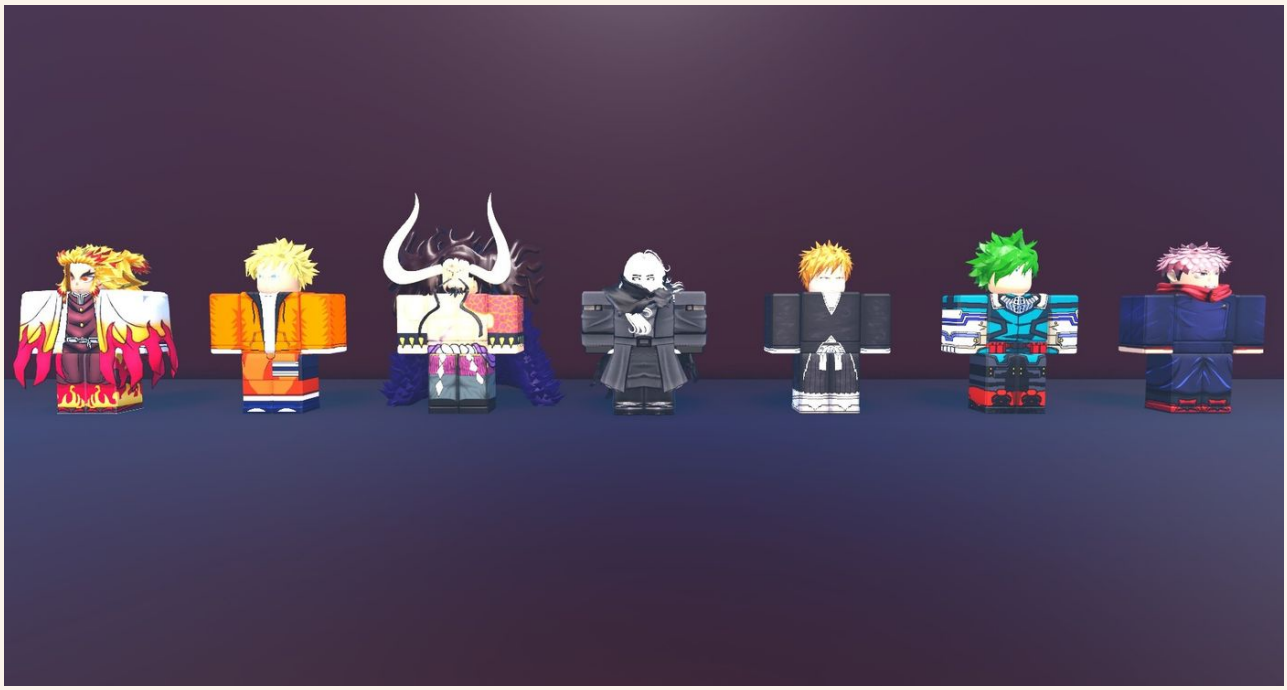
ANIME SMASH

The Complete Wiki Guide



Every fighter, mode, reward and system in one book.

By Xory Studios · Public release 8 October 2026

All numbers come straight from the game data at launch. Check the online wiki for the latest values.

Contents

Welcome to the Anime Smash Wiki 4

Beginner's Guide 6

Controls 8

Combat Basics 9

Codes 11

Rarities 12

Summoning & Banners 13

Fighter roster 15

Itamori . . . 18
Sanjiro . . . 19
Aeng . . . 20
Rokuto . . . 21
Killoa . . . 22
Bango . . . 23
Hyakuya . . . 24
Axle . . . 25
Kagomi . . . 26
Takamoto . . . 27
Hisaka . . . 28
Wolfhood . . . 29
Kein . . . 30
Kokushiba . . . 31
Jinbo . . . 32
Lukia . . . 33
Jinsoo . . . 34
Teph . . . 35
Magellon . . . 36
Pawer . . . 37
Shigeko . . . 38
Simo . . . 39
Kenkuro . . . 40
Alicard . . . 41
Zenetsu . . . 42
Nagara . . . 43
Tamoe . . . 44
Kodachi . . . 45
Frieden . . . 46

© 2026 Xory Studios · Anime Smash

Asto 47
Einz 48
Izuka 49
Rengaku 50
Gan 51
Raido 52
Deo 53
Kafko 54
Toku 55
Kairo 56
Ichiro 57
Haruto 58

Game Modes **59**

Stages **61**

Wave Tower **65**

Lobby & NPCs **66**

Server Events **68**

Levels & Level Road **69**

Ranked Leagues **70**

Battle Pass **71**

Fighter Mastery **72**

Stars & Materials **73**

Titles **75**

Cosmetics **78**

Daily Rewards **79**

Quest Book **82**

Rookie Road **83**

Store & Game Passes **84**

Trading **87**

Clans & Party **89**

Update Log **90**

FAQ **91**

© 2026 Xory Studios · Anime Smash

Welcome to the Anime Smash Wiki



Anime Smash is a Roblox platform fighter by **Xory Studios**: pick an anime-inspired fighter, rack up damage on your rivals and knock them off the stage. The higher their damage %, the further they fly. Summon new fighters, star them up, climb the ranked leagues and clear the Wave Tower.

> ***Public release: 8 October 2026.*** *Everyone started fresh with the launch data reset. Play on release weekend (8-11 October) for the limited* ***Day One*** *title.*

Quick links

Get started	Fighters & summons	Progress	Rewards & extras
Beginner's Guide	All Fighters	Levels & Level Road	Codes
Controls	Rarities	Ranked Leagues	Daily Rewards
Combat Basics	Summoning & Banners	Battle Pass	Rookie Road
Game Modes	Stars & Materials	Fighter Mastery	Quest Book
Stages	Trading	Titles	Store & Game Passes
Wave Tower	Cosmetics	Clans & Party	Server Events

Active codes

Code	Reward	Expires
SMASH	1,000 Coins, 100 Gems	No expiry
ALPHA	500 Coins, 1 Summon Ticket	1 December 2026

Redeem them from the **CODES** button on the lobby side rail. More codes unlock at visit milestones (100K visits, 500K visits, 1M visits). See Codes.

The game at a glance

Developer	Xory Studios
Genre	Platform fighter (Smash-style), anime
Released	8 October 2026
Fighters	41 (3 Common, 5 Uncommon, 6 Rare, 11 Epic, 9 Legendary, 7 Mythic)
Game modes	8 PvP modes + the co-op Wave Tower

© 2026 Xory Studios · Anime Smash

Stages	7 battle stages + the Training Dojo
Max level	100
Max players per match	8

Newest fighters

Fighter	Title	Rarity	Added
Zenetsu	Lightning Draw	Epic	30 September 2026
Rengaku	Inferno Ronin	Legendary	30 September 2026
Gan	Rock Paper Scissors	Legendary	30 September 2026
Ichiro	Crescent Cleaver	Mythic	30 September 2026
Haruto	Wildfox Ninja	Mythic	30 September 2026

Featured screenshots





Beginner's Guide

New to Anime Smash? This page takes you from your first login to your first Legendary.



1. Your first minutes

1. Press **PLAY** on the main menu to enter the lobby.
2. New players clear the **Training Dojo** first. It teaches moving, attacking, specials, shielding and KOs.
3. Clearing the dojo unlocks the **Welcome x10**: one free x10 summon on the Veil Summon (normal odds, the usual Epic+ guarantee).
4. You start with 500 Coins, 300 Gems, 1 Summon Ticket and three starter fighters: Itamori, Sanjiro, Aeng.

2. Play your first matches

Open **BATTLE** on the bottom bar. **1v1**, **2v2** and **Free-for-All** are always on; other modes rotate (see Game Modes). Turn on **Fill empty seats with CPUs** to start faster.

- Your **first win of the day** pays 60 Gems and 1 Summon Ticket.
- Every match gives Coins and XP. Wins, KOs and finishing in the top half give more (see Levels).

3. Collect your daily rewards

- **Rookie Road**: a 7-day track for new accounts. Claim one day each day you play (see Rookie Road).
- **Daily reward** (7-day login streak) and the **monthly calendar** (see Daily Rewards).
- **Quest Book**: 6 quests a day, plus a daily bonus for clearing them all (see Quest Book).
- **Playtime gifts**: six gifts that unlock as you play each session.

4. Summon fighters

Summons cost **100 Gems** (x10: **900 Gems**) or **1 Summon Ticket** each. Every summon also gives **1 Veil Point**: save 250 for a Legendary of your choice. Pity guarantees an Epic within 10, a Legendary within 70 and a Mythic within 200 summons. Full details: Summoning & Banners.

5. Get stronger

© 2026 Xory Studios · Anime Smash

- **Stars**: merge duplicate copies plus materials to raise a fighter up to 5 stars (see Stars & Materials).
- **Mastery**: play matches with a fighter to raise its Mastery to 10 for rewards and a Master title (see Mastery).
- **Ranked leagues**: every counted win moves you up from Bronze toward Mythic Smasher (see Leagues).

6. Free things to do in the lobby

- **Meditation Garden**: stand inside to earn 6 Coins + 1 Mastery XP per minute (up to 60 minutes a day).
- **Sky Trial**: a parkour course above the plaza. Your first clear each day pays 300 Coins + 10 Gems.
- **Training dummies** and the **dance floor**.

Beginner tips

- Damage % does not KO by itself: the higher a foe's %, the further your hits launch them. Finish with a strong special or your Ultimate.
- Use **Dash** to dodge and to break out of combos, and **Shield** to block.
- You get **2 extra jumps in the air** (Sky Step). Save one to get back to the stage.
- Do not spend Gems on single summons: x10 costs the same per summon and is faster.

© 2026 Xory Studios · Anime Smash

Controls

Press **H** in game (or the **?** button on touch) to open the controls panel. Keys can be changed in **Settings > Controls**.

Action	Keyboard (default)	Gamepad	Touch
Move	A / D	Left stick	Stick
Jump (2 more in the air = Sky Step)	Space	A	JUMP
Fast-fall / drop through a platform	S	Stick down	Stick down
Dash / dodge / combo breaker (air: Flash Step)	Q	LB	DASH
Shield (hold)	F	LT	BLOCK
Combo attack	Left mouse	X	HIT
Launcher	W + Left mouse	Up + X	Up + HIT
Spike (in the air)	S + Left mouse	Down + X	Down + HIT
Special 1 / 2 / 3 (hold to aim and power up)	1 / 2 / 3	Y / B / RB	1 / 2 / 3
Ultimate (meter full)	G	RT	ULT
Taunt	-	D-pad up	-
Emote wheel (lobby)	B	-	EMOTES
Controls panel	H	View / Select	?

The basic combo route (every fighter)

1 stuns, then **M1** hits, **2** traps and lifts the foe, jump and land air hits, then **3** to finish.

© 2026 Xory Studios · Anime Smash

Combat Basics



Anime Smash plays like a platform fighter: you do not drain a health bar, you **knock fighters off the stage**.

Damage % and knockback

- Every hit adds **damage %** to the target (shown on their card at the bottom of the screen).
- The higher the %, the further they fly. A foe at 100%+ can be launched off the stage by a strong hit.
- A fighter is **KO'd** when they cross the edge of the blast zone. They lose a **stock** (life).
- When all your stocks are gone you are out. If time runs out, the player or team with the most stocks left wins.

Stocks and time

Each mode sets the stocks and match time (see Game Modes). For example, 1v1 Duel is 3 stocks and 4:00.

Moves

Every fighter has the same layout (see each fighter's page for their exact moves):

- **M1 combo**: a 4-hit string. Hold **W** on the last hit to launch, **S** in the air to spike.
- **Special 1 / 2 / 3**: three specials on cooldowns (usually 5 to 7 seconds). Hold the key to aim and power them up.
- **Ultimate (G)**: a cinematic finisher that needs a full Ultimate meter. Landing hits and KOs charges the meter.

Defence and movement

- **Shield (F)**: hold to block hits.
- **Dash (Q)**: dodge, reposition, or break out of a combo (**Combo Breaker**).
- **Sky Step**: 2 extra jumps in the air. **Flash Step**: dash in the air.
- **Respawn**: after a KO you return on a revival platform with a short invulnerability.

Star power in ranked

© 2026 Xory Studios · Anime Smash

Starred fighters hit harder, but in ranked matches the bonus is capped at **+10% damage** and **+5% defence**, so skill always decides.

© 2026 Xory Studios · Anime Smash

Codes

Redeem codes from the **CODES** button on the lobby side rail. Each code works once per account. Codes are not case-sensitive.

Active codes

Code	Reward	Expires
SMASH	1,000 Coins, 100 Gems	No expiry
ALPHA	500 Coins, 1 Summon Ticket	1 December 2026

Upcoming codes

New codes unlock when the game reaches these visit milestones: **100K visits, 500K visits, 1M visits**. The CODES panel shows the next milestone.

Expired codes

None yet.

> *Codes are never tied to likes or favourites. Watch the Xory Studios group and the game page for new ones.*

© 2026 Xory Studios · Anime Smash

Rarities

Every fighter has a rarity. Higher rarities are rarer to summon and worth more in trades.

Rarity	Colour	Fighters	Sell value (Coins)	How to get
Common	#c8cdd7	3	-	Starter fighters
Uncommon	#96e13c	5	120	Summons
Rare	#46a0ff	6	300	Summons
Epic	#b45aff	11	900	Summons
Legendary	#ffbe28	9	3,000	Summons
Mythic	#ff3c5a	7	9,000	Summons
Secret	#e8ecff	0	-	Given by the Anime Smash team
Endless	#ff3434	0	-	Won in tournaments

Secret and **Endless** are special rarities: Secret cards are given by the Anime Smash team and Endless cards are won in tournaments. They cannot be summoned.

Summon odds by rarity

Rarity	Base odds	With Lucky Summoner
Uncommon	50%	48.5%
Rare	35%	35%
Epic	12%	12%
Legendary	2.5%	3.75%
Mythic	0.5%	0.75%

See Summoning & Banners for pity and Veil Points.

© 2026 Xory Studios · Anime Smash

Summoning & Banners



Summon new fighters at the **Summon Shrine** in the lobby or from the **SUMMON** button.

Cost

	Gems	Tickets
Summon x1	100	1
Summon x10	900	10

Turn **USE TICKETS** on to spend Summon Tickets instead of Gems.

Odds

Rarity	Base odds	With Lucky Summoner (x1.5 Legendary & Mythic)
Uncommon	50%	48.5%
Rare	35%	35%
Epic	12%	12%
Legendary	2.5%	3.75%
Mythic	0.5%	0.75%

The exact odds you have right now (including the Lucky Summoner pass and **Lucky Summons** server events) are always shown in the summon menu under **ODDS & RULES**.

Pity (guarantees)

Guarantee	Within
Epic or better	10 summons
Legendary or better	70 summons
Mythic	200 summons

Pity counters carry over between summons and are shown at the bottom of the summon screen. When a banner has a Mythic you don't own yet, the guaranteed Mythic is one you don't own.

Veil Points

Every summon on any banner gives **1 Veil Point**. Spend them on a fighter of your choice:

- **250 points**: any summonable Legendary
- **600 points**: any summonable Mythic

Battle Pass fighters, Secret and Endless cards can't be picked. Day 7 of the Rookie Road also gives 100 Veil Points.

Banners

Banner	Theme	Featured fighters	Details
Veil Summon	Every Fighter In The Game	Every summonable fighter (weekly spotlight)	The standard banner: any fighter can answer the call. This week's spotlight stands on the shrine.
Sea Warlords	Tyrants Of The Open Sea	Raido (Mythic), Jinbo (Epic), Magellon (Epic)	An oni warlord, a karate brawler of the tides and a venomous alchemist. Every Mythic and Epic here is one of them.
Demon Hunt	Flame · Thunder · The Moon Demon	Rengaku (Legendary), Zenetsu (Epic), Kokushiba (Rare)	A blazing swordsman, a lightning-fast draw and a twin-moon duelist. Every Legendary, Epic and Rare here is one of them.
Spirit Blades	Crescents · Ice · Cherry Petals	Ichiro (Mythic), Lukia (Epic), Hyakuya (Uncommon)	A crescent-wave cleaver, a frostblade ronin and a blossom-dancing noble. Every Mythic, Epic and Uncommon here is one of them.
Wild Trial	Aura · Lightning · A Gambler's Cards	Gan (Legendary), Hisaka (Rare), Killoa (Uncommon)	A wild boy with a rock-paper-scissors fist, his lightning-fast best friend and the card-sharp who hunts them both. Every Legendary, Rare and Uncommon here is one of them.
Shinobi Storm	Clones · Puppets · Gravity	Haruto (Mythic), Nagara (Legendary), Kenkuro (Epic)	A never-give-up fox ninja, a marionette maestro and a sorcerer who bends gravity. Every Mythic, Legendary and Epic here is one of them.
Mythic Spotlight	A New Mythic Every 2 Weeks	Deo, Tamoe, Jinsoo / Kafko, Asto, Simo / Toku, Einz, Shigeko (changes every 14 days)	A rotating Mythic star with a Legendary and an Epic partner. Every Mythic, Legendary and Epic here is one of them.

On a rate-up banner, when you roll one of the listed rarities you get one of that banner's featured fighters.

Banner bundles

Each themed banner has a **Banner Bundle** (499 Robux): 10 Summon Tickets plus a Devotee title for that banner.

Welcome x10

After clearing the Training Dojo, every new account gets one free x10 summon on the Veil Summon.

