which I have lost?" he wondered.

But he knew the answer: He must feed on new victims. He must consume the flesh of holy warriors...

SUGGESTED ATTACKS

- Sand Gale Dart ← B
- Grit Draft →→ or ↘↘ or ↘↘↘ A
- Double Ire Hatchet ↓↓ or ↑↑ A.B
- Mezentium Style Grit Blast →→ K
- Sandland Battalion → bA+B+K
- Devourer of God ↓↘→↘↘→ A+B+K

FEATURED COMBOS

- [BASIC]
↘ B ~ →→ K
- [ADVANCED]
↘↘ B ~ B+K ~ CE
(need to delay the timing for B+K)

EDGE MASTER

FULL NAME: UNKNOWN
 AGE: ETERNAL
 BIRTHPLACE: UNKNOWN
 WEAPON: ALL WEAPONS
 WEAPON NAME: NONE
 FIGHTING STYLE: ALL

Outside a cave in the serene Himalayan highlands, an old man's blue eyes gaze at the western sky. His long, thick beard and ponytail of snow-white hair are a testament to his many years. But despite his age, his body still ripples with battle-forged muscles, and his studied pose suggests the ability to react swiftly and decisively in any situation.

They call him Edge Master, and his legend is known to warriors the world over. He has lived for an eternity, tirelessly watching the war of the two opposing swords. Yet those eyes that have witnessed so many battles and so much pain are not filled with sadness—they are as clear and calm as a mountain spring. He knows that all will be as it shall be; that the will of a single individual holds no meaning in the eternal flow of time.

...And yet, the slightest hint of a frown appeared upon his face.

"Algol... This one must be stopped by my own hand."

One man had disturbed the balance of the opposing swords, meddling from beyond the borders of chaos. The otherworldly gate this man opened would erode the entire world, allowing it to be consumed by darkness.

Guided by the bonds of fate from the distant past, Edge Master moved to intervene in this world once again...

SUGGESTED ATTACKS

Edge Master takes any fighting style he desires. Since he is a master in all forms of martial arts, he is able to perform every move for his selected style. Therefore, Edge Master's main moves change with every battle.

FEATURED COMBOS

To perform a featured combo with Edge Master, refer to the character that matches his current fighting style.



ALGOL

FULL NAME: ALGOL
 AGE: ETERNAL (RETAINS THE AGE OF 40)
 BIRTHPLACE: UNKNOWN
 WEAPON: HIS WHOLE BODY
 WEAPON NAME: POWER OF ASTRAL CHAOS
 FIGHTING STYLE: COMMAND OF THE FLOW OF POWER

Seventeen years ago, amidst the terrible battle between Soul Calibur and Soul Edge, something awakened.

In ancient times, before the dawn of recorded history, there lived a conqueror who was too strong for even Soul Edge to control—Algol, the Hero King. As his last act before his human life ended, he used a fragment of Soul Edge to create the magic sword that would later be known as Soul Calibur.

Algol's extraordinary soul fell into Astral Chaos, and slept for an eternity. In the depths of chaos, it absorbed the spirit of that alien realm, slowly changing into a new existence. Finally, in the 16th century, he awoke—as a living incarnation of combat and conquest. Astral Chaos had taken the thirst for power Algol had felt in his youth and given it physical form.

When Soul Edge opened the dimensional gate, Algol was able to sense reality once more. He reveled in the beating pulses of powerful souls, and a new ambition awakened within him.

"All worlds and all of their souls—all shall be mine!"

Freed from the constraints of reality and possessed of otherworldly power, the Hero King set his sights upon the greatest conquest of all...

SUGGESTED ATTACKS

- Theemin Lesuth ↘ A.A
- Ras Algethi ↘ B.B
- Alshain Najm → ↓ ↘ B
- Marfic Eltanin Nath ↓ B+K During Hit/
Guard B
- Al Jabbar Thban → ↘ bA+B+K
- Al Shams Qahhar ↓ ↘ → ↓ ↘ →
A+B+K During Hit
↓ ↘ → A+B+K

FEATURED COMBOS

[BASIC]

← B.A ~ → ↓ ↘ B

[ADVANCED]

← ← B ~ → → A+B ~ ↓ ↘ → ↓ ↘ → A+B+K ~
↓ ↘ → A+B+K (requires a gauge)

EZIO

FULL NAME: EZIO AUDITORE
 AGE: 47
 BIRTHPLACE: FIRENZE
 WEAPON: HIDDEN BLADES, SWORD, AND DAGGER
 WEAPON NAME: THE HIDDEN BLADE
 FIGHTING STYLE: ASSASSIN BROTHERHOOD

According to historian Shaun Hastings, there is a gap in Ezio's timeline. Though data from the Animus is sparse, it would seem Ezio discovered a strange artifact in 1506, while on his way to Navarre to fight Cesare Borgia.