© 2026 Xory Studios · Anime Smash

Fighter roster



Itamori
COMMON
Cursed Fist



Sanjiro
COMMON
Ember Blade



Aeng
COMMON
Gale Monk



Rokuto
UNCOMMON
Talisman Sorcerer



Killoa
UNCOMMON
Storm Kicker



Bango
UNCOMMON
Jade Dragon Fist



Hyakuya
UNCOMMON
Blossom Dancer



Axle
UNCOMMON
Street Comet



Kagomi
RARE
Radiant Archer



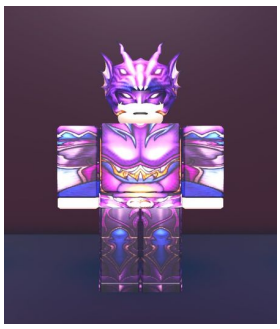
Takamoto
RARE
Silent Shopkeeper



Hisaka
RARE
High Roller



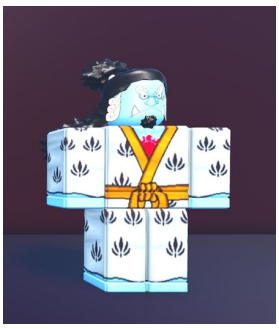
Wolfhood
RARE
Silver Sacrament



Kein
RARE
Azure Dragon Knight



Kokushiba
RARE
Twin Moon Duelist



Jinbo
EPIC
Tide Buccaneer



Lukia
EPIC
Frostblade Ronin

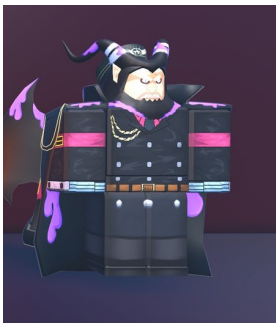
© 2026 Xory Studios · Anime Smash



Jinsoo
EPIC
Shadow Stalker



Teph
EPIC
Ironrock Titan



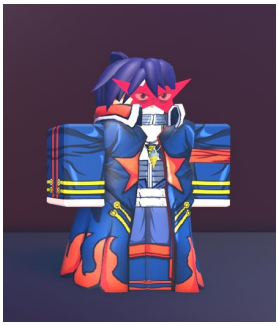
Magellon
EPIC
Venom Alchemist



Pawer
EPIC
Sanguine Hemomancer



Shigeko
EPIC
Quiet Esper



Simo
EPIC
Thruster Prodigy



Kenkuro
EPIC
Marionette Maestro



Alicard
EPIC
Crimson Nightblood



Zenetsu
EPIC
Lightning Draw



Nagara
LEGENDARY
Gravity Sovereign



Tamoe
LEGENDARY
Foxfire Priestess



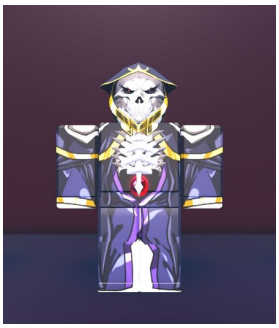
Kodachi
LEGENDARY
Veil Reaper



Frieden
LEGENDARY
Evergreen Archmage



Asto
LEGENDARY
Codex Knight

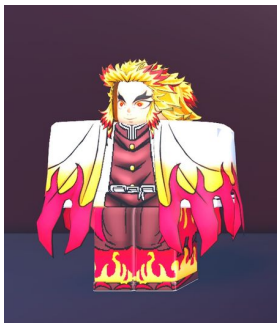


Einz
LEGENDARY
Grave Summoner



Izuka
LEGENDARY
Scarlet Vanguard

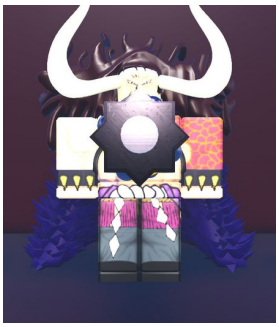
© 2026 Xory Studios · Anime Smash



Rengaku
LEGENDARY
Inferno Ronin



Gan
LEGENDARY
Rock Paper Scissors



Raido
MYTHIC
Crimson Oni Warlord



Deo
MYTHIC
Chrono Sovereign



Kafko
MYTHIC
Abyssal Behemoth



Toku
MYTHIC
Starborn Striker



Kairo
MYTHIC
Veil Monarch



Ichiro
MYTHIC
Crescent Cleaver



Haruto
MYTHIC
Wildfox Ninja

© 2026 Xory Studios · Anime Smash

Itamori

Cursed Fist · ***Common***

A brawler who channels grudge-fueled crimson energy through his fists. Relentless up close.



Name	**Itamori**
Title	Cursed Fist
Rarity	Common
Obtain	Starter fighter: every player owns it from the start
Added	Launch
Weight	100
Walk speed / Jump power	25 / 75
Sell value	Can't be sold (starter)
Trade value (0 stars)	Not tradeable
Mastery title	Itamori Master
Team set	-

Stats

Stat	Value	
Power	6 / 10	
Speed	6 / 10	
Range	3 / 10	
Defense	5 / 10	
Technique	5 / 10	

Stat total: **25**. Difficulty: **1 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Cursed Combo	4-hit string. Hold W on the last hit to launch, hold S in the air to spike.	4 hits: 3% each, final hit 7%
1	Cursed Barrage	An 8-punch cursed flurry that pins the foe in place; the last punch stuns. In the air it's aimed down and holds you both up. Hold to aim it and reach further.	5 s
2	Echo Seal	A palm plants a cursed seal inside the foe: it holds them, then detonates and launches them up. Land hits before it pops for a bigger blast (+2%). In the air the blast keeps them floating. Hold for a longer seal.	5 s
3	Crimson Spark Drive	Hold to wind up one huge punch; its black-lightning shockwave tears through a line of foes (kill). Let go right as your fist flashes red for a CRIMSON SPARK (+50%). In the air: a meteor punch that drives the foe into the floor (spike).	7 s
G	Abyssal Onslaught	ULTIMATE: vanish into a storm of cursed strikes, then detonate a black-crimson finishing blow.	Full Ultimate meter

Trade value by stars

Starter fighters are bound to your account and cannot be traded.

© 2026 Xory Studios · Anime Smash

Sanjiro

Ember Blade · ***Common***

A swift swordsman whose katana leaves trails of flame. Fast dashes and burning arcs.



Name	**Sanjiro**
Title	Ember Blade
Rarity	Common
Obtain	Starter fighter: every player owns it from the start
Added	Launch
Weight	92
Walk speed / Jump power	27 / 76
Sell value	Can't be sold (starter)
Trade value (0 stars)	Not tradeable
Mastery title	Sanjiro Master
Team set	-

Stats

Stat	Value	
Power	6 / 10	
Speed	7 / 10	
Range	4 / 10	
Defense	4 / 10	
Technique	5 / 10	

Stat total: **26**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Flame Edge	Lightning-fast katana string trailing flame. W = rising slash, S (air) = meteor cut.	4 hits: 3% each, final hit 7%
1	Flame Swallows	A flame crescent splits into three homing fire swallows; the third stuns and sets the foe burning (2% over 1.5 s). In the air they dive on foes below. Hold to aim: they fly further and pierce.	5 s
2	Coiling Fire Dragon	A fire dragon bursts from the blade, holds the foe in its burning coils, then carries them up. In the air the dragon coils around you and bites everything nearby. Hold for longer coils.	5 s
3	Sunset Ring	Six flame pillars erupt in a ring around you (kill); burning foes ignite for +3%. In the air: drop a falling sun that erupts on the floor and leaves it burning for 2 s (spike). Hold to power it up.	7 s
G	Phoenix Eclipse	ULTIMATE: soar skyward and dive like a falling sun, erupting the ground in flame.	Full Ultimate meter

Trade value by stars

Starter fighters are bound to your account and cannot be traded.

© 2026 Xory Studios · Anime Smash

Aeng

Gale Monk · ***Common***

A wandering wind monk who fights with open palms riding the gusts. Light on his feet with two air jumps: shove foes off the stage with wind and blow them away.



Name	**Aeng**
Title	Gale Monk
Rarity	Common
Obtain	Starter fighter: every player owns it from the start
Added	Launch
Weight	94
Walk speed / Jump power	26 / 80
Sell value	Can't be sold (starter)
Trade value (0 stars)	Not tradeable
Mastery title	Aeng Master
Team set	-

Stats

Stat	Value	
Power	4 / 10	
Speed	8 / 10	
Range	5 / 10	
Defense	4 / 10	
Technique	5 / 10	

Stat total: **26**. Difficulty: **1 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Wind Palm String	Quick open-palm strikes carried by the wind, ending in a spinning kick. W = rising palm launcher, S (air) = gust spike.	4 hits: 2.6% each, final hit 6%
1	Gale Lasso	Throw a gust lasso: it wraps the foe in a spinning wind cocoon, reels them to your feet and stuns them. In the air it's thrown down and reels them up to you. Hold to aim it further.	4.5 s
2	Vortex Trap	Plant a whirlwind ahead for 3 s: it sucks foes in, spins them and throws them up. In the air it forms right below you. Hold to pick the spot and spin them longer.	5 s
3	Typhoon Palm	A palm fires a sideways tornado that crosses the stage carrying every foe it catches, then blasts them off (kill). In the air a downward tornado pins foes to the floor (spike). Hold to power it up.	7 s
G	Heavenly Tempest	ULTIMATE: raise a towering tornado in front of you that drags foes in and spins them skyward, then bursts and blasts everyone inside to the heavens.	Full Ultimate meter

Trade value by stars

Starter fighters are bound to your account and cannot be traded.

© 2026 Xory Studios · Anime Smash

Rokuto

Talisman Sorcerer · ***Uncommon***

An onmyoji who fights with paper seals and spirit wards. Controls space with talismans.



Name	**Rokuto**
Title	Talisman Sorcerer
Rarity	Uncommon
Obtain	Veil Summon (standard banner, every summonable fighter)
Added	Launch
Weight	88
Walk speed / Jump power	23 / 78
Sell value	120 Coins
Trade value (0 stars)	160
Mastery title	Rokuto Master
Team set	-

Stats

Stat	Value	
Power	5 / 10	
Speed	5 / 10	
Range	8 / 10	
Defense	4 / 10	
Technique	6 / 10	

Stat total: **28**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Paper Strikes	Quick palm strikes charged with talisman sparks. W = launcher, S (air) = spike.	4 hits: 2.5% each, final hit 6%
1	Seal Chain	Throw three seals: they link into a chain around the first foe they hit and bind them (stun). Chained foes take +3% from Pentagram Prison. In the air they're thrown down. Hold to aim them further.	5 s
2	Shikigami Flock	Six paper birds home in and peck the foe; the last ones lift them into the air. In the air they dive on foes below. Hold to aim the flock.	5 s
3	Pentagram Prison	A pentagram barrier traps foes for 1 s, then explodes (kill); chained foes take +3%. In the air a barrier dome falls and slams foes below (spike). Hold to place it and power it up.	8 s
G	Thousand Seal Storm	ULTIMATE: a sky-wide seal rains talismans on the whole stage, then every mark detonates at once.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	160	320	630	1,100	1,730	2,520

© 2026 Xory Studios · Anime Smash

Killoa

Storm Kicker · ***Uncommon***

A featherweight martial artist whose kicks crack like thunder. Zips through foes as living lightning and calls bolts down from the sky.



Name	**Killoa**
Title	Storm Kicker
Rarity	Uncommon
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Wild Trial banner
Added	Launch
Weight	88
Walk speed / Jump power	28 / 78
Sell value	120 Coins
Trade value (0 stars)	160
Mastery title	Killoa Master
Team set	Wild Trial (set title: Trial Champion)

Stats

Stat	Value	
Power	6 / 10	
Speed	9 / 10	
Range	5 / 10	
Defense	3 / 10	
Technique	6 / 10	

Stat total: **29**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Volt Kicks	Snapping 4-hit kick string that crackles on contact. W = somersault launcher, S (air) = axe-kick spike.	4 hits: 2.8% each, final hit 6.5%
1	Volt Palm	An electric palm sends a bolt that chains through up to 3 foes and shock-stuns them (shocked foes take +4% from Heaven's Bolt). In the air it's fired downward. Hold to aim it further.	5 s
2	Thunder Cage	Four lightning rods land around the foe, zap them in place, then burst upward. In the air the cage forms around you and catches foes near you. Hold to pick the spot and zap them longer.	5 s
3	Heaven's Bolt	Mark a foe; 0.3 s later a giant lightning bolt strikes the mark (kill). Shocked foes take +4%. In the air, ride a falling bolt down onto foes below (spike). Hold to aim it and power it up.	7 s
G	Thousand Volt Descent	ULTIMATE: leap into the storm and brand up to four foes near him with a volt mark, rain three waves of lightning pillars on them, then crash down as the final bolt.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	160	330	660	1,160	1,820	2,640

© 2026 Xory Studios · Anime Smash

Bango

Jade Dragon Fist · ***Uncommon***

A disciplined kung-fu master who channels jade dragon ki through his palms. Heavy and direct: hard-hitting palm strings, a coiling dragon kick and a guard that turns any attack into a KO.



Name	**Bango**
Title	Jade Dragon Fist
Rarity	Uncommon
Obtain	Veil Summon (standard banner, every summonable fighter)
Added	Launch
Weight	102
Walk speed / Jump power	24 / 74
Sell value	120 Coins
Trade value (0 stars)	150
Mastery title	Bango Master
Team set	-

Stats

Stat	Value	
Power	7 / 10	
Speed	5 / 10	
Range	4 / 10	
Defense	6 / 10	
Technique	4 / 10	

Stat total: **26**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Dragon Palm Chain	Heavy palm-and-fist chain; the last blow bursts with jade ki. W = rising launcher, S (air) = downward palm spike.	4 hits: 3.2% each, final hit 7.5%
1	Hundred Palm	A 12-palm jade barrage pins the foe in place; the last palm stuns. In the air it holds you both up. Hold to aim it.	5 s
2	Jade Dragon Maw	A jade dragon spirit bursts from your palm, holds the foe in its jaws, then tosses them up. In the air the dragon dives on foes below and bites. Hold for a longer bite.	5 s
3	Dragon Scale Counter	Raise a jade-scale guard for 0.6 s (hold to keep it up to 1.2 s). Struck: an exploding dragon palm (kill; in the air a dragon stomp that spikes). Not struck: a dragon ki wave rolls forward (downward in the air).	7 s
G	Nine Coils Barrage	ULTIMATE: dash at the nearest foe and pin them with a nine-palm flurry as a jade dragon coils around them, then a dragon-ki palm blasts them away.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	150	300	600	1,050	1,650	2,400

© 2026 Xory Studios · Anime Smash

Hyakuya

Blossom Dancer · ***Uncommon***

A noble captain whose katana scatters into countless cherry-petal blades. Light and floaty: he spaces with streams of petals, slips away in a veil of blossoms and punishes anyone who chases him.



Name	**Hyakuya**
Title	Blossom Dancer
Rarity	Uncommon
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Spirit Blades banner
Added	Launch
Weight	88
Walk speed / Jump power	26 / 80
Sell value	120 Coins
Trade value (0 stars)	160
Mastery title	Hyakuya Master
Team set	Spirit Blades (set title: Spirit Blade)

Stats

Stat	Value	
Power	5 / 10	
Speed	8 / 10	
Range	6 / 10	
Defense	4 / 10	
Technique	6 / 10	

Stat total: **29**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Blossom Blade	Flowing katana cuts that scatter cherry petals. W = rising sweep, S (air) = falling cut.	4 hits: 2.6% each, final hit 6%
1	Petal Stream	A stream of razor petals flows forward, drags the foe along and stuns them at the end. In the air it's angled down. Hold to aim it further.	5 s
2	Petal Sphere	A sphere of spinning petals closes around the foe, cuts them over and over, then bursts upward. In the air it forms below you. Hold to pick the spot and cut longer.	5 s
3	Sakura Greatblade	Your petals form a giant blade that sweeps a wide arc across the stage (kill). In the air the petal blade crashes straight down (spike). Hold to power it up.	7 s
G	Petal Storm Waltz	ULTIMATE: a storm of petal blades traps every foe around him; he glides through them in a flurry of katana cuts, then the storm blooms and blasts them away.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	160	330	660	1,160	1,820	2,640

© 2026 Xory Studios · Anime Smash

Axle

Street Comet · ***Uncommon***

A hot-blooded street-soccer prodigy who never lets the ball touch the ground. Drives glowing shots across the stage, bicycle-kicks his way back from the edge and volleys foes into orbit.



Name	**Axle**
Title	Street Comet
Rarity	Uncommon
Obtain	Veil Summon (standard banner, every summonable fighter)
Added	Launch
Weight	90
Walk speed / Jump power	28 / 78
Sell value	120 Coins
Trade value (0 stars)	160
Mastery title	Axle Master
Team set	-

Stats

Stat	Value	
Power	6 / 10	
Speed	7 / 10	
Range	7 / 10	
Defense	4 / 10	
Technique	5 / 10	

Stat total: **29**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Street Combo	Snappy street-football kicks and knees, ending in a full-power boot. W = flip-kick launcher, S (air) = axe-kick spike.	4 hits: 2.8% each, final hit 6.5%
1	Rebound Shot	Kick a ball that bounces between the floor and foes up to 3 times, stunning each time. In the air, volley it down: it bounces back up through foes. Hold to aim it further.	5 s
2	Keepy-Uppy	Pop the foe up with the ball, bounce it off their head three times, then send them flying up. In the air you juggle foes below you. Hold for a longer juggle.	5 s
3	Meteor Drive	Hold to charge a flaming shot that tears across the whole stage: the longer you charge, the harder it hits; a full charge kills. In the air, volley the ball into the floor for an explosion under foes (spike).	7 s
G	Starfall Meteor Shot	ULTIMATE: juggle the ball skyward, leap after it and bicycle-kick a blazing meteor down onto the nearest foe. The crater blast launches everyone caught in it.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	160	330	660	1,160	1,820	2,640

© 2026 Xory Studios · Anime Smash

Kagomi

Radiant Archer · ***Rare***

A shrine archer whose arrows are woven from light. The roster's long-range zoner: piercing light arrows, a rain of falling stars and a sun-bright beam that splits the stage.



Name	**Kagomi**
Title	Radiant Archer
Rarity	Rare
Obtain	Veil Summon (standard banner, every summonable fighter)
Added	Launch
Weight	92
Walk speed / Jump power	24 / 78
Sell value	300 Coins
Trade value (0 stars)	400
Mastery title	Kagomi Master
Team set	-

Stats

Stat	Value	
Power	6 / 10	
Speed	6 / 10	
Range	9 / 10	
Defense	3 / 10	
Technique	6 / 10	

Stat total: **30**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Bow Strikes	Quick strikes with the bow limbs and snapping kicks that flash with light. W = rising arc, S (air) = spike.	4 hits: 2.7% each, final hit 6.2%
1	Prism Arrow	A light arrow that stuns the first foe it hits and splits into five, spraying the foes behind. Fired down in the air, it splits on the floor. Hold to aim it further.	5 s
2	Arrow Rain	An arrow shot skyward brings a rain of light that pins everyone in a 12-stud circle; the last volley lifts them. In the air the rain falls right under you. Hold to pick the spot and pin them longer.	5 s
3	Solar Beam	Fire a beam of sunlight across the whole stage (kill); hold to charge it for more power. In the air it's angled down and spikes.	7 s
G	Solar Judgment	ULTIMATE: leap high, draw the sun into your bow and loose a colossal beam of light that tears diagonally across the stage.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	400	800	1,600	2,800	4,400	6,400

© 2026 Xory Studios · Anime Smash

Takamoto

Silent Shopkeeper · ***Rare***

A legendary assassin who retired to run a sleepy corner shop. Fights with whatever is at hand: a closed umbrella, flicked pens, a lucky coin and a folding chair. Fast, precise and deadly on the counter.



Name	**Takamoto**
Title	Silent Shopkeeper
Rarity	Rare
Obtain	Veil Summon (standard banner, every summonable fighter)
Added	Launch
Weight	96
Walk speed / Jump power	26 / 74
Sell value	300 Coins
Trade value (0 stars)	400
Mastery title	Takamoto Master
Team set	-

Stats

Stat	Value	
Power	6 / 10	▰▰▰▰▰▰▱▱▱▱
Speed	7 / 10	▰▰▰▰▰▰▰▱▱▱
Range	5 / 10	▰▰▰▰▰▱▱▱▱▱
Defense	5 / 10	▰▰▰▰▰▱▱▱▱▱
Technique	7 / 10	▰▰▰▰▰▰▰▱▱▱

Stat total: **30**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Umbrella Etiquette	Quick, exact strikes with a closed umbrella, ending in a ferrule thrust. W = hooking uppercut launcher, S (air) = downward crack.	4 hits: 2.8% each, final hit 6.5%
1	Coin Ricochet	Two thrown pens stall the foe, then the lucky coin ricochets between up to 3 foes and stuns them. In the air it's fired down and bounces off the floor. Hold to aim further.	5 s
2	Umbrella Spin	Hook the foe with the umbrella (goes through shields), spin them around you twice, then toss them up. Works in mid-air too. Hold to spin them longer.	5 s
3	No Refunds	A counter stance for 0.6 s (hold to keep it up to 1.2 s). Struck: a folding-chair slam (kill; in the air it slams them down, spike). Not struck: you throw the chair forward.	7 s
G	Closing Time	ULTIMATE: he flips his lucky coin, vanishes and reappears behind the nearest foe, then takes them apart with everything in the shop: umbrella, pens, a kick and the folding chair. The coin lands. The shop is closed.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	400	800	1,600	2,800	4,400	6,400

© 2026 Xory Studios · Anime Smash

Hisaka

High Roller · ***Rare***

A smug card-sharp who never plays a fair hand. Deals enchanted cards from any angle, lobs a die whose roll decides the blast, swaps places with a thrown card and cashes out with a Royal Flush.



Name	**Hisaka**
Title	High Roller
Rarity	Rare
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Wild Trial banner
Added	Launch
Weight	93
Walk speed / Jump power	25 / 76
Sell value	300 Coins
Trade value (0 stars)	400
Mastery title	Hisaka Master
Team set	Wild Trial (set title: Trial Champion)

Stats

Stat	Value	
Power	6 / 10	
Speed	6 / 10	
Range	7 / 10	
Defense	4 / 10	
Technique	7 / 10	

Stat total: **30**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	House Edge	Razor-edged cards flicked between his fingers in quick slashes. W = rising cut, S (air) = downward cut.	4 hits: 2.7% each, final hit 6.5%
1	Card Storm	A spiralling stream of seven cards: six cut the foe in place and the gold seventh stuns. In the air the stream is angled down. Hold to aim it further.	5 s
2	Joker's Box	A giant trick box of cards snaps shut around the foe (goes through shields), rattles them for 0.8 s, then a spring launches them up. In the air the box drops onto foes below you. Hold to pick the spot and keep them boxed longer.	5 s
3	Loaded Dice	Lob a loaded die: it bursts on the first foe or the floor and rolls 1-6. 1 fizzles, 2-5 a growing blast, 6 is a JACKPOT kill; +1 to the roll next to a stunned or trapped foe. In the air it's thrown down and a 4+ spikes. Hold to load it: a bigger payout, and a full charge never rolls a 1.	7 s
G	Royal Flush	ULTIMATE: he fans out ten, jack, queen, king and ace of hearts. Every card seeks up to three nearby foes and cuts them in turn; when the hand is complete the flush detonates in crimson and gold.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	400	800	1,600	2,800	4,400	6,400

© 2026 Xory Studios · Anime Smash

Wolfhood

Silver Sacrament · ***Rare***

A young priest-gunslinger who hunts evil with twin silver revolvers and holy seals. Sanctified ground burns his foes and blesses his bullets; his recoil carries him back from the brink.



Name	**Wolfhood**
Title	Silver Sacrament
Rarity	Rare
Obtain	Veil Summon (standard banner, every summonable fighter)
Added	Launch
Weight	100
Walk speed / Jump power	25 / 75
Sell value	300 Coins
Trade value (0 stars)	400
Mastery title	Wolfhood Master
Team set	-

Stats

Stat	Value	
Power	6 / 10	
Speed	6 / 10	
Range	8 / 10	
Defense	4 / 10	
Technique	6 / 10	

Stat total: **30**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Rite of Rounds	Pistol-whips into point-blank blessed shots. W = rising shot launcher, S (air) = downward shot.	4 hits: 2.8% each, final hit 6.5%
1	Holy Chamber	Fan all six blessed rounds in a quick spread: five stall the foe and the sixth stuns. In the air they're fired downward. Fired from his holy ground, every round pierces. Hold to aim further.	5 s
2	Sanctum Chains	A seal circle opens under the foe and chains of light bind them for 0.8 s (goes through shields), then hoist them up. In the air the circle forms below you. Hold to pick the spot and bind them longer.	5 s
3	Cross of Judgment	A giant cross of light slams down on the spot ahead (kill) and leaves the ground holy for 3 s: foes on it burn and his rounds fired from it pierce. In the air the cross slams straight down through everything beneath him (spike). Hold to aim it and power it up.	8 s
G	Last Judgment	ULTIMATE: he rises on a halo of seals and pins the nearest foe's ground under a barrage of blessed rounds from both revolvers, then calls down a towering cross of light that launches everyone judged.	Full Ultimate meter

Trade value by stars

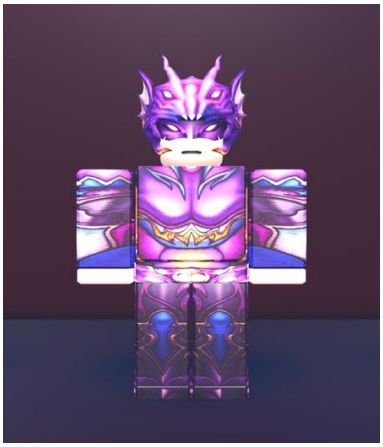
Stars	0	1	2	3	4	5
Value	400	800	1,600	2,800	4,400	6,400

© 2026 Xory Studios · Anime Smash

Kein

Azure Dragon Knight · ***Rare***

A dragon-knight in cobalt and silver whose lance outreaches everyone. He pokes from afar, hurls his lance, leaps into the sky to dive back down like a dragon and, at full power, rides an azure wyrm down onto his foe.



Name	**Kein**
Title	Azure Dragon Knight
Rarity	Rare
Obtain	Veil Summon (standard banner, every summonable fighter)
Added	Launch
Weight	106
Walk speed / Jump power	23 / 78
Sell value	300 Coins
Trade value (0 stars)	400
Mastery title	Kein Master
Team set	-

Stats

Stat	Value	
Power	7 / 10	
Speed	5 / 10	
Range	9 / 10	
Defense	5 / 10	
Technique	4 / 10	

Stat total: **30**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Dragon Lance String	Long lance thrusts that poke from farther away than anyone else. W = rising thrust, S (air) = plunging thrust.	4 hits: 2.8% each, final hit 7%
1	Dragonfang Javelin	Throw the lance through every foe in line (stun); flying back to your hand it drags them to your feet and stuns them again. In the air it's thrown down. Hold to aim it further.	5 s
2	Wyvern Skewer	Lunge and impale the foe on the lance (goes through shields), hoist them overhead as azure dragonfire bites, then fling them up. In mid-air you spin them around on the lance instead. Hold to keep them skewered longer.	5 s
3	Azure Dragonfire	The lance erupts in a cone of azure dragonfire that roars 18 studs ahead (kill). In the air the dragonfire blasts straight down (spike). Hold to aim it and power it up.	7 s
G	Azure Wyrm Descent	ULTIMATE: leap into the sky and dive with a descending azure dragon onto the nearest foe. The wyrm coils around everyone at the impact, strikes four times, then launches them in a pillar of dragonfire.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	400	800	1,600	2,800	4,400	6,400

© 2026 Xory Studios · Anime Smash

Kokushiba

Twin Moon Duelist · ***Rare***

A calm swordsman whose long blade leaves crescent moons in the air - one moonlight white, one night indigo - with every cut. Crossing crescent slashes, a cage of moon-slashes and a crashing eclipse; at full power two moons rise and eclipse on his foe.



Name	**Kokushiba**
Title	Twin Moon Duelist
Rarity	Rare
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Demon Hunt banner
Added	Launch
Weight	90
Walk speed / Jump power	27 / 78
Sell value	300 Coins
Trade value (0 stars)	400
Mastery title	Kokushiba Master
Team set	Demon Hunt (set title: Demon Hunter)

Stats

Stat	Value	
Power	7 / 10	
Speed	7 / 10	
Range	6 / 10	
Defense	4 / 10	
Technique	6 / 10	

Stat total: **30**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Crescent Pair	Fast long-blade cuts that leave a white and an indigo crescent on every swing; the last cut crosses both moons. W = rising cross, S (air) = falling cross.	4 hits: 2.6% each, final hit 6.5%
1	Twin Crescents	Two crescent slashes, one white and one indigo, fly out and cross 13 studs ahead. Each one stalls the foe; cut by both, the foe is stunned. In the air they're angled down. Hold to aim them further.	5 s
2	Moonlight Cage	Six moon-slashes appear in the air around the foe (goes through shields), close in and cut them over and over, then burst upward. In the air the cage forms around you. Hold to pick the spot and keep them caged longer.	5 s
3	Eclipse	A white moon and an indigo moon crash together on the foe in an eclipse (kill). In the air both moons fall onto foes below you (spike). Hold to aim it and power it up.	7 s
G	Twin Moonfall	ULTIMATE: a white moon and an indigo moon rise behind him. He dashes through the foes ahead, cuts them six times in a crossing flurry, then both moons fall together on them in an eclipse that launches.	Full Ultimate meter

Trade value by stars

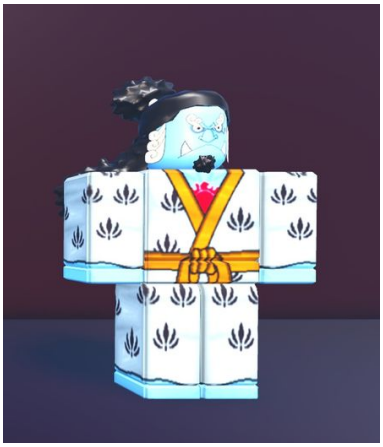
Stars	0	1	2	3	4	5
Value	400	800	1,600	2,800	4,400	6,400

© 2026 Xory Studios · Anime Smash

Jinbo

Tide Buccaneer · ***Epic***

A heavy sea brawler whose bare-handed karate strikes carry the ocean with them. Slow, but every hit sends foes flying.



Name	**Jinbo**
Title	Tide Buccaneer
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Sea Warlords banner Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	116
Walk speed / Jump power	21 / 71
Sell value	900 Coins
Trade value (0 stars)	1,500
Mastery title	Jinbo Master
Team set	Sea Warlords (set title: Sea Emperor)

Stats

Stat	Value	
Power	8 / 10	
Speed	4 / 10	
Range	6 / 10	
Defense	8 / 10	
Technique	5 / 10	

Stat total: **31**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Tidal Karate	Heavy open-palm karate strikes that push water through the target. W = launcher, S (air) = spike.	4 hits: 3.5% each, final hit 8%
1	Bubble Prison	Hurl a water bubble: it swallows the first foe it hits, they float helpless inside as it churns, then it bursts and stuns them. In the air it's thrown down. Hold to aim it further.	5 s
2	Maelstrom	A whirlpool opens on the floor ahead: it drags nearby foes in (goes through shields), spins them, then shoots them up in a waterspout. In the air it swirls around you. Hold to pick the spot and spin them longer.	5 s
3	Leviathan Anchor	Swing a chained anchor in a huge arc onto the spot ahead: it crashes down (kill) and a tidal wave rolls on from the impact (kill). In the air the anchor drops straight down (spike) with a wave on landing. Hold to aim it and power it up.	7 s
G	Leviathan Surge	ULTIMATE: raise the sea itself. A colossal tidal wave sweeps across the stage.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,500	3,000	6,000	10,500	16,500	24,000

© 2026 Xory Studios · Anime Smash

Lukia

Frostblade Ronin · ***Epic***

A wandering swordswoman whose ice-forged katana freezes whatever it cuts. Patient, precise, and one clean draw from a KO.



Name	**Lukia**
Title	Frostblade Ronin
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Spirit Blades banner Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	104
Walk speed / Jump power	24 / 74
Sell value	900 Coins
Trade value (0 stars)	1,580
Mastery title	Lukia Master
Team set	Spirit Blades (set title: Spirit Blade)

Stats

Stat	Value	
Power	7 / 10	
Speed	6 / 10	
Range	6 / 10	
Defense	6 / 10	
Technique	7 / 10	

Stat total: **32**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Glacier Edge	Measured, long-reaching katana string; the last cut bursts into ice. W = rising cut, S (air) = downward cleave.	4 hits: 3.3% each, final hit 7.5%
1	Ice Spears	Three ice spears fly out in a fan: the centre one stuns, and every foe they hit is chilled for 3 s (Glacier Coffin deep-freezes chilled foes). In the air they're thrown down. Hold to aim them further.	5 s
2	Glacier Coffin	Encase the foe in a block of ice (goes through shields): frozen for 1 s, no escape. The next hit on the ice shatters it and blasts them upward (or it bursts on its own). A chilled foe is deep-frozen: longer, and a harder shatter. In the air the coffin drops onto foes below. Hold to pick the target and freeze them longer.	5 s
3	Frozen Bloom	A flower of ice blooms on the spot ahead and spikes erupt from its petals (kill); frozen foes shatter for +5%. In the air: a downward ice cleave (spike). Hold to aim it and power it up.	7 s
G	Absolute Zero Bloom	ULTIMATE: a flower of ice blooms around her and freezes every foe nearby in crystal. The cold bites three times, then a single drawn cut shatters them all.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,580	3,150	6,300	11,020	17,320	25,200

© 2026 Xory Studios · Anime Smash

Jinsoo

Shadow Stalker · ***Epic***

A silent assassin who slips through shadows with a reverse-grip kunai. The fastest fighter around and the most fragile: he baits with shadow decoys, blinks behind foes and never fights fair.



Name	**Jinsoo**
Title	Shadow Stalker
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	86
Walk speed / Jump power	28 / 80
Sell value	900 Coins
Trade value (0 stars)	1,580
Mastery title	Jinsoo Master
Team set	-

Stats

Stat	Value	
Power	6 / 10	
Speed	10 / 10	
Range	5 / 10	
Defense	3 / 10	
Technique	8 / 10	

Stat total: **32**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Shade Cuts	Blindingly fast reverse-grip kunai cuts trailing violet arcs. W = rising cut, S (air) = plunging cut.	4 hits: 2.6% each, final hit 6%
1	Shade Doubles	Three shade doubles rush out and slash the foe from three sides; the last cut stuns. In the air the doubles dive on a foe below. Hold to choose where they strike.	4.5 s
2	Shadow Bind	His shadow races across the floor and pins the shadows of foes on it (goes through shields): they can't move for 0.9 s while it tears at them, then shadow spikes lift them. In the air, shadow tendrils grab foes below and pull them up to him. Hold to pin them longer.	5 s
3	Nightfall Cut	He sinks into the shadows; a heartbeat later six cuts hit the foe ahead from every side (kill) and he reappears behind them. In the air he cuts straight down through foes below (spike). Hold to aim it and power it up.	7 s
G	Nightfall Execution	ULTIMATE: night swallows the stage. Jinsoo blinks between up to four foes near him, cutting each three times from every side, then sheathes the kunai and they all split in a violet X.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,580	3,150	6,300	11,020	17,320	25,200

© 2026 Xory Studios · Anime Smash

Teph

Ironrock Titan · ***Epic***

A mountain-born titan who shapes the earth with a stone gauntlet. Hurls boulders, raises pillars and splits the stage with stone spikes. Slow, heavy and very hard to move.



Name	**Teph**
Title	Ironrock Titan
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	120
Walk speed / Jump power	20 / 68
Sell value	900 Coins
Trade value (0 stars)	1,650
Mastery title	Teph Master
Team set	-

Stats

Stat	Value	
Power	9 / 10	
Speed	3 / 10	
Range	6 / 10	
Defense	10 / 10	
Technique	5 / 10	

Stat total: **33**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Boulder Fists	Slow, crushing stone-fist punches that knock rock loose on every hit. W = rising uppercut, S (air) = hammer-fist spike.	4 hits: 3.9% each, final hit 9%
1	Rock Shotgun	Rip up the floor and fire a spray of five rocks: point blank every rock hits and the big centre one stuns. In the air the spray is fired down. Hold to aim it further.	5.5 s
2	Earth Grip	A giant stone hand bursts from the floor and grabs the foe (goes through shields), crushes them for 0.9 s, then hurls them up. In the air the hand rises under a foe below you. Hold to pick the target and crush them longer.	5.5 s
3	Tectonic Spikes	A stomp sends stone spikes racing 16 studs forward: they catch every foe on the way and carry them to the last, biggest spike (kill). In the air: a meteor fist straight down with a quake on landing (spike). Hold to power it up.	7 s
G	Mountain Breaker	ULTIMATE: leap high and smash the stage in two. A fissure races forward across the floor as stone spikes erupt one after another, pinning every foe they catch, then the whole line bursts in a mountain-splitting launch.	Full Ultimate meter

Trade value by stars

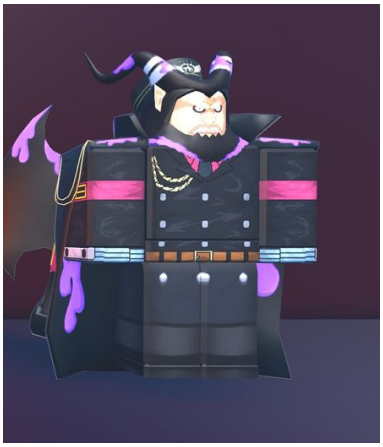
Stars	0	1	2	3	4	5
Value	1,650	3,300	6,600	11,550	18,150	26,400

© 2026 Xory Studios · Anime Smash

Magellon

Venom Alchemist · ***Epic***

A masked plague-doctor alchemist who brews poison mid-fight. Toxic claws, lingering puddles and clouds of miasma rot foes away over time; his grab injects venom and hurls them out.



Name	**Magellon**
Title	Venom Alchemist
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Sea Warlords banner Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	96
Walk speed / Jump power	24 / 76
Sell value	900 Coins
Trade value (0 stars)	1,580
Mastery title	Magellon Master
Team set	Sea Warlords (set title: Sea Emperor)

Stats

Stat	Value	
Power	6 / 10	▓▓▓▓▓▓▒▒
Speed	6 / 10	▓▓▓▓▓▓▒▒
Range	6 / 10	▓▓▓▓▓▓▒▒
Defense	6 / 10	▓▓▓▓▓▓▒▒
Technique	8 / 10	▓▓▓▓▓▓▓▓▒▒

Stat total: **32**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Toxic Claws	Raking claw string dripping venom; the last claw poisons. W = rising rake, S (air) = downward rake.	4 hits: 2.8% each, final hit 6%
1	Venom Flask	Lob a flask of venom: a direct hit stuns and poisons, and it leaves a toxic puddle that poisons anyone standing in it for 2.5 s. In the air it's thrown down-forward. Hold to aim it further.	6 s
2	Serpent Nest	Three venom serpents burst from the floor under the foe (goes through shields): each serpent bites and poisons, and the last bite tosses them up. In the air the serpents lunge up at a foe below you. Hold to pick the target and hold them longer.	5 s
3	Viper Fang	A lunging grab that goes through shields: he injects a heavy dose of venom and throws the foe (kill); an already-poisoned foe takes +3%. In the air it's a diving grab that slams them down (spike). Hold to power it up.	7 s
G	Plague Bloom	ULTIMATE: a vast toxic cloud blooms around Magellon. Every foe inside chokes in place as the rot bites four times, then the cloud detonates and blasts them away, still poisoned.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,580	3,150	6,300	11,020	17,320	25,200

© 2026 Xory Studios · Anime Smash

Pawer

Sanguine Hemomancer · ***Epic***

A pale hemomancer who shapes her own blood into whips, a lance, thorns and wings. Her strongest moves cost her 2% each (Blood Price) but hit far harder - and her crimson storm drinks it all back.