The artifact in question was held by a group of Templars plotting to overthrow Queen Catalina, off the Spanish coast. During the night, Ezio boarded the ship, overcame the Templars, and set the vessel ablaze. He then stole the chest holding the artifact and, once in a safe place, opened it.

The Animus readings are very erratic after that. To quote Shaun: "Bugger if I know how DNA and an earthquake are related, but this looks like readouts from the Richter Scale!"

According to our data, Ezio's timeline seems to jump to the end of the 16th century—with him fighting against several strange, powerful foes. This cannot be possible. Immediately afterwards, Ezio appears, in 1507, sailing for Navarre.

I guess the truth will remain a mystery.

SUGGESTED ATTACKS

- Stiletto Rush → A.B.B
- Standard Crossbow → B+K
- Flickering Knife →→ or ↘↘ or ↗↗ A
- Eagle's Flutter ↓↓↑↑ A.A
- Strike and Loot B.bA+B+K
- Full Synchronization ↓↘→↓↘→ A+B+K

FEATURED COMBOS

[BASIC]

←←K ~ ←←B

[ADVANCED]

→→A+B ~ CE

DAMPIERRE

FULL NAME: I AM LORD GEO DAMPIERRE
 AGE: I BELIEVE WE ALREADY WENT OVER THIS.
 BIRTHPLACE: DO YOU KNOW WHERE DAMPIERRE & CO. ARE LOCATED?
 WEAPON: ARE YOU INSINUATING THAT I USE A HIDDEN DAGGER? THAT'S JUST A MALICIOUS RUMOR.
 WEAPON NAME: CONVENIENT RUMOR & FAKE GOLD
 FIGHTING STYLE: LAST RESORT

Everyone in Italy's financial world had heard of Lord Geo Dampierre and his firm, the Dampierre Company. "The Magnificent," as he called himself, enjoyed success in a variety of ventures centered around the city of Venice, all due to his shrewd business dealings and silver tongue — or so people believed.

In truth, Dampierre was a con man and a scoundrel who would lie, cheat, and steal as it suited him. Trading slaves, looting troubled countries of their national treasures — nothing was beneath him.

One morning, his loyal lieutenant Gisele had news: Graf Dumas, ruler of the Kingdom of Hungary, was preparing for war. Dampierre was excited; he saw conflict as an opportunity, an investment — a few early favors could easily net a fortune once the dust settled. He would arrange to meet the king, bearing gifts of his finest cannons and a regiment of elephant cavalry.

And so it was that Dampierre set off for Hungary, his mind, as ever, on the riches to come...

CREATE YOUR OWN DESTINY

Creation mode is the place to customize existing characters, create your own characters, and take custom thumbnail pictures. This mode has been greatly expanded with more features than ever before. You can create up to 50 different fighters and the possible combinations of appearances, fighting styles, and weapons are nearly endless.

To begin creating a character, select a free data slot, and then choose to edit one of the base Soulcalibur V characters or start an original character from scratch.