Name	**Pawer**
Title	Sanguine Hemomancer
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	92
Walk speed / Jump power	25 / 77
Sell value	900 Coins
Trade value (0 stars)	1,650
Mastery title	Pawer Master
Team set	-

Stats

Stat	Value	
Power	7 / 10	
Speed	6 / 10	
Range	7 / 10	
Defense	5 / 10	
Technique	8 / 10	

Stat total: **33**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Crimson Lash	Blood whips that lash from mid range; the last lash cracks hard. W = rising lash, S (air) = downward lash.	4 hits: 2.6% each, final hit 6.5%
1	Blood Whip	BLOOD PRICE 2%: a 14-stud blood whip snares the first foe and yanks them to her feet, then snaps them into a stun. In the air it lashes down. Hold to aim it further.	5 s
2	Blood Cage	Blood spears burst up around the foe into a cage (goes through shields) for 0.8 s, then pierce upward and launch them. In the air the cage forms below her. Hold to pick the spot and cage them longer.	5 s
3	Crimson Lance	BLOOD PRICE 2%: she hurls a giant lance of blood across the whole stage, piercing everyone in line (kill). In the air it's hurled down (spike). Hold to aim it and power it up.	7 s
G	Scarlet Maelstrom	ULTIMATE: her blood erupts into a whirling storm of crimson blades. Every foe within 22 studs is drawn in and cut six times - each cut heals her 1% - then the storm bursts and blasts them away.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,650	3,300	6,600	11,550	18,150	26,400

© 2026 Xory Studios · Anime Smash

Shigeko

Quiet Esper · ***Epic***

A quiet schoolgirl whose telekinesis does the fighting. She grabs and throws foes from across the stage, shields herself with floating debris, floats wherever she likes and, when her limiter breaks, lifts everyone around her and blows them apart.



Name	**Shigeko**
Title	Quiet Esper
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	88
Walk speed / Jump power	24 / 76
Sell value	900 Coins
Trade value (0 stars)	1,650
Mastery title	Shigeko Master
Team set	-

Stats

Stat	Value	
Power	7 / 10	
Speed	5 / 10	
Range	8 / 10	
Defense	5 / 10	
Technique	8 / 10	

Stat total: **33**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Psychic Taps	Telekinetic pulses that strike a few steps in front of her without her ever touching the foe. W = lifting pulse, S (air) = crushing pulse.	4 hits: 2.6% each, final hit 6.5%
1	Debris Barrage	Tear five chunks of debris out of the floor and hurl them at the foe one after another: four stall them, the fifth stuns. In the air they're hurled down. Hold to aim them further.	5 s
2	Levitate	Seize a foe up to 14 studs away (goes through shields) and lift them helpless into the air for 1 s while the grip squeezes, then fling them up. In the air she lifts every foe near her. Hold to pick the target and hold them longer.	5 s
3	Psychic Crush	Crush the foe in an unseen grip (three squeezes, goes through shields), then throw them the way you aim (kill). In the air she crushes them and slams them straight down (spike). Hold to aim the throw and power it up.	7 s
G	Unbound Mind	ULTIMATE: her limiter breaks and her full psychic power pours out. Every foe within 34 studs is lifted helpless into the air, pelted by floating debris, crushed inward and then blown apart.	Full Ultimate meter

Trade value by stars

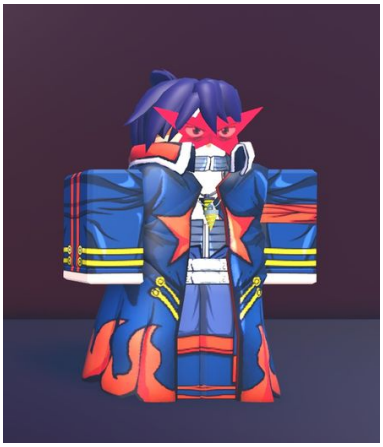
Stars	0	1	2	3	4	5
Value	1,650	3,300	6,600	11,550	18,150	26,400

© 2026 Xory Studios · Anime Smash

Simo

Thruster Prodigy · ***Epic***

A teenage engineering prodigy who fights with a gauntlet he built himself. He fires his fist like a rocket, drills foes skyward, rides a thruster backpack and calls down a giant orbital mech fist.



Name	**Simo**
Title	Thruster Prodigy
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	102
Walk speed / Jump power	24 / 74
Sell value	900 Coins
Trade value (0 stars)	1,650
Mastery title	Simo Master
Team set	-

Stats

Stat	Value	
Power	8 / 10	
Speed	6 / 10	
Range	7 / 10	
Defense	6 / 10	
Technique	6 / 10	

Stat total: **33**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Piston Knuckles	Heavy gauntlet jabs that throw sparks; the last punch fires the piston. W = rising uppercut, S (air) = hammer spike.	4 hits: 3.3% each, final hit 7.5%
1	Micro-Missiles	Six homing micro-missiles fan out of the gauntlet and curve into the foe: five stall them, the sixth stuns. In the air they're fired down. Hold to aim them further.	5 s
2	Tractor Drill	A tractor beam pulls the first foe in line onto a spinning gauntlet drill (goes through shields), grinds them, then an uppercut launches them. In the air the beam fires down and pulls foes up onto the drill. Hold to drill them longer.	5 s
3	Orbital Strike	Laser-tag a foe (or a spot); 0.9 s later a giant orbital strike hits the tag wherever they are (kill) - he's free to keep fighting in the meantime. In the air he calls it straight down beneath himself (spike). Hold to aim it and power it up.	7 s
G	Skyforge Impact	ULTIMATE: he paints the nearest foe with an orbital targeting laser. Once it locks on, a giant mech fist drops out of the sky onto the mark and craters the stage.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,650	3,300	6,600	11,550	18,150	26,400

© 2026 Xory Studios · Anime Smash

Kenkuro

Marionette Maestro · ***Epic***

An elegant puppet master who fights beside his wooden marionette, steering it with glowing golden threads. He reels foes in, swings across the sky on a thread and sends the puppet to fight on its own while he keeps attacking.



Name	**Kenkuro**
Title	Marionette Maestro
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Shinobi Storm banner Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	92
Walk speed / Jump power	24 / 78
Sell value	900 Coins
Trade value (0 stars)	1,720
Mastery title	Kenkuro Master
Team set	Shinobi Storm (set title: Storm Shinobi)

Stats

Stat	Value	
Power	6 / 10	
Speed	6 / 10	
Range	8 / 10	
Defense	5 / 10	
Technique	9 / 10	

Stat total: **34**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	String Cutter	Whipping strands of glowing thread with a long reach. W = rising thread cut, S (air) = downward lash.	4 hits: 2.8% each, final hit 6.5%
1	Thread Snare	A glowing thread snares the first foe in line (goes through shields), reels them to him and flicks them up into a stun. In the air the thread is angled down. Hold to aim it further.	6 s
2	Marionette Cage	The marionette flies to the foe and snaps its chest shut around them (goes through shields): blades stab them for 0.9 s, then it kicks them up and flies home. In the air it drops under a foe below you. Hold to pick the target and trap them longer.	5 s
3	Marionette Finale	Send the marionette after the nearest foe: it hunts them on its own - two strikes and a finishing kick (kill) - while he is already free to act. In the air it slams down on a foe below (spike). Hold to choose its target spot and power the kick up.	7 s
G	Grand Theatre	ULTIMATE: the curtains rise on his private theatre. Golden threads drop onto every foe nearby and hoist them up like puppets, his marionette dances between them striking again and again, then the threads snap for the curtain call.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,720	3,450	6,900	12,070	18,970	27,600

© 2026 Xory Studios · Anime Smash

Alicard

Crimson Nightblood · ***Epic***

A noble of the night in wine-red and silver. She scatters into a swarm of bats, looses bats at her foes, drains the life of anyone she embraces to heal herself and, under a crimson moon, feasts on everyone at once.



Name	**Alicard**
Title	Crimson Nightblood
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rookie Road day 6 (pick any Epic)
Added	Launch
Weight	90
Walk speed / Jump power	25 / 80
Sell value	900 Coins
Trade value (0 stars)	1,650
Mastery title	Alicard Master
Team set	-

Stats

Stat	Value	
Power	7 / 10	▓▓▓▓▓▓▓▒▒▒
Speed	7 / 10	▓▓▓▓▓▓▓▒▒▒
Range	6 / 10	▓▓▓▓▓▓▒▒▒▒
Defense	6 / 10	▓▓▓▓▓▓▒▒▒▒
Technique	7 / 10	▓▓▓▓▓▓▓▒▒▒

Stat total: **33**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Nightclaw Waltz	Quick claw swipes and heel kicks; the last blow bursts into bats. W = rising claw, S (air) = downward heel.	4 hits: 2.8% each, final hit 6.5%
1	Bat Volley	Five bats burst from her cloak and home in: four nip the foe in place, the last one bites and stuns. Every hit heals her. In the air they dive at an angle. Hold to aim them further.	5.5 s
2	Bat Cocoon	A swarm of bats wraps the foe in a cocoon (goes through shields) for 0.9 s and drains them, then scatters upward and launches them. Every hit heals her. In the air the swarm forms below her. Hold to pick the spot and drain them longer.	5.5 s
3	Crimson Embrace	A lunging embrace that goes through shields: she drains the foe three times, then kicks them away (kill). Every hit heals her. In the air it's a diving embrace that slams them down (spike). Hold to power it up.	8 s
G	Crimson Moonrise	ULTIMATE: a crimson moon rises behind the stage. Every foe nearby is held in its light while her bats feed on them three times (healing her a little), then the moon blooms and blasts them away.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,650	3,300	6,600	11,550	18,150	26,400

© 2026 Xory Studios · Anime Smash

Zenetsu

Lightning Draw · ***Epic***

A trembling swordsman who only knows one technique - and it is the fastest draw alive. He crosses the stage in a single bolt, flashes around his foe six times at once and, pushed to his limit, becomes a golden dragon of thunder.



Name	**Zenetsu**
Title	Lightning Draw
Rarity	Epic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Demon Hunt banner Rookie Road day 6 (pick any Epic)
Added	30 September 2026
Weight	86
Walk speed / Jump power	29 / 78
Sell value	900 Coins
Trade value (0 stars)	1,580
Mastery title	Zenetsu Master
Team set	Demon Hunt (set title: Demon Hunter)

Stats

Stat	Value	
Power	7 / 10	
Speed	10 / 10	
Range	6 / 10	
Defense	3 / 10	
Technique	6 / 10	

Stat total: **32**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Iaido Draw	Blindingly fast draws that crackle with lightning. W = rising draw, S (air) = falling draw.	4 hits: 2.7% each, final hit 6.5%
1	Lightning Step	He crouches, then crosses 18 studs in a single bolt, cutting every foe he passes (stun + shock). In the air the bolt goes downward. Hold to go further.	5 s
2	Six-Bolt Flurry	He flashes to the foe and strikes six times from six sides in one instant (goes through shields), then a rising draw throws them up. Works in mid-air too. Hold to pick the spot and strike longer.	5 s
3	Sky Splitter	He flashes to the spot and a crescent of lightning splits it from the sky down (kill); shocked foes take +3%. In the air he dives as a falling bolt onto foes below (spike). Hold to aim it and power it up.	7 s
G	Golden Thunder Dragon	ULTIMATE: he crouches, the air turns gold - then he becomes a dragon of flaming thunder that tears through every foe ahead in a blink. He sheathes his blade, and every cut explodes at once.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	1,580	3,150	6,300	11,020	17,320	25,200

© 2026 Xory Studios · Anime Smash

Nagara

Gravity Sovereign · ***Legendary***

A sorcerer who bends gravity itself. Drags foes into singularities, repels them with crushing force and warps through space.



Name	**Nagara**
Title	Gravity Sovereign
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Shinobi Storm banner Veil Points exchange (250 points)
Added	Launch
Weight	96
Walk speed / Jump power	24 / 78
Sell value	3,000 Coins
Trade value (0 stars)	6,300
Mastery title	Nagara Master
Team set	Shinobi Storm (set title: Storm Shinobi)

Stats

Stat	Value	
Power	8 / 10	
Speed	6 / 10	
Range	8 / 10	
Defense	6 / 10	
Technique	8 / 10	

Stat total: **36**. Difficulty: **5 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Graviton Strikes	Weightless palm and kick string that ends in an imploding blow. W = launcher, S (air) = spike.	4 hits: 2.8% each, final hit 6.5%
1	Singularity	Fling an orb that stops 12 studs ahead as a mini black hole: it drags nearby foes into its core, then collapses and stuns them. In the air it's thrown down-forward. Hold to place it anywhere in range.	6 s
2	Zero-G Field	A gravity field opens ahead: every foe inside floats helplessly for 1 s (goes through shields) while the pressure crushes them, then they're flung up. In the air the field forms around him. Hold to place it and float them longer.	5 s
3	Meteor Pull	Drag a burning meteor out of the sky onto the spot ahead: the crater blast kills. In the air, crushing gravity slams every foe below him straight down (spike). Hold to aim it and power it up.	7 s
G	Event Horizon	ULTIMATE: tear open a black hole above the stage that drags nearby foes into orbit around its core, then collapse it in a violet supernova.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	6,300	12,600	25,200	44,100	69,300	100,800

© 2026 Xory Studios · Anime Smash

Tamoe

Foxfire Priestess · ***Legendary***

A shrine priestess bound to a fox spirit. Circles herself with blue foxfire, spins skyward on flaming tails and tricks foes by trading places with them.



Name	**Tamoe**
Title	Foxfire Priestess
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Veil Points exchange (250 points)
Added	Launch
Weight	90
Walk speed / Jump power	25 / 80
Sell value	3,000 Coins
Trade value (0 stars)	6,300
Mastery title	Tamoe Master
Team set	-

Stats

Stat	Value	
Power	7 / 10	
Speed	8 / 10	
Range	7 / 10	
Defense	5 / 10	
Technique	9 / 10	

Stat total: **36**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Foxfire Palms	Quick palm strikes and kicks that leave little blue flames behind. W = rising palm launcher, S (air) = spike.	4 hits: 2.7% each, final hit 6.5%
1	Foxfire Orbs	Three foxfires circle her, then home in on the foe one after another: two stall them, the third stuns. In the air they're flung downward. Hold to aim them further.	6 s
2	Fox Illusion	A spirit fox darts out and bites the foe (goes through shields), dragging them into an illusion: dazed and floating for 0.9 s among foxfire while it bites again, then tossed up. In the air the fox dives on a foe below. Hold to pick the target and daze them longer.	5 s
3	Nine-Tail Blaze	Nine foxfire tails lash out in a wide fan in front of her (kill). Hold it fully to first swap places with the nearest foe - near the ledge that puts them on the edge. In the air the tails lash straight down (spike). Hold to power it up.	7 s
G	Ninefold Procession	ULTIMATE: nine foxfire spirits fan out behind her like tails and race across the stage in three waves, snaring every foe they pass. Then a towering foxfire pillar erupts beneath each snared foe.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	6,300	12,600	25,200	44,100	69,300	100,800

© 2026 Xory Studios · Anime Smash

Kodachi

Veil Reaper · ***Legendary***

A ferrywoman of lost souls who reaps with a giant spectral scythe. The longest reach in the game: she hooks foes in from afar, brands them with a Death Mark and tears the mark open with her next blow.



Name	**Kodachi**
Title	Veil Reaper
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Veil Points exchange (250 points)
Added	Launch
Weight	98
Walk speed / Jump power	23 / 76
Sell value	3,000 Coins
Trade value (0 stars)	6,600
Mastery title	Kodachi Master
Team set	-

Stats

Stat	Value	
Power	8 / 10	
Speed	6 / 10	
Range	10 / 10	
Defense	5 / 10	
Technique	8 / 10	

Stat total: **37**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Reaping Arcs	Wide, sweeping scythe arcs with the longest reach in the game. W = rising reap, S (air) = downward cleave.	4 hits: 3.2% each, final hit 7.5%
1	Soul Hook	The scythe's hook reaches 18 studs, catches every foe in line (goes through shields) and reels them to her feet, then stuns them. In the air it's angled down. Hold to aim it further.	5 s
2	Soul Harvest	Rip the foe's spirit halfway out of their body (goes through shields): they're stuck for 0.9 s while she cuts the spirit, then the body is flung up. On a branded foe it rips the brand instead (+7%, kill launch). Works in mid-air too. Hold to keep them stuck longer.	5 s
3	Death Mark	A wide scythe cut brands every foe it hits for 4 s. Soul Harvest or another Death Mark on a branded foe rips the brand: +7% and a kill launch. In the air it's a downward reap that brands and spikes. Hold to power it up.	7 s
G	Final Requiem	ULTIMATE: a colossal spectral scythe rises behind her and reaps every soul within 30 studs, tearing at them twice before one last sweep sends everyone flying. Death Marks burst for bonus damage.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	6,600	13,200	26,400	46,200	72,600	105,600

© 2026 Xory Studios · Anime Smash

Frieden

Evergreen Archmage · ***Legendary***

An ageless elven sorceress who has studied magic longer than kingdoms have stood. Calm and precise, she pierces the stage with mana lances, reflects blows off a prism ward, drifts skyward on levitation and buries foes under a myriad-spell barrage.



Name	**Frieden**
Title	Evergreen Archmage
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Veil Points exchange (250 points)
Added	Launch
Weight	88
Walk speed / Jump power	23 / 74
Sell value	3,000 Coins
Trade value (0 stars)	6,600
Mastery title	Frieden Master
Team set	-

Stats

Stat	Value	
Power	8 / 10	
Speed	5 / 10	
Range	10 / 10	
Defense	6 / 10	
Technique	8 / 10	

Stat total: **37**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Staff Arts	Graceful staff sweeps that shed mint sparks; the last blow bursts with mana. W = rising sweep, S (air) = downward strike.	4 hits: 2.8% each, final hit 6.5%
1	Mana Bolts	Three homing mana bolts leap from the staff: two stall the foe, the third stuns. In the air they're angled down. Hold to aim them further.	5 s
2	Binding Circle	A spell circle opens under the foe and mana chains bind them (goes through shields) for 0.9 s, then the circle erupts upward. In the air the circle forms below her. Hold to pick the spot and bind them longer.	5 s
3	Mana Lance	A 46-stud lance of pure mana pierces everyone in line (kill); aim it up to 45 degrees. In the air it's angled down (spike). Hold to aim it and power it up.	7 s
G	Myriad Arcanum	ULTIMATE: she rises and opens a halo of eight spell circles. Wave after wave of mana bolts pours from them onto every foe within 60 studs, pinning them in place, then all eight circles converge into one colossal lance.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	6,600	13,200	26,400	46,200	72,600	105,600

© 2026 Xory Studios · Anime Smash

Asto

Codex Knight · ***Legendary***

A knight sworn to a living spellbook that floats at his shoulder. He fights blade-first and reads spells mid-swing: razor page blades, a binding rune snare, a winged ascent on the book's pages and a final, three-chapter verdict.



Name	**Asto**
Title	Codex Knight
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Veil Points exchange (250 points)
Added	Launch
Weight	104
Walk speed / Jump power	24 / 72
Sell value	3,000 Coins
Trade value (0 stars)	6,300
Mastery title	Asto Master
Team set	-

Stats

Stat	Value	
Power	8 / 10	
Speed	6 / 10	
Range	8 / 10	
Defense	7 / 10	
Technique	7 / 10	

Stat total: **36**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Rune Blade	Clean longsword cuts traced in emerald runes; the last one tears pages loose from the book. W = rising cut, S (air) = downward cut.	4 hits: 3% each, final hit 7%
1	Severing Pages	Four razor pages tear out of the codex and whirl at the foe: three cut them in place, the last stuns and knocks them back a step. In the air they're aimed downward. Hold to aim them further.	5 s
2	Rune Chains	Emerald rune chains shoot from the codex and bind the first foe in line (goes through shields) for 0.9 s, then yank them up. In the air they fire down and yank foes up to him. Hold to bind them longer.	5 s
3	Rune Verdict	A giant rune sword falls from the sky onto the spot ahead (kill). In the air it falls onto foes below him (spike). Hold to aim it and power it up.	8 s
G	Final Chapter	ULTIMATE: the spellbook opens to its last pages and reads three chapters aloud. I - Binding: rune chains seize every foe within 40 studs. II - Tempest: a storm of page blades shreds them. III - Verdict: a colossal rune sword falls on each of them.	Full Ultimate meter

Trade value by stars

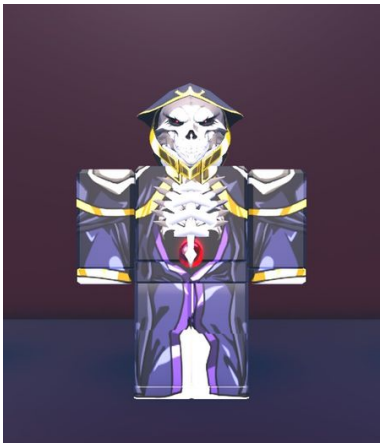
Stars	0	1	2	3	4	5
Value	6,300	12,600	25,200	44,100	69,300	100,800

© 2026 Xory Studios · Anime Smash

Einz

Grave Summoner · ***Legendary***

A silent undead lich-king who commands a legion long buried. He raises spectral soul-knights that charge across the stage, walls himself behind bone and, when the grave-bell tolls, marches the whole Hollow Legion over his foes.



Name	**Einz**
Title	Grave Summoner
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Veil Points exchange (250 points)
Added	Launch
Weight	97
Walk speed / Jump power	23 / 72
Sell value	3,000 Coins
Trade value (0 stars)	6,600
Mastery title	Einz Master
Team set	-

Stats

Stat	Value	
Power	8 / 10	
Speed	5 / 10	
Range	9 / 10	
Defense	7 / 10	
Technique	8 / 10	

Stat total: **37**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Grave Standard	Long sweeps and thrusts of the jewelled grave staff trailing soul-fire; the last strike looses a burst of souls. W = rising sweep, S (air) = downward strike.	4 hits: 2.8% each, final hit 6.5%
1	Spectral Vanguard	Two soul-knights charge out of the grave circle: the first cuts the foe in place, the second slams into them (stun) and knocks them back a step. In the air they dive at a downward angle. Hold to aim them further.	6 s
2	Grave Hands	Skeletal hands burst from the floor under the foe (goes through shields) and drag them half under for 0.9 s, then spit them up. In the air the hands reach up at a foe below him. Hold to pick the target and hold them longer.	5 s
3	Colossus Fist	A giant bone arm rises from the grave behind him and smashes its fist down on the spot ahead (kill). In the air the fist smashes foes below him (spike). Hold to aim it and power it up.	7 s
G	Hollow Legion	ULTIMATE: the grave-bell tolls and the Hollow Legion answers. Three ranks of soul-knights rise behind him and trample across the whole stage, driving every foe before them; then the Legion's colossal commander brings its greatsword down on everyone they trampled.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	6,600	13,200	26,400	46,200	72,600	105,600

© 2026 Xory Studios · Anime Smash

Izuka

Scarlet Vanguard · ***Legendary***

A rookie pro-hero with a gold cape, super strength and the power of flight. Heavy honest punches, air-pressure blasts that cross the stage, free flight and a charging super-dash; his all-out punch shakes the whole city.



Name	**Izuka**
Title	Scarlet Vanguard
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Veil Points exchange (250 points)
Added	Launch
Weight	104
Walk speed / Jump power	25 / 76
Sell value	3,000 Coins
Trade value (0 stars)	6,900
Mastery title	Izuka Master
Team set	-

Stats

Stat	Value	
Power	9 / 10	
Speed	8 / 10	
Range	7 / 10	
Defense	7 / 10	
Technique	7 / 10	

Stat total: **38**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Rookie Rush	Heavy, honest punches; the last one lands with a red-and-gold shockwave. W = rising uppercut, S (air) = hammer-fist spike.	4 hits: 3.4% each, final hit 8%
1	Pressure Cannon	A punch fires a blast of compressed air across the stage: up close (10 studs) it stuns, further away it pushes foes back. In the air it's angled down and the recoil pops him up. Hold to aim it further.	4.5 s
2	Tornado Uppercut	An uppercut throws up a spinning column of air: foes in it (goes through shields) spin helplessly for 0.8 s, then it launches them. In the air a downward punch pins foes below in the column, then it hurls them up to him. Hold to spin them longer.	5 s
3	Full-Power Straight	A super-armored wind-up into one all-out straight punch whose shockwave crosses the stage (kill). In the air it's an aimable meteor dive: aim down to spike, sideways for a kill blow. Hold to power it up.	7 s
G	Horizon Breaker	ULTIMATE: gather every ounce of strength, rocket into the nearest foe and throw one all-out punch. Its shockwave tears across the whole stage, blowing away everyone in its path while the ground shakes like an earthquake.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	6,900	13,800	27,600	48,300	75,900	110,400

© 2026 Xory Studios · Anime Smash

Rengaku

Inferno Ronin · ***Legendary***

A blazing swordsman whose every cut is a flame technique. He charges straight through foes in a flash of fire, spins blooming flame around his blade and sends a roaring tiger of fire across the stage; his final technique burns everything in its path.



Name	**Rengaku**
Title	Inferno Ronin
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Demon Hunt banner Veil Points exchange (250 points)
Added	30 September 2026
Weight	98
Walk speed / Jump power	26 / 76
Sell value	3,000 Coins
Trade value (0 stars)	6,300
Mastery title	Rengaku Master
Team set	Demon Hunt (set title: Demon Hunter)

Stats

Stat	Value	
Power	8 / 10	
Speed	7 / 10	
Range	7 / 10	
Defense	6 / 10	
Technique	8 / 10	

Stat total: **36**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Burning Edge	Big, burning katana cuts; the last one bursts into flame. W = rising flame cut, S (air) = falling cut.	4 hits: 2.9% each, final hit 7%
1	Wildfire Dash	He flashes straight through the foe in a line of fire, cutting everyone in his path (stun) and leaving them burning (2% over 1.5 s). In the air he cuts downward. Hold to charge further.	5 s
2	Sunrise Whorl	The blade spins a whorl of blooming flame that catches the foe (goes through shields) and burns them again and again, then a rising sun slash carries them up. In the air the whorl blooms around him. Hold to pick the spot and burn them longer.	5 s
3	Blaze Tiger	A roaring tiger of fire charges 22 studs across the stage and mauls everything in its path (kill). In the air: a falling flame cut onto foes below (spike). Hold to power it up.	7 s
G	Inferno Dragon	ULTIMATE: he gathers every ember of his spirit and charges across the whole stage as a dragon of flame, cutting down everyone in his path; then the burning trail erupts behind him and blasts them away.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	6,300	12,600	25,200	44,100	69,300	100,800

© 2026 Xory Studios · Anime Smash

Gan

Rock Paper Scissors · ***Legendary***

A cheerful wild boy with sharp senses and a single, terrifying technique: rock, paper, scissors - with aura. Paper blasts from the palm, scissors cut like a blade, and a fully charged rock hits like a meteor.



Name	**Gan**
Title	Rock Paper Scissors
Rarity	Legendary
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Wild Trial banner Veil Points exchange (250 points)
Added	30 September 2026
Weight	94
Walk speed / Jump power	27 / 80
Sell value	3,000 Coins
Trade value (0 stars)	6,000
Mastery title	Gan Master
Team set	Wild Trial (set title: Trial Champion)

Stats

Stat	Value	
Power	9 / 10	
Speed	7 / 10	
Range	5 / 10	
Defense	6 / 10	
Technique	8 / 10	

Stat total: **35**. Difficulty: **2 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Wild Fists	Quick, heavy punches; the last one bursts with aura. W = rising uppercut, S (air) = hammer-fist spike.	4 hits: 2.9% each, final hit 7%
1	Paper Blast	He opens his palm and fires a ball of aura that bursts on the first foe it hits (stun). In the air it's fired downward. Hold to aim it further and make it bigger.	5 s
2	Scissor Blade	Two fingers become a blade of aura: it catches the foe in front of him (goes through shields), cuts them again and again, then slashes them up. In the air it cuts in front of him too. Hold to cut longer.	5 s
3	Meteor Rock	"Rock..." He crouches, pours all his aura into one fist and hits like a meteor (kill); the shockwave cracks the floor. In the air he dives with a hammer-fist onto foes below (spike). Hold to charge it longer - it hits much harder.	7 s
G	Overgrown Fury	ULTIMATE: he gives up everything for power. His aura explodes, he closes in on the nearest foe in a blink, pounds them with a barrage of fists and ends it with one ROCK that blasts a pillar of aura straight through them.	Full Ultimate meter

Trade value by stars

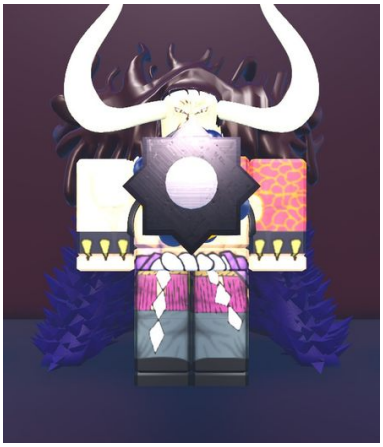
Stars	0	1	2	3	4	5
Value	6,000	12,000	24,000	42,000	66,000	96,000

© 2026 Xory Studios · Anime Smash

Raido

Crimson Oni Warlord · ***Mythic***

A towering oni warlord who crushes armies with a studded iron kanabo. Slow and brutal: super armor, a command grab and earth-splitting slams. Tanking a hit while armored sends him into an Oni Blood rage.



Name	**Raido**
Title	Crimson Oni Warlord
Rarity	Mythic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Sea Warlords banner Veil Points exchange (600 points)
Added	Launch
Weight	118
Walk speed / Jump power	21 / 70
Sell value	9,000 Coins
Trade value (0 stars)	21,000
Mastery title	Raido Master
Team set	Sea Warlords (set title: Sea Emperor)

Stats

Stat	Value	
Power	10 / 10	
Speed	5 / 10	
Range	7 / 10	
Defense	10 / 10	
Technique	8 / 10	

Stat total: **40**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Kanabo Crush	Slow, crushing kanabo swings with long reach. W = launcher, S (air) = spike. Hits harder during Oni Blood.	4 hits: 3.6% each, final hit 8.5%
1	Hellrend Fissure	A kanabo slam tears a crimson fissure 16 studs along the floor; it erupts under every foe on the line and stuns them. In the air he meteors into the floor and it erupts below him. Hold to power it up.	6 s
2	Oni Chain	A spiked chain lashes out and catches the first foe in line (goes through shields), swings them around him and smashes them into the floor so they bounce up. In the air he spins them and throws them up. Hold to swing them longer.	5 s
3	Warlord's Piledriver	An armored command grab (goes through shields): he hoists the foe overhead, leaps and piledrives them into the floor (kill). In the air he grabs them and drives them into the floor (spike). Hold to power it up.	7 s
G	Hundred Demon Parade	ULTIMATE: a parade of spectral oni flames marches out around Raido and binds foes in place, then he smashes the kanabo down for a huge crimson eruption. Raido stays in Oni Blood afterwards.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	21,000	42,000	84,000	147,000	231,000	336,000

© 2026 Xory Studios · Anime Smash

Deo

Chrono Sovereign · ***Mythic***

An aristocratic vampire who bends time with a golden knife. He throws volleys of knives, skips through seconds, locks foes in stasis and, at Zero Hour, stores every cut in a stopped moment that lands all at once.



Name	**Deo**
Title	Chrono Sovereign
Rarity	Mythic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Veil Points exchange (600 points)
Added	Launch
Weight	100
Walk speed / Jump power	25 / 76
Sell value	9,000 Coins
Trade value (0 stars)	21,000
Mastery title	Deo Master
Team set	-

Stats

Stat	Value	
Power	8 / 10	
Speed	9 / 10	
Range	7 / 10	
Defense	6 / 10	
Technique	10 / 10	

Stat total: **40**. Difficulty: **5 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Second-Hand Cuts	Precise, rapid knife slashes in gold and cyan; the last cut rings like a clock. W = rising cut, S (air) = downward cut.	4 hits: 2.9% each, final hit 7%
1	Clockwork Blades	Fling two spinning knives: one straight at the aim, one rising above it. The first stuns, the second stalls. In the air they're angled down. Hold to aim them further.	5 s
2	Time Lock	A clock seal freezes the foe in time for 1 s (goes through shields): every hit on them is stored - they don't budge - and when time resumes it all lands at once and launches them. Works in mid-air too. Hold to pick the target and lock them longer.	5 s
3	Frozen Knife Fan	A fan of twelve clock knives stops in the air around the foe, hangs for a beat, then all fly in at once (kill). In the air the knives rain straight down beneath him (spike). Hold to aim it and power it up.	7 s
G	Zero Hour	ULTIMATE: a giant clock strikes zero and time stops for every foe within 40 studs. He flashes between them, storing each cut in the stopped moment; when time resumes, every stored cut lands at once with a huge launch.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	21,000	42,000	84,000	147,000	231,000	336,000

© 2026 Xory Studios · Anime Smash

Kafko

Abyssal Behemoth · ***Mythic***

A quiet young man with a kaiju sleeping inside him. When he fights, teal armor plates and molten veins tear out of his skin: crushing armored claws, a roar that rolls across the stage and a beast's pounce. At full power the whole behemoth rises behind him.



Name	**Kafko**
Title	Abyssal Behemoth
Rarity	Mythic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Veil Points exchange (600 points)
Added	Launch
Weight	112
Walk speed / Jump power	22 / 72
Sell value	9,000 Coins
Trade value (0 stars)	22,000
Mastery title	Kafko Master
Team set	-

Stats

Stat	Value	
Power	10 / 10	
Speed	6 / 10	
Range	8 / 10	
Defense	10 / 10	
Technique	7 / 10	

Stat total: **41**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Behemoth Claws	Slow, heavy claw swipes: his forearms harden into kaiju armor as he fights and the last rake tears with molten claws. W = rising claw, S (air) = crushing spike.	4 hits: 3.8% each, final hit 8.5%
1	Abyssal Roar	A roar shockwave rolls 30 studs across the stage through every foe in its path and stuns them. In the air the roar is angled down. Hold to aim it further.	6 s
2	Behemoth Grip	A giant spectral kaiju claw bursts from the floor and grabs the foe (goes through shields), crushes them for 0.9 s, then tosses them up. In the air it rises under a foe below him. Hold to pick the target and crush them longer.	5 s
3	Molten Breath	His plates glow molten, then a molten breath sweeps 34 studs across the stage (kill). In the air the breath is aimed down (spike). Hold to power it up.	7 s
G	Abyssal Cataclysm	ULTIMATE: Kafko gives in to the beast. His full kaiju form tears free and a towering behemoth rises behind him: a giant claw slams down on the nearest foe and pins them, then the kaiju opens its jaws and sweeps the stage with a molten breath.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	22,000	44,000	88,000	154,000	242,000	352,000

© 2026 Xory Studios · Anime Smash

Toku

Starborn Striker · ***Mythic***

A cosmic martial artist whose ki burns like starlight. Every special she lands pushes her aura up a power-up stage (white, blue, violet), each one hitting harder: rapid star-bolt barrages, a two-step constellation blink, a charged nebula lance and, at full power, a supernova.



Name	**Toku**
Title	Starborn Striker
Rarity	Mythic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Mythic Spotlight (rotation) banner Veil Points exchange (600 points)
Added	Launch
Weight	90
Walk speed / Jump power	27 / 80
Sell value	9,000 Coins
Trade value (0 stars)	22,000
Mastery title	Toku Master
Team set	-

Stats

Stat	Value	
Power	9 / 10	
Speed	10 / 10	
Range	8 / 10	
Defense	6 / 10	
Technique	8 / 10	

Stat total: **41**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Starfall Strikes	Fast punches and kicks trailing starlight; hits harder (and brighter) at each power-up stage. W = rising kick, S (air) = meteor stomp.	4 hits: 2.7% each, final hit 6.5%
1	Meteor Barrage	Five star-bolts from alternating fists: four stall the foe, the last one stuns. In the air they're angled down. Raises her power-up stage. Hold to aim them further.	5 s
2	Star Rush	Blink to the foe (goes through shields) and unleash a 10-hit starlight rush that holds them in place, ending in a launching kick. Works in mid-air too. Raises her power-up stage. Hold to pick the target and rush longer.	5 s
3	Nebula Cannon	Charge a cosmic ki beam and fire it across the whole stage (kill); it hits harder at each power-up stage and when held. In the air it's fired down (spike). Raises her power-up stage.	7 s
G	Supernova	ULTIMATE: her aura bursts through all three stages at once. She blinks to the nearest foe, kicks them skyward and follows, then collapses a star in her palm into a supernova that blasts everyone nearby.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	22,000	44,000	88,000	154,000	242,000	352,000

© 2026 Xory Studios · Anime Smash

Kairo

Veil Monarch · ***Mythic***

A silent swordsman who walks between worlds. His black blade cuts rifts in space: he throws piercing rift lances, steps through the Veil, opens gates that crush whatever they swallow and, when awakened, tears the sky open to drag every foe into the void.



Name	**Kairo**
Title	Veil Monarch
Rarity	Mythic
Obtain	Season 1 Battle Pass exclusive: Premium track, tier 40
Added	26 September 2026
Weight	98
Walk speed / Jump power	25 / 76
Sell value	9,000 Coins
Trade value (0 stars)	31,500
Mastery title	Kairo Master
Team set	-

Stats

Stat	Value	
Power	8 / 10	
Speed	9 / 10	
Range	8 / 10	
Defense	6 / 10	
Technique	9 / 10	

Stat total: **40**. Difficulty: **4 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Rift Edge	Fast black-blade cuts that leave cyan rift lines in the air; the last cut splits a small rift on the target. W = rising cut, S (air) = downward cut.	4 hits: 3% each, final hit 7%
1	Rift Lance	Cut a rift in the air and fire a lance of rift light through every foe in line (stun). In the air it's angled down. Hold to aim it further.	5 s
2	Rift Prison	A rift tears open around the foe and swallows them (goes through shields) for 0.9 s while cuts rain inside, then spits them up. In the air the rift opens below him. Hold to pick the spot and keep them longer.	5 s
3	Gate Crush	A void gate opens ahead and drags nearby foes into its centre, then crushes shut (kill). In the air a gate opens over a foe below him and slams them down (spike). Hold to place it and power it up.	7 s
G	Veil Awakening	ULTIMATE: Kairo tears the sky open. Every foe within 42 studs is dragged into the void above the stage and held there while rift cuts rain on the gate, then he dashes through and cleaves the rift in half, launching everyone inside.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	31,500	63,000	126,000	220,500	346,500	504,000

© 2026 Xory Studios · Anime Smash

Ichiro

Crescent Cleaver · ***Mythic***

A hot-headed spirit swordsman who swings a cleaver as tall as he is. He hurls crescent waves across the stage, flash-steps behind his foes and, when his inner demon wakes, fires crescents of black and crimson. His final art turns him into darkness itself.