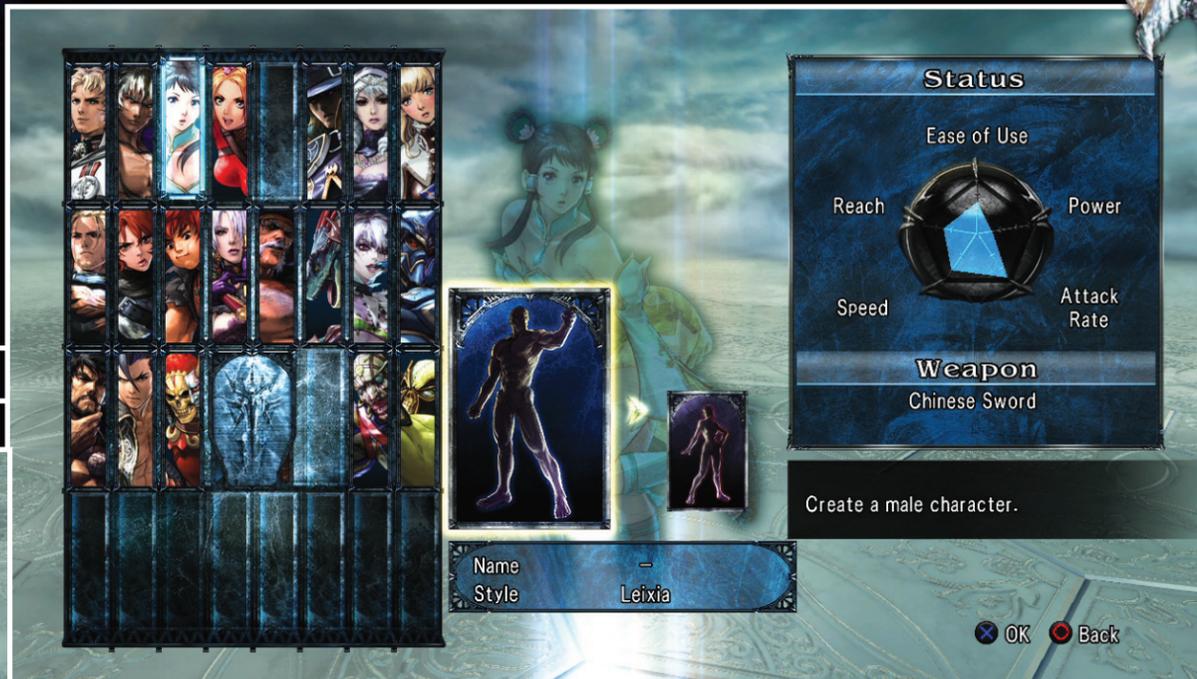


CUSTOMIZE REGULAR CHARACTERS

If you select to customize a regular character, you first select the character you want to use as your base. At the selection screen each highlighted fighter's information is displayed on the right, giving you a simple overview of his or her strengths and weaknesses. After making your character selection, you can choose to edit one of their costumes or freely customize their apparel. When you decide to hand pick your character's apparel, it is the same process as selecting apparel for an original character.

When using a base character, certain elements, such as the weapon style, name, and specific body features cannot be changed. After you are finished fine-tuning the Body, Equipment, Weapon/Style, and Color/Pattern categories, you are ready to take a thumbnail picture of your character under Shoot Picture. Just like in most parts of Creation mode, you can zoom the camera in and out, and rotate the viewed angle. When creating your thumbnail, you can also change your character's pose and alter the background/frame. When you're ready, select the Shoot Picture option to take the image.

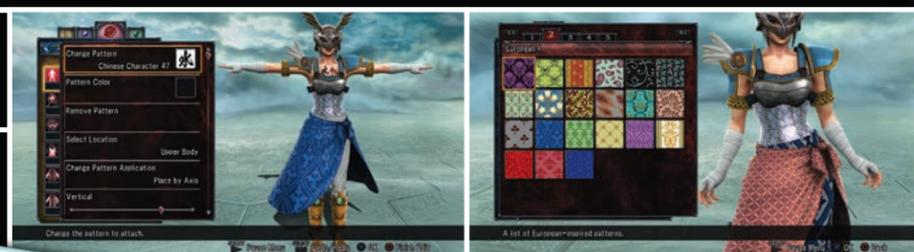
The only thing remaining after taking a thumbnail picture is to save your creation.



CREATE ORIGINAL CHARACTERS

Creating an original character involves more customization than editing a regular character. After choosing which character to use as a base, you can select the fighter's gender and general frame. It's then time to fully edit your character. The categories are the same as those listed when customizing a regular character, but now all adjustment options are available. Take your time exploring each option to find some interesting new additions to Creation mode, such as the Specialize Equipment slots under Equipment, which let you add a new set of items to your character, and the Design feature under Color/Pattern, which lets you apply a series of patterns and images to your character's skin and equipment.

When you are finished in Creation mode, you can use your custom characters in both Offline and PlayStation®Network or Xbox LIVE® modes.





Project Soul

TEEN	ADOLESCENTS™
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productions