Name	**Ichiro**
Title	Crescent Cleaver
Rarity	Mythic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Spirit Blades banner Veil Points exchange (600 points)
Added	30 September 2026
Weight	100
Walk speed / Jump power	27 / 78
Sell value	9,000 Coins
Trade value (0 stars)	20,000
Mastery title	Ichiro Master
Team set	Spirit Blades (set title: Spirit Blade)

Stats

Stat	Value	
Power	9 / 10	
Speed	8 / 10	
Range	8 / 10	
Defense	6 / 10	
Technique	8 / 10	

Stat total: **39**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Cleaver Swings	Wide, heavy cleaver swings trailing moonlight. W = rising cleave, S (air) = falling cleave.	4 hits: 3% each, final hit 7%
1	Crescent Wave	A swing of the cleaver hurls a blue-white crescent that flies 28 studs through every foe in line (stun). In the air it's angled down. Hold to aim it further.	5 s
2	Flash Step	He vanishes and reappears behind the foe, cutting them over and over faster than they can turn (goes through shields), then cleaves them up into the air. Works in mid-air too. Hold to pick the spot and cut longer.	5 s
3	Black Crescent	His inner demon flares: a huge crescent of black and crimson tears 30 studs through everything (kill). In the air he slams it into the floor below (spike). Hold to power it up.	7 s
G	Endless Night	ULTIMATE: the final art. His power becomes pure darkness - he raises the blade and a wall of pure night swallows the whole stage ahead, holding every foe inside it. Then the darkness splits and throws them away.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	20,000	40,000	80,000	140,000	220,000	320,000

© 2026 Xory Studios · Anime Smash

Haruto

Wildfox Ninja · ***Mythic***

The loudest ninja around, who never gives up. He floods the stage with clones, drills a spinning sphere of wind into his foes and throws a shuriken of wind that shreds everything; with the fox's power he fires a bomb that levels the stage.



Name	**Haruto**
Title	Wildfox Ninja
Rarity	Mythic
Obtain	Veil Summon (standard banner, every summonable fighter) Rate-up on the Shinobi Storm banner Veil Points exchange (600 points)
Added	30 September 2026
Weight	92
Walk speed / Jump power	28 / 80
Sell value	9,000 Coins
Trade value (0 stars)	21,000
Mastery title	Haruto Master
Team set	Shinobi Storm (set title: Storm Shinobi)

Stats

Stat	Value	
Power	9 / 10	
Speed	8 / 10	
Range	8 / 10	
Defense	7 / 10	
Technique	8 / 10	

Stat total: **40**. Difficulty: **3 / 5**.

Moveset

Key	Move	Description	Damage / Cooldown
Left mouse	Clone Brawl	Scrappy punches and kicks; a clone jumps in for the last hit. W = rising kick, S (air) = axe-kick spike.	4 hits: 2.8% each, final hit 6.8%
1	Clone Rush	Two clones rush 20 studs along the aim: the first punches the foe in place, the second kicks them (stun). In the air they dive at a downward angle. Hold to send them further.	5 s
2	Spiral Sphere	A clone helps him spin a sphere of wind in his palm; he drives it into the first foe ahead (goes through shields), grinding them in place, then it bursts and blasts them upward. In the air he drives it down at an angle. Hold to grind longer.	5 s
3	Storm Shuriken	He throws a screaming shuriken of wind 26 studs: on the first foe it expands into a storm of tiny blades that shreds everyone near it, then blasts them away (kill). In the air it's thrown straight down (spike). Hold to power it up.	7 s
G	Spirit Fox Bomb	ULTIMATE: the fox spirit wraps him in a burning cloak. Black and white energy gathers into a bomb over his head; he fires it across the stage and it detonates on the first foe it meets, swallowing everyone around it.	Full Ultimate meter

Trade value by stars

Stars	0	1	2	3	4	5
Value	21,000	42,000	84,000	147,000	231,000	336,000

© 2026 Xory Studios · Anime Smash

Game Modes



Open **BATTLE** on the bottom bar. Matchmaking is worldwide. **1v1, 2v2, FFA** are always available; the other modes take turns as featured modes.

Mode	Description	Players	Stocks	Time	Availability
1v1 Duel	One on one. Pure skill.	2	3	4:00	Always
2v2 Tag Team	Duo up. No friendly fire.	4	3	5:00	Always
3v3 Squads	Trios clash on the stage.	6	2	5:00	Rotating
4v4 War	Eight fighters, two sides.	8	2	5:00	Rotating
Free-for-All	Every fighter for themselves.	4-8	3	5:00	Always
Juggernaut	One armored giant vs everyone.	4-6	2	4:00	Rotating
Sudden Death	One stock each. Start at 100%.	4-8	1	2:30	Rotating
King of the Hill	Hold the zone to score points.	4-8	Score points	3:00	Rotating

Mode notes

- **Juggernaut**: one armoured giant with 5 stocks fights everyone else.
- **Sudden Death**: one stock each and everyone starts at 100%.
- **King of the Hill**: hold the zone to score; first to 100 points wins.
- **Fill empty seats with CPUs**: CPUs take the seats nobody joins, so matches start faster.
- **Party battles**: party members can fight each other from the Party menu (50% rewards, the win doesn't count for ranked).
- **Wave Tower**: co-op PvE for up to 4 players (see Wave Tower).

Match rewards

	Coins	XP
Played a match	20	60
Win	+60	+120
Each KO	+8	+20
Top half finish	-	+40
First win of the day	+60 Gems and 1 Summon Ticket	

© 2026 Xory Studios · Anime Smash

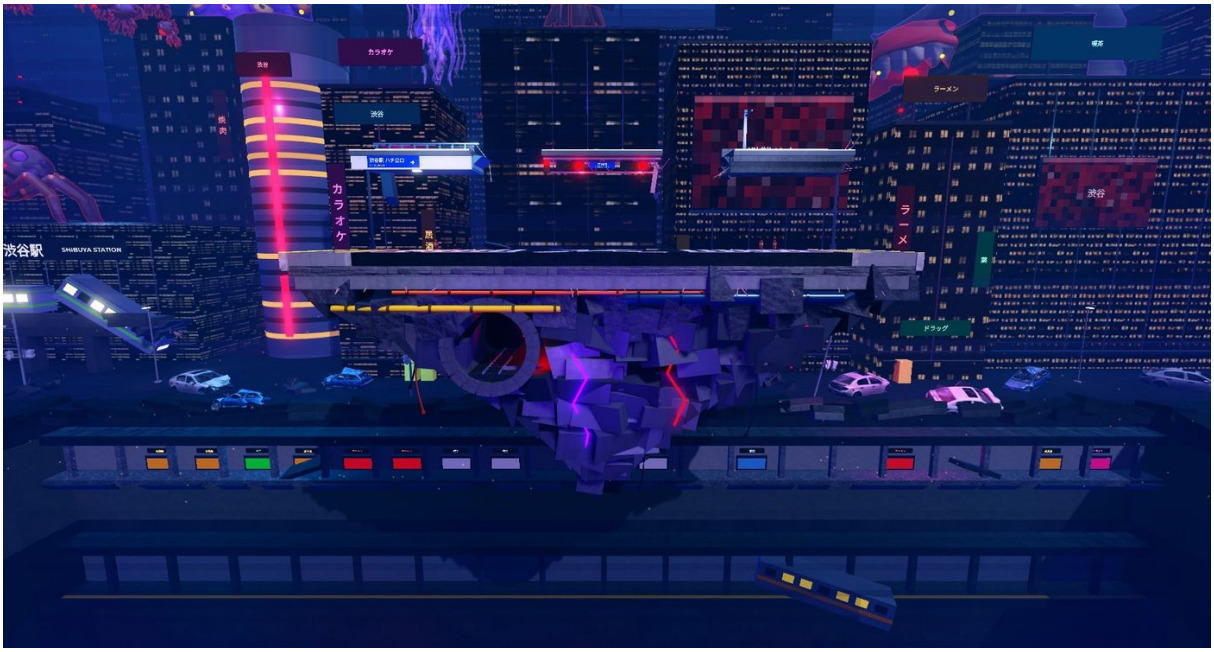
VIP (+25%), 2x XP and 2x Coins passes and server events add on top.

© 2026 Xory Studios · Anime Smash

Stages

At the start of each match players vote between 3 random stages. Most votes wins.

Shibuya



Layout: Rail Line. A sealed Tokyo crossing haunted by shadow spirits.

Harbor



Layout: Ship Decks. A pirate flagship moored in a sun-drenched port.

Wisteria



Layout: High Wings. A Taisho-era mountain town under a glowing moon.

Academy



Layout: Scaffold Tower. Brawl on a school rooftop at golden-hour sunset.

Aether



Layout: Floating Isles. Elven ruins adrift on a floating isle far above a sea of clouds.

Wasteland



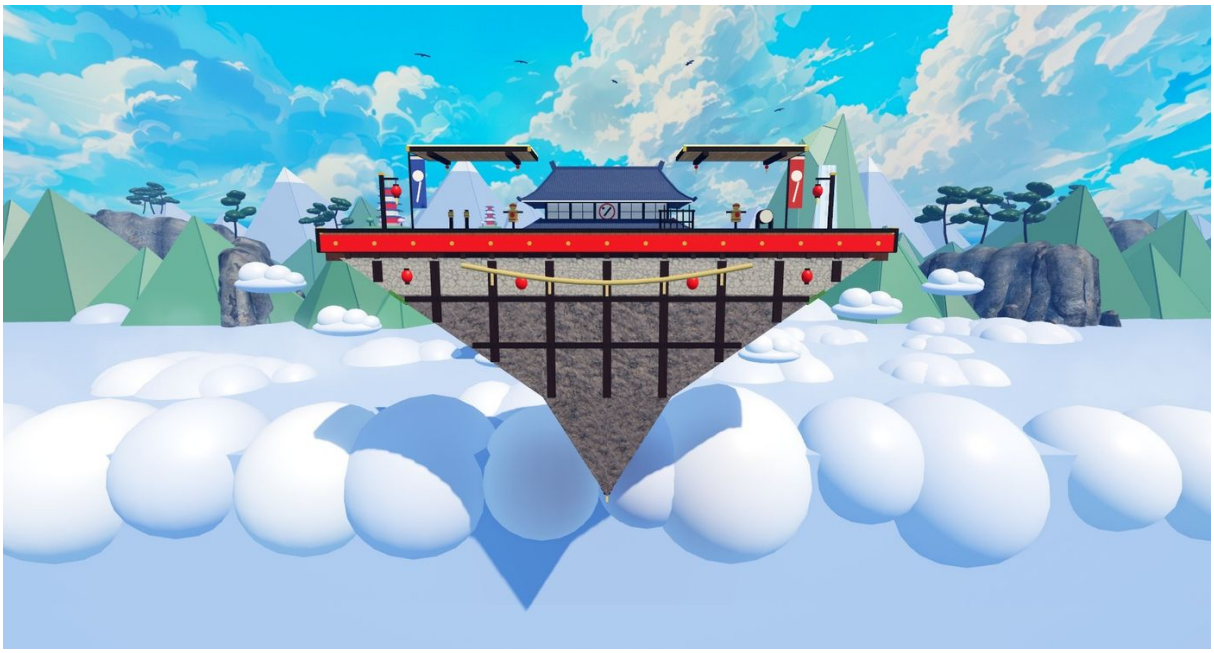
Layout: Overpass. A kaiju-wrecked expressway under a blood-red sky.

Sky Arena



Layout: Jumbotron. A championship ring on a needle tower high above the clouds.

Training Dojo



The floating dojo where every new player learns the basics. It is also the first realm of the Wave Tower.

Wave Tower

Co-op PvE mode: climb **50 floors** of CPU waves with up to **4 players**. Each player has 3 stocks. Pick it from **BATTLE > WAVE TOWER**.

Realms

Realm	Floors	Boss	First clear reward
Dojo Gate	1-7	Bango (Warden of the Dojo Gate)	30 Gems, 3 Spirit Leaf
Helio Academy	8-14	Izuka (Pride of the Academy)	45 Gems, 2 Beast Leather, 3 Spirit Leaf
Pirate Harbor	15-21	Jinbo (Terror of the Harbor)	60 Gems, 3 Beast Leather, 2 Moon Iron
Moonlit Wisteria	22-28	Alicard (Lord of the Blood Moon)	80 Gems, 1 Summon Ticket, 3 Moon Iron
Aether Isles	29-35	Frieden (Keeper of the Floating Isles)	100 Gems, 2 Dragon Scale, 2 Moon Iron
Hollow Metropolis	36-42	Kairo (Monarch of the Sealed Veil)	125 Gems, 1 Summon Ticket, 3 Dragon Scale
Kaiju Wasteland	43-50	Kafko (The Final Floor)	300 Gems, 3 Summon Tickets, 3 Dragon Scale, 3 Star Shard

Foes get rarer as you climb: from Common and Uncommon fighters on the first floors to Epic, Legendary and Mythic fighters at the top.

Blessings

During a run you pick blessings that last until the run ends:

Blessing	Effect
Oni Might	+15% damage dealt
Iron Stance	-15% knockback taken
Stone Skin	-15% damage taken
Spirit Surge	+40% ultimate charge
Nine Lives	+1 life (max lives +1)
Blood Pact	Every KO heals 12% damage
Heavy Hands	+12% knockback dealt
Second Wind	Heal 30% now, +10% heal every floor

© 2026 Xory Studios · Anime Smash

Lobby & NPCs



The lobby is a cherry-blossom shrine town. Every house has an NPC who opens its menu.

Place	NPC	What you do there
Summon Shrine	Hoshi	Summon fighters (Summoning)
Armory	Tetsu	Inventory, loadout, stars (Stars)
Store	Kichiro	Coins, Gems, passes (Store)
Offering Box	Grandma Fuku	Daily rewards (Daily Rewards)
Clan Hall	Lord Ryuga	Create and join clans (Clans)
Arena Training	Master Goro	Practice mode
Hall of Fame	Kagami	Leaderboards (Level, Wins, Hall of Fame)
VIP Lounge gate	Ren	VIP members only
VIP stall	Madame Kin	3 VIP-only deals a day
Sky Trial	Sensei Kaze	Daily parkour course
Sky Trial (top)	Sora	Takes you back down

Lobby activities

- **Meditation Garden**: AFK spot that pays Coins and Mastery XP.
- **Sky Trial**: daily parkour race above the plaza.
- **Training Yard**: hit the dummies to try your fighter's attacks.
- **Dance Floor**: emote on it to light it up (DANCE PARTY with 2+ dancers).

© 2026 Xory Studios · Anime Smash





© 2026 Xory Studios · Anime Smash

Server Events

Random events pop up in each server. The **NEXT EVENT** pill at the top of the screen counts down to the next one (it shows "?" until the event is revealed). Click any event pill for details.

Event	Bonus	What happens	Duration
XP RUSH	+50% XP	Every match gives +50% XP.	10 min
COIN RUSH	+50% COINS	Every match pays +50% coins.	10 min
LUCKY SUMMONS	+25% LUCK	Legendary and Mythic chances are 25% higher. Exact odds are shown in the Summon menu.	8 min
COIN STORM	COIN RAIN	Coins are raining over the lobby plaza. Grab them before they vanish!	2 min
ULTIMATE FRENZY	1.5x ULT	Ultimate meters charge 50% faster in matches.	8 min
TREASURE HUNT	CHESTS	Glowing chests are hidden around the lobby. Find them for coins, gems and a rare ticket!	5 min
SUMMON SALE	-15% GEMS	Summons cost 15% fewer gems.	8 min
BOUNTY HUNT	+10 / KO	Every KO you land in a match pays +10 coins.	10 min

The Anime Smash team can also start special events such as **Double XP**, **Double Coins**, **Weekend Boost**, **Mega Event** and **Admin Abuse**.

Wins during a server event count toward the **Event Champion** title.

© 2026 Xory Studios · Anime Smash

Levels & Level Road

Earn XP from every match to level up (max level **100**). Every 5 levels the **Level Road** pays a big reward.

Level Road rewards

Level	Reward
5	75 Gems, 1 Summon Ticket, 3 Spirit Leaf
10	1,000 Coins, 100 Gems, 1 Summon Ticket, 30 min 2x XP boost, title "Apprentice"
15	100 Gems, 1 Summon Ticket, 2 Beast Leather, 5 Spirit Leaf
20	150 Gems, 1 Summon Ticket, Salute (emote)
25	150 Gems, 2 Summon Tickets, 3 Beast Leather, title "Adept"
30	200 Gems, 2 Summon Tickets, Sakura Storm (KO effect)
35	200 Gems, 2 Summon Tickets, 2 Moon Iron, 60 min 2x Coins boost
40	250 Gems, 2 Summon Tickets, Fist to the Sky (victory pose)
45	250 Gems, 2 Summon Tickets, 3 Moon Iron
50	400 Gems, 3 Summon Tickets, 1 Dragon Scale, title "Elite", Thunder Crash (KO effect)
55	300 Gems, 3 Summon Tickets, 2 Dragon Scale
60	5,000 Coins, 300 Gems, 3 Summon Tickets, Come At Me (emote)
65	350 Gems, 3 Summon Tickets, 3 Dragon Scale
70	350 Gems, 3 Summon Tickets, Void Rift (KO effect)
75	500 Gems, 4 Summon Tickets, 1 Star Shard, title "Paragon"
80	400 Gems, 4 Summon Tickets, Warrior's Rest (victory pose)
85	450 Gems, 4 Summon Tickets, 2 Star Shard
90	500 Gems, 5 Summon Tickets, Golden Jackpot (KO effect)
95	500 Gems, 5 Summon Tickets, 3 Star Shard
100	10,000 Coins, 1,000 Gems, 10 Summon Tickets, 5 Star Shard, title "Ascended"

Features unlocked by level

Feature	Level	What it is
QUESTS	2	Daily quests that pay Coins, Gems and materials.
INVENTORY	2	Every fighter you own: star them up, sell extras, pick your main.
PARTY	2	Team up with friends and queue together.
PROFILE	2	Your fighter card: stats, showcase, titles and your level road.
BATTLE PASS	3	Earn pass XP every match for a season of rewards.
INVITE FRIENDS	3	Bring a friend: you both get rewards.
LEVEL ROAD	5	A big reward every 5 levels.
TITLES	5	Show off titles you earned over your name.
CLANS	8	Join or start a clan and climb the clan board together.

© 2026 Xory Studios · Anime Smash

Ranked Leagues

Your league follows your **counted wins in the current season**. Lifetime wins stay on your profile and the Wins board.

League	Season wins needed	End-of-season reward	League Up seals (pick one)
Bronze	0	300 Coins	-
Silver	5	800 Coins, 30 Gems	600 Coins, 20 Gems / jackpot 50 Gems
Gold	15	1,500 Coins, 60 Gems, 1 Summon Ticket	900 Coins, 30 Gems / jackpot 1 Summon Ticket
Platinum	35	2,500 Coins, 100 Gems, 1 Summon Ticket	1,300 Coins, 45 Gems / jackpot 1 Summon Ticket
Diamond	75	4,000 Coins, 150 Gems, 2 Summon Tickets	1,800 Coins, 60 Gems / jackpot 2 Summon Tickets
Master	150	6,000 Coins, 250 Gems, 3 Summon Tickets + title "S1 Master"	2,500 Coins, 80 Gems / jackpot 2 Summon Tickets
Grandmaster	300	8,000 Coins, 350 Gems, 4 Summon Tickets + title "S1 Grandmaster"	3,200 Coins, 100 Gems / jackpot 3 Summon Tickets
Legend	600	10,000 Coins, 500 Gems, 5 Summon Tickets + title "S1 Legend"	4,000 Coins, 130 Gems / jackpot 3 Summon Tickets
Mythic Smasher	1000	15,000 Coins, 750 Gems, 6 Summon Tickets + title "S1 Mythic"	5,000 Coins, 180 Gems / jackpot 5 Summon Tickets

How seasons work

- Season 1 ends on **1 November 2026** together with Battle Pass Season 1. Each later season lasts 28 days.
- When a season ends you get the reward of the league you finished in (Bronze needs at least 1 season win). **Master and above** also give a season title like *S1 Master*.
- The new season starts **2 leagues lower** (never below Bronze).
- **League Up**: the first time each season a win takes you into a new league, you pick one of three face-down seals: Gems, Coins or a jackpot.
- Party battles and CPU wins past the daily cap don't count.

© 2026 Xory Studios · Anime Smash

Battle Pass



SEASON 1: Veil Awakening runs from **26 September 2026** to **1 November 2026**.

- **40 tiers**, 800 pass XP per tier.
- Every tier has a **Free** reward. The **Premium Pass** (399 Robux) adds a premium reward to every tier, including tiers you already reached.
- Premium tier 40: **Kairo**, the season-exclusive Mythic fighter (see page).
- You can gift the Premium Pass to another player in your server (**GIFT PASS**).
- Tier skips are sold in the Store (1 or 10 tiers).

Earning pass XP

Source	Pass XP
Finish a match	50
Each KO (up to 10)	10
Win	100
Daily reward	100
Easy / medium / hard quest	60 / 120 / 250

Season 1 titles

Tier	Track	Title	Rarity
15	Free	Season Grinder	Rare
20	Premium	Veil Awakened	Epic
30	Premium	Rift Walker	Epic
40	Free	Season 1 Legend	Legendary

The pass also contains the **Veil Box**: a mystery box with Coins, Gems, materials or Summon Tickets (rarely 5 tickets at once).

© 2026 Xory Studios · Anime Smash

Fighter Mastery

Every fighter has its own Mastery level (max **10**). Play matches with a fighter to raise it.

Mastery XP per match

	Mastery XP
Played	25
Win	+30
Top half	+10
Each KO (up to 10)	+8

Playing with a friend gives +20%. Matches vs CPUs give 60% and party battles 50%. The Meditation Garden also gives Mastery XP to your equipped fighter.

Rewards per Mastery level

Mastery	Total XP needed	Reward
1	0	-
2	120	300 Coins
3	300	15 Gems, Bronze badge
4	550	500 Coins
5	900	25 Gems
6	1,350	800 Coins, Silver badge
7	1,900	40 Gems
8	2,600	1,200 Coins
9	3,450	60 Gems
10	4,500	1 Summon Ticket, Gold badge + Master title

Mastery 10 unlocks the fighter's **Master title** (for example *Itamori Master*).

Team sets

Each themed banner's three fighters form a **set**. Own all three to unlock the set title, a one-time claim in **Inventory > SETS** and the set's aura on your equipped fighter in the lobby:

Set	Fighters	Set title	Reward
Sea Warlords	Raido, Jinbo, Magellon	Sea Emperor	150 Gems, 1 Summon Ticket
Demon Hunt	Rengaku, Zenetsu, Kokushiba	Demon Hunter	150 Gems, 1 Summon Ticket
Spirit Blades	Ichiro, Lukia, Hyakuya	Spirit Blade	150 Gems, 1 Summon Ticket
Wild Trial	Gan, Hisaka, Killoa	Trial Champion	150 Gems, 1 Summon Ticket
Shinobi Storm	Haruto, Nagara, Kenkuro	Storm Shinobi	150 Gems, 1 Summon Ticket

© 2026 Xory Studios · Anime Smash

Stars & Materials



Stars

Raise a fighter up to **5 stars** in the **Inventory** with **MERGE**. Each star needs spare copies of that fighter (any copy works as fodder), materials and Coins:

Star	Copies used	Materials	Coins
1★	1	6 Spirit Leaf	800
2★	2	4 Beast Leather, 10 Spirit Leaf	2,500
3★	3	10 Beast Leather, 4 Moon Iron	6,000
4★	4	4 Dragon Scale, 10 Moon Iron	14,000
5★	5	10 Dragon Scale, 3 Star Shard	30,000

Costs are multiplied by the fighter's rarity:

Rarity	Coin cost	Material cost
Common	x1	x1
Uncommon	x0.8	x1
Rare	x1	x1
Epic	x1.4	x1.25
Legendary	x2	x1.5
Mythic	x3	x2

Each star adds **+5% stats** and **+2.5% defence**. In ranked matches the bonus is capped at +10% damage / +5% defence. Stars travel with the card in trades and raise its trade value.

Materials

Material	Rarity	Used for
Spirit Leaf	Common	A leaf that drifted through the Veil. Used for 1★ and 2★ upgrades.
Beast Leather	Rare	Tough hide from a Veil beast. Used for 2★ and 3★ upgrades.
Moon Iron	Epic	Metal forged under the full moon. Used for 3★ and 4★ upgrades.
Dragon Scale	Legendary	A scale shed by an ancient dragon. Used for 4★ and 5★ upgrades.

© 2026 Xory Studios · Anime Smash

Material	Rarity	Used for
Star Shard	Mythic	A fallen star's fragment, the rarest material. Used for 5★ upgrades.

Materials come from quests, playtime gifts, the Level Road, Wave Tower first clears, the Battle Pass and the Coin Shop.

Inventory space

You start with **150 card slots**. Extra space: +5 or +10 slots in the Store (forever). **SELL ALL UNSTARRED SPARES** keeps your best and equipped cards.

© 2026 Xory Studios · Anime Smash

Titles

Titles show over your name, on your profile card and in chat. Equip them from **TITLES** in the lobby.

Achievements (43)

Earned by playing: wins, KOs, streaks, levels and your collection.

Title	Rarity	How to get
First Victory	Common	Win your first match.
Rising Star	Common	Win 10 matches.
Veteran	Rare	Win 50 matches.
Centurion	Epic	Win 100 matches.
Warlord	Legendary	Win 500 matches.
Brawler	Common	Score 10 KOs.
Knockout Artist	Rare	Score 100 KOs.
Destroyer	Legendary	Score 1,000 KOs.
Challenger	Common	Play 10 matches.
Arena Regular	Rare	Play 100 matches.
Battle-Hardened	Epic	Play 500 matches.
On Fire	Common	Win 3 matches in a row.
Unstoppable	Rare	Win 5 matches in a row.
Godlike	Legendary	Win 10 matches in a row.
Apprentice	Common	Reach level 10.
Adept	Rare	Reach level 25.
Elite	Epic	Reach level 50.
Paragon	Legendary	Reach level 75.
Ascended	Mythic	Reach the max level (100).
Collector	Common	Collect 5 different fighters.
Roster Hunter	Rare	Collect 10 different fighters.
Completionist	Legendary	Collect all 41 fighters.
Legend Tamer	Legendary	Own a Legendary fighter.
Mythic Bearer	Mythic	Own a Mythic fighter.
Summoner	Common	Summon 10 times on the Veil banner.
Veil Seeker	Epic	Summon 100 times on the Veil banner.
Finisher	Rare	KO an opponent with your Ultimate.
Ultimate Weapon	Legendary	Score 50 KOs with your Ultimate.
Dedicated	Rare	Claim your daily reward 7 days in a row.
Clan Contender	Epic	Finish a Weekly Clan War in the TOP 10 with your clan.
Clan Champion	Mythic	Win a Weekly Clan War: your clan finishes the week #1.
Sky Runner	Rare	Clear the Sky Trial above the lobby.
Cloud Strider	Epic	Clear the Sky Trial 25 times.
Wind Walker	Legendary	Clear the Sky Trial in 35 seconds or less.
Realm Breaker	Rare	Beat the TOWER 1 boss in the Wave Tower.
Tower Climber	Epic	Beat the TOWER 3 boss in the Wave Tower.
Sky Piercer	Legendary	Beat the TOWER 5 boss in the Wave Tower.
Tower Conqueror	Mythic	Conquer all 7 towers of the Wave Tower.

© 2026 Xory Studios · Anime Smash

Title	Rarity	How to get
Sea Emperor	Epic	Complete the Sea Warlords set: own Raido, Jinbo, Magellon.
Demon Hunter	Epic	Complete the Demon Hunt set: own Rengaku, Zenetsu, Kokushiba.
Spirit Blade	Epic	Complete the Spirit Blades set: own Ichiro, Lukia, Hyakuya.
Trial Champion	Epic	Complete the Wild Trial set: own Gan, Hisaka, Killoa.
Storm Shinobi	Epic	Complete the Shinobi Storm set: own Haruto, Nagara, Kenkuro.

Event (10)

Limited-time titles and server-event rewards.

Title	Rarity	How to get
Pioneer	Epic	Play during the launch season (until December 1, 2026).
Event Champion	Rare	Win 10 matches while a server event is running.
Season Grinder	Rare	SEASON 1 Battle Pass: reach tier 15 (free reward).
Veil Awakened	Epic	SEASON 1 Battle Pass: reach tier 20 (premium reward).
Rift Walker	Epic	SEASON 1 Battle Pass: reach tier 30 (premium reward).
Season 1 Legend	Legendary	SEASON 1 Battle Pass: reach tier 40 (free reward).
S1 Master	Epic	Finish ranked Season 1 in the Master league.
S1 Grandmaster	Legendary	Finish ranked Season 1 in the Grandmaster league.
S1 Legend	Legendary	Finish ranked Season 1 in the Legend league.
S1 Mythic	Mythic	Finish ranked Season 1 in the Mythic Smasher league.

Store (3)

Bought with Coins in the Store's Coin Shop.

Title	Rarity	How to get
Street Brawler	Rare	Buy it in the Store's Coin Shop for 3,000 Coins.
Veil Walker	Epic	Buy it in the Store's Coin Shop for 6,000 Coins.
Arena Legend	Legendary	Buy it in the Store's Coin Shop for 15,000 Coins.

Special (12)

Bundle exclusives, titles given by the Anime Smash team and the staff Slayer titles.

Title	Rarity	How to get
Rookie Legend	Epic	Comes with the one-time Starter Pack in the Store.
Demon Hunt Devotee	Epic	Comes with the Demon Hunt bundle in SUMMON.
Shinobi Storm Devotee	Epic	Comes with the Shinobi Storm bundle in SUMMON.
Wild Trial Devotee	Epic	Comes with the Wild Trial bundle in SUMMON.
Sea Warlords Devotee	Epic	Comes with the Sea Warlords bundle in SUMMON.
Spirit Blades Devotee	Epic	Comes with the Spirit Blades bundle in SUMMON.
Smash Club	Exclusive	Smash Club members: claim your first club gift on the DAILY scroll.
Content Creator	Exclusive	YouTubers only: comes with the Smash Creator Pack code.
BETA	Exclusive	Played Anime Smash in the test sessions before the public launch. Can't be earned anymore.
Day One	Legendary	Played Anime Smash on its release weekend (8-11 Oct 2026). Can't be earned after that weekend.
Heaven Defier	Mythic	KO an Anime Smash staff member in a match while their Rank Drop is ON. You defied the heavens.

© 2026 Xory Studios · Anime Smash

Title	Rarity	How to get
Godfall	Exclusive	KO the Owner of Anime Smash in a match while their Rank Drop is ON. The god has fallen.

Mastery (41)

Reach Mastery 10 with a fighter to become its Master.

Every fighter has a Master title (Legendary): reach Mastery 10 with that fighter. Example: *Itamori Master*, *Kairo Master*.

Creator titles and Rank Drop

YouTubers in the Creator Program have their own creator title. While a YouTuber's **Rank Drop** is ON, anyone who beats them in a 1v1 earns their Slayer title.

Staff Rank Drop

Anime Smash staff can turn on Rank Drop too. While it's on, whoever KOs them in a public match earns:

- **Heaven Defier** (Mythic): KO a Mod, Admin or Head Admin.
- **Godfall** (Exclusive): KO the Owner.

Each can be earned once per player and the whole server sees the announcement.

Season titles

Finishing a ranked season in Master or higher gives a season title like *S1 Master*. See Ranked Leagues.

© 2026 Xory Studios · Anime Smash

Cosmetics

Customise how you taunt, how your KOs look and how you celebrate. Buy them in the **Store** with Gems, equip them in **Inventory**.

Type	Default	Description
Emotes	Classic Mix	Your taunt in matches. Every emote you own also plays from the EMOTES wheel (B).
Ko Effects	Classic Blast	Plays when you knock an opponent out.
Victory Poses	Cheer	Your pose on the victory screen.

Free emotes everyone has: Wave, Cheer, Point, Laugh.

Cosmetic	Type	Price	Description
Power Flex	Emote	150 Gems	Show them who trained harder.
Honor Bow	Emote	150 Gems	A respectful bow before (or after) the beatdown.
Salute	Emote	200 Gems	A sharp salute to a worthy rival.
Come At Me	Emote	250 Gems	Wave them in. If they dare.
Dance I	Emote	Emote Pack pass	Emote Pack dance.
Dance II	Emote	Emote Pack pass	Emote Pack dance.
Dance III	Emote	Emote Pack pass	Emote Pack dance.
Sakura Storm	Ko Effect	300 Gems	A storm of cherry blossoms.
Frost Shatter	Ko Effect	300 Gems	The blast zone freezes and shatters.
Inferno	Ko Effect	400 Gems	A pillar of fire.
Thunder Crash	Ko Effect	400 Gems	Lightning strikes where they fell.
Void Rift	Ko Effect	500 Gems	A rift swallows them whole.
Golden Jackpot	Ko Effect	600 Gems	Hit the jackpot: a shower of gold.
Crowd Wave	Victory Pose	150 Gems	Wave to your fans.
Hero Stance	Victory Pose	200 Gems	Hands on hips, chin up. Too easy.
Fist to the Sky	Victory Pose	250 Gems	One fist raised to the heavens.
Warrior's Rest	Victory Pose	300 Gems	Down on one knee after a hard-won fight.

Some cosmetics are also Level Road rewards, Smash Club monthly gifts or the store's **Featured Look** of the day.

© 2026 Xory Studios · Anime Smash

Daily Rewards

Daily login streak

Claim one reward a day from the **DAILY** scroll. VIP members also get 1 free Summon Ticket with every daily reward.

Day	Reward
Day 1	200 Coins, 20 Gems
Day 2	250 Coins, 20 Gems
Day 3	300 Coins, 25 Gems
Day 4	350 Coins, 30 Gems
Day 5	450 Coins, 30 Gems
Day 6	550 Coins, 40 Gems
Day 7	900 Coins, 80 Gems, 1 Summon Ticket

Monthly calendar

A second track that fills up over the month. ★ = big days.

Day	Reward
Day 1	200 Coins
Day 2	20 Gems
Day 3	300 Coins
Day 4	25 Gems
Day 5	400 Coins
Day 6	30 Gems
Day 7 ★	40 Gems, 1 Summon Ticket
Day 8	300 Coins
Day 9	25 Gems
Day 10	500 Coins
Day 11	30 Gems
Day 12	600 Coins
Day 13	35 Gems
Day 14 ★	60 Gems, 1 Summon Ticket
Day 15	400 Coins
Day 16	30 Gems
Day 17	700 Coins
Day 18	40 Gems
Day 19	800 Coins
Day 20	45 Gems
Day 21 ★	80 Gems, 1 Summon Ticket
Day 22	500 Coins
Day 23	40 Gems
Day 24	1,000 Coins
Day 25	50 Gems
Day 26	1,200 Coins
Day 27	60 Gems
Day 28 ★	100 Gems, 2 Summon Tickets

© 2026 Xory Studios · Anime Smash

Day	Reward
Day 29	1,500 Coins
Day 30	80 Gems
Day 31 ★	2,000 Coins, 1 Summon Ticket

Playtime gifts

Six gifts unlock as you play each session (the gift icon on the side rail). AFK time doesn't count. Gem parts pay once a day; Coins and materials pay in up to 3 sessions a day.

Play time	Gift
5 min	100 Coins
10 min	10 Gems
20 min	250 Coins, 5 Spirit Leaf
30 min	10 Gems
45 min	500 Coins, 2 Beast Leather
60 min	20 Gems, 1 Moon Iron

While You Were Away chest

Back after 1+ hour offline? Collect 40 Coins + 1 Gem per full hour away, up to 12 hours.

Meditation Garden



Stand inside the garden in the lobby: every full minute pays **6 Coins** and **1 Mastery XP** to your equipped fighter, up to **60 minutes** a day.

Sky Trial

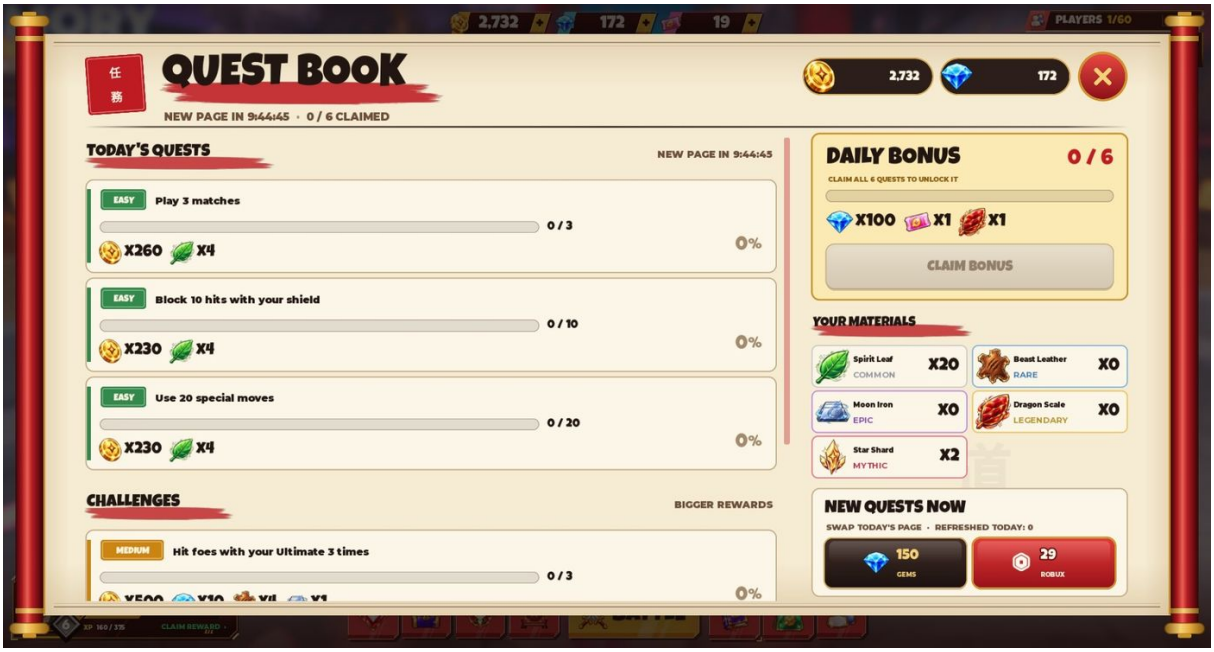


Talk to **Sensei Kaze** on the plaza to race the parkour course above the lobby. Your first clear each day pays **300 Coins + 10 Gems**. Titles: **Sky Runner** (clears) and **Wind Walker** (finish in under 35 seconds).

First win of the day

Your first win each day pays **60 Gems + 1 Summon Ticket**.

Quest Book



Every UTC day you get **6 quests**: 3 easy, 2 medium and 1 hard, picked from the pool below. Progress comes from real play (not AFK matches or the dojo).

- Clear all 6 for the **Daily Bonus**: 100 Gems, 1 Summon Ticket, 1 Dragon Scale.
- Want new quests before the reset? Swap the page for 150 Gems or 29 Robux. Clearing a refreshed page again the same day pays 1,000 Coins, 1 Dragon Scale.

Quest pool

Tier	Quest	Reward
Easy	Play 3 matches	260 Coins, 4 Spirit Leaf
Easy	Score 8 KOs	260 Coins, 4 Spirit Leaf
Easy	Use 20 special moves	230 Coins, 4 Spirit Leaf
Easy	Deal 600% damage	260 Coins, 4 Spirit Leaf
Easy	Win a match	320 Coins, 5 Spirit Leaf
Easy	Block 10 hits with your shield	230 Coins, 4 Spirit Leaf
Medium	Win 3 matches	550 Coins, 10 Gems, 4 Beast Leather, 5 Spirit Leaf
Medium	Score 25 KOs	550 Coins, 10 Gems, 4 Beast Leather, 4 Spirit Leaf
Medium	Hit foes with your Ultimate 3 times	500 Coins, 10 Gems, 4 Beast Leather, 1 Moon Iron
Medium	Win 2 team matches (2v2 or bigger)	600 Coins, 10 Gems, 5 Beast Leather
Medium	Summon 5 times on any banner	450 Coins, 10 Gems, 4 Beast Leather, 1 Moon Iron
Medium	Deal 2,000% damage	550 Coins, 10 Gems, 4 Beast Leather, 1 Moon Iron
Hard	Win 6 matches	1,400 Coins, 25 Gems, 1 Dragon Scale, 4 Moon Iron
Hard	Win a Free-for-All	1,100 Coins, 25 Gems, 1 Dragon Scale, 4 Moon Iron
Hard	KO 2 foes with your Ultimate	1,200 Coins, 25 Gems, 1 Dragon Scale, 1 Star Shard, 3 Moon Iron
Hard	Win 3 matches in a row	1,400 Coins, 25 Gems, 2 Dragon Scale, 1 Star Shard
Hard	Score 60 KOs	1,300 Coins, 25 Gems, 1 Dragon Scale, 5 Moon Iron

© 2026 Xory Studios · Anime Smash

Rookie Road

A 7-day track for new accounts (younger than 14 days). Open it from the **ROOKIE** icon on the lobby side rail.

Day	Reward
Day 1	3 Summon Tickets
Day 2	500 Coins, 50 Gems
Day 3	1 Summon Ticket, 6 Spirit Leaf
Day 4	100 Gems
Day 5	2 Summon Tickets
Day 6	an Epic fighter of your choice
Day 7 (Grand Prize)	3 Summon Tickets, 100 Veil Points

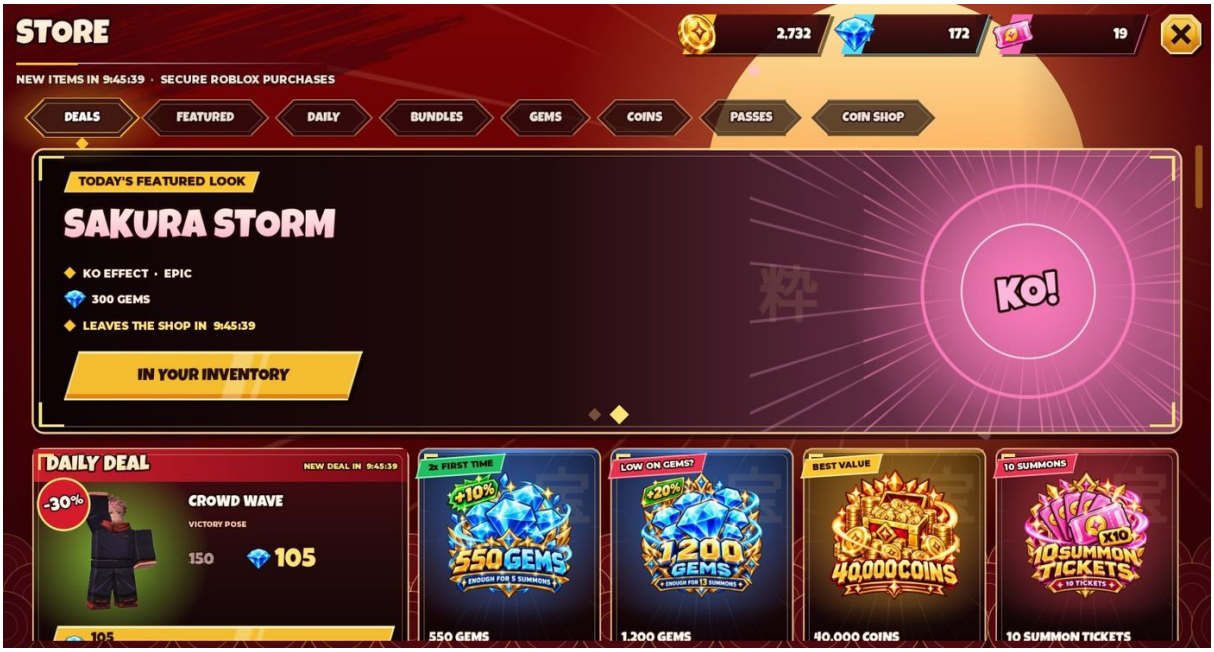
- Claim one day each day you play (UTC days). No skipping.
- The road stays open for 14 days from your first day.
- Day 7's 100 Veil Points count toward a Legendary of your choice (250 points) in the summon menu.

Welcome x10

Clearing the Training Dojo gives one free x10 summon on the Veil Summon.

© 2026 Xory Studios · Anime Smash

Store & Game Passes



Open the **STORE** from the bottom bar. All Robux purchases go through Roblox. Your **first purchase of each Gem pack is doubled** (x2).

Game passes

Pass	Price	What it does
VIP	399 R$	+25% XP & Coins, golden VIP name tag, VIP lounge access with 3 VIP-only deals a day (up to 50% off), 1 free summon every day.
2x XP	249 R$	Earn double XP from every match. Stacks with VIP.
2x Coins	199 R$	Earn double coins from every match.
Lucky Summoner	449 R$	Legendary and Mythic summon odds x1.5. Exact odds are shown in the Summon menu.
Emote Pack	99 R$	Unlocks 3 dances: play them anytime from the EMOTES wheel (B), or equip one as your match taunt in INVENTORY > PASS ITEMS.

Every pass also exists as a **tradeable pass item**: use it to unlock the pass, or keep it to trade.

Robux products

Product	Price	Contents
100 Gems	49 R$	100 Gems
550 Gems	245 R$	550 Gems (+10%)
1,200 Gems	490 R$	1,200 Gems (+20%)
2,600 Gems	999 R$	2,600 Gems (POPULAR)
6,000 Gems	1999 R$	6,000 Gems (BEST VALUE)
10 Summon Tickets	449 R$	10 Summon Tickets
5,000 Coins	99 R$	5,000 Coins
15,000 Coins	249 R$	15,000 Coins (+20%)
40,000 Coins	499 R$	40,000 Coins (BEST VALUE)
Premium Pass	399 R$	Unlocks the PREMIUM track of the Season 1 Battle Pass: every premium reward you have reached is ready to claim.
2x XP Boost (30 min)	79 R$	-
Starter Pack	99 R$	One time only: 600 Gems, 3 Summon Tickets and the 'Rookie Legend' title.

© 2026 Xory Studios · Anime Smash

Product	Price	Contents
+5 Inventory Space	29 R$	+5 Inventory Space for fighter cards, forever. Buy as many as you like.
+10 Inventory Space	49 R$	+10 Inventory Space for fighter cards, forever. Buy as many as you like. (BEST VALUE)

Coin Shop (pay with Coins or Gems)

Item	Price	Details
Summon Ticket	4,000 Coins	One free summon on any banner.
2x XP (15 min)	1,500 Coins	
Title: Street Brawler	3,000 Coins	
Title: Veil Walker	6,000 Coins	
Title: Arena Legend	15,000 Coins	
Spirit Leaf x15	1,800 Coins	15 Spirit Leaf for 1-star and 2-star upgrades. They go straight to your materials.
Beast Leather x8	3,600 Coins	8 Beast Leather for 2-star and 3-star upgrades. They go straight to your materials.
Moon Iron x5	150 Gems	5 Moon Iron for 3-star and 4-star upgrades. They go straight to your materials.
Dragon Scale x3	240 Gems	3 Dragon Scale for 4-star and 5-star upgrades. They go straight to your materials.
Star Shard x2	300 Gems	2 Star Shard, the rarest material, for 5-star upgrades. They go straight to your materials.

Coin packs (pay with Gems)

Pack	Coins	Price
Pouch of Coins	1,000 Coins	40 Gems
Sack of Coins	3,000 Coins	110 Gems
Chest of Coins	8,000 Coins	270 Gems
Vault of Coins	20,000 Coins	600 Gems

Battle Pass tier skips

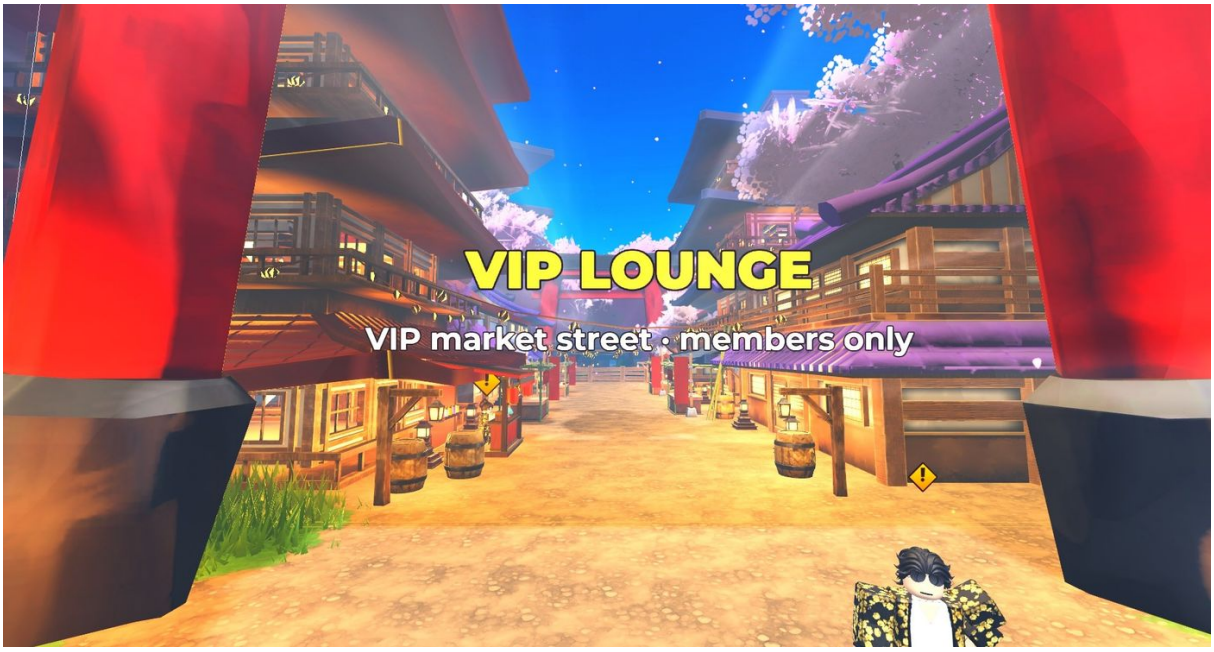
Skip	Price
Skip 10 Tiers (Tier 0-9)	199 R$
Skip 10 Tiers (Tier 10-19)	249 R$
Skip 10 Tiers (Tier 20-29)	299 R$
Skip 10 Tiers (Tier 30+)	349 R$
Skip 1 Tier (Tier 0-9)	29 R$
Skip 1 Tier (Tier 10-19)	39 R$
Skip 1 Tier (Tier 20-29)	49 R$
Skip 1 Tier (Tier 30+)	59 R$

Daily Deal and Featured Look

The Store has a **Daily Deal** (30% off a cosmetic) and a **Featured Look** that change every day.

VIP Lounge & Madame Kin

© 2026 Xory Studios · Anime Smash



VIP members can enter the **VIP Lounge**. **Madame Kin** sells 3 VIP-only deals a day (30-50% off), each once per player per day.

Smash Club (coming soon)

A monthly membership: a daily club gift (Gems + a Summon Ticket), a monthly cosmetic, the *Smash Club* title, a free Quest Book page every day and the [CLUB] chat tag.

> *Paid random items (summons, tickets) always show their odds in game. Players who can't buy random items in their region get other rewards instead.*

© 2026 Xory Studios · Anime Smash

Trading

Trade fighters and pass items with other players. Open a player's profile or the **Players** list and choose **TRADE**.

Rules

- Up to **8 items** per side.
- You need **level 5** and a Roblox account at least **3 days** old.
- **Both sides must offer at least one item** (no gifts).
- The smaller side must be worth at least **50%** of the bigger side. A fairness meter shows both totals while you build offers.
- Both players press READY, then CONFIRM (it unlocks after 3 seconds; any change resets it).
- Starter fighters can't be traded.

Values

Every item has a value (like Blox Fruits value lists):

- **Fighters**: by rarity, stronger fighters (higher stat total) are worth a bit more, and stars multiply the value (1★ x2, 2★ x4, 3★ x7, 4★ x11, 5★ x16).
- **Pass items**: by their Robux price; they are the most valuable items in the game.

Base value by rarity (0 stars)

Rarity	Base value
Uncommon	150
Rare	400
Epic	1,500
Legendary	6,000
Mythic	20,000

Value list (0 stars, highest first)

Fighter	Rarity	0★	1★	3★	5★
Kairo	Mythic	31,500	63,000	220,500	504,000
Kafko	Mythic	22,000	44,000	154,000	352,000
Toku	Mythic	22,000	44,000	154,000	352,000
Raido	Mythic	21,000	42,000	147,000	336,000
Deo	Mythic	21,000	42,000	147,000	336,000
Haruto	Mythic	21,000	42,000	147,000	336,000
Ichiro	Mythic	20,000	40,000	140,000	320,000
Izuka	Legendary	6,900	13,800	48,300	110,400
Kodachi	Legendary	6,600	13,200	46,200	105,600
Frieden	Legendary	6,600	13,200	46,200	105,600
Einz	Legendary	6,600	13,200	46,200	105,600
Nagara	Legendary	6,300	12,600	44,100	100,800
Tamoe	Legendary	6,300	12,600	44,100	100,800
Asto	Legendary	6,300	12,600	44,100	100,800
Rengaku	Legendary	6,300	12,600	44,100	100,800
Gan	Legendary	6,000	12,000	42,000	96,000
Kenkuro	Epic	1,720	3,450	12,070	27,600

© 2026 Xory Studios · Anime Smash

Fighter	Rarity	0★	1★	3★	5★
Teph	Epic	1,650	3,300	11,550	26,400
Pawer	Epic	1,650	3,300	11,550	26,400
Shigeko	Epic	1,650	3,300	11,550	26,400
Simo	Epic	1,650	3,300	11,550	26,400
Alicard	Epic	1,650	3,300	11,550	26,400
Lukia	Epic	1,580	3,150	11,020	25,200
Jinsoo	Epic	1,580	3,150	11,020	25,200
Magellon	Epic	1,580	3,150	11,020	25,200
Zenetsu	Epic	1,580	3,150	11,020	25,200
Jinbo	Epic	1,500	3,000	10,500	24,000
Kagomi	Rare	400	800	2,800	6,400
Takamoto	Rare	400	800	2,800	6,400
Hisaka	Rare	400	800	2,800	6,400
Wolfhood	Rare	400	800	2,800	6,400
Kein	Rare	400	800	2,800	6,400
Kokushiba	Rare	400	800	2,800	6,400
Rokuto	Uncommon	160	320	1,100	2,520
Killoa	Uncommon	160	330	1,160	2,640
Hyakuya	Uncommon	160	330	1,160	2,640
Axle	Uncommon	160	330	1,160	2,640
Bango	Uncommon	150	300	1,050	2,400

© 2026 Xory Studios · Anime Smash

Clans & Party

Clans

Visit **Lord Ryuga** at the **Clan Hall** in the lobby.

- Create a clan at **level 10** for **5,000 Coins** (name 3-20 characters, tag 2-4 characters). Changing the emblem later costs 3,000 Coins.
- Up to **30 members**. Public clans show up in **FIND CLANS**: anyone without a clan can ask to join and officers accept or decline.
- **Clan points**: +2 for every counted win and +1 for every match vs real players by a member. They count toward the all-time **Top 100 Clans** board.

Weekly Clan War

The same points go to a weekly board (Monday 00:00 UTC to the next Monday). Every member of the **top 10 clans** gets:

Weekly rank	Prize per member
#1	300 Gems, 2 Summon Tickets
#2	200 Gems, 1 Summon Ticket
#3	150 Gems, 1 Summon Ticket
#4-#10	75 Gems

Titles: **Clan Contender** and **Clan Champion**.

Party

Team up with up to **5 players** from the **PARTY** button. In team modes your whole party lands on the same side. You can also start a **party battle** to fight each other (50% rewards, no ranked win).

Invite friends

Invite a Roblox friend who is **new to Anime Smash** (account at least 7 days old). When they play **3 matches**, you **both** get 200 Gems, 2 Summon Tickets. Up to 10 friends.

Join the community

Join the **Xory Studios** Roblox group from the in-game card for 1,000 Coins, 60 Gems (once per account).

© 2026 Xory Studios · Anime Smash

Update Log

Public Release (8 October 2026)

- Anime Smash is out! Full data reset: everyone starts fresh.
- **Day One** title for everyone who plays on release weekend (8-11 October).
- **BETA** title plus a mailbox gift (10 Summon Tickets + 5,000 Coins) for everyone who played the test sessions.
- **Rookie Road** rebalanced: day 7 is now 3 Summon Tickets + 100 Veil Points.
- New staff Rank Drop titles: **Heaven Defier** and **Godfall**.
- Report button on player profiles.
- Visit milestone codes (100K, 500K, 1M visits).

Pre-release (September 2026)

- Five new fighters: Rengaku, Zenetsu, Ichiro, Gan and Haruto.
- Battle Pass Season 1: Veil Awakening, with the exclusive Mythic Kairo.

© 2026 Xory Studios · Anime Smash

FAQ

Is Anime Smash free? Yes. Everything that affects fights can be earned by playing. Robux items are optional.

How do I get a Legendary fast? Save Veil Points (250 = a Legendary of your choice), use the Legendary pity (70 summons) and claim the Rookie Road.

Why did my progress reset? The game had a full data reset at the public release on 8 October 2026 so everyone starts equal. Beta testers got the BETA title and a mailbox gift.

Do stars make me unbeatable? No. In ranked matches star bonuses are capped at +10% damage and +5% defence.

How do I trade? Reach level 5, open a player's profile and press TRADE. See Trading.

How do I report a player? Open their profile card and press REPORT.

Where are new codes posted? On this wiki's Codes page, the game page and the Xory Studios group.

© 2026 Xory Studios · Anime Smash