

His body having once been profaned by the Evil Seed sown by Soul Edge, Kilik devoted himself to war against the cursed blade. With the help of Xianghua and the spirit sword she held, he had emerged victorious once; but in the several years since, Soul Edge had regained its power and yet again threatened the world. Still, Kilik had not idled those years away either; having trained hard and mastered the art of purging evil, he had taken an oath to purify Soul Edge once and for all. Only then could he atone for the lives he took while evil had hold of his soul.

If there was one answer Kilik arrived at, after witnessing the battle between the spirit sword and cursed sword firsthand—and after probing the evil essences within his own body as he tempered his mind—it was this: Soul Calibur was a being extremely similar to Soul Edge. While their alignments differed, that was all; their essential natures were the same. Though known as a "spirit sword"—a force for good—it would take only one malicious wielder with a will stronger than the sword's to bend the blade toward evil. Yet, the converse must also hold true. The key lay in balancing the two blades' torrential power, finding the one point where their opposed mights would cancel each other out, stemming the flood to create waters calm as a mirror.

Since entering Europe, Kilik had been aware of several pursuers on their tail. Who they were, he could not say, but he had no desire to involve others in this battle, least of all those in ignorant pursuit of one blade or the other. He had done his best to keep himself and his companion hidden...

"Kilik!" Xianghua called again. This time her sharper tone gave Kilik a start.

"Oh. Sorry, I was lost in thought."

"Well, just as long as you're on your toes when it counts. For my sake," she added with a smile. Kilik had been traveling with Xianghua since reuniting with her during his quest to find the cursed sword. She herself had once clutched the other blade, Soul Calibur, but remained unaware of the spirit sword's dangers.

Kilik was slow, but not stupid; he knew Xianghua had feelings for him. For his part, he felt a warm sentiment toward her that undeniably lent calm to his heart. But his affection for her was much closer to the attachment one feels toward a blood relative. Something about Xianghua—though he could not explain exactly what—reminded Kilik of Xianglian, the woman he had once loved as an older sister. And perhaps seeing Xianglian in Xianghua was what prevented him from perceiving her as a woman in her own right; for train as he may, temper his mind as he might, he could never erase the pain in his heart. Each of Xianghua's smiles only brought back memories of his past, of when he murdered Xianglian with

From this Kilik took resolve. As the Conciliator, he faced a brutal road ahead. Could he find and maintain just the right equilibrium to keep the scales from tipping toward one great force or the other? He believed he could, if he made full use of the evil infesting his body. His mentor, Edge Master, had lived an eternity that way. Why not Kilik as well?

He cast a glance to Xianghua, who stood at his side. She flashed a speculative smile in return.

(I cannot involve Xianghua in the fate I have chosen for myself.)

And then there was Maxi. Kilik thought of his old traveling companion. He had not seen Maxi since their parting in India. A strong man like him would not readily give in to Soul Edge's charms; he must have had his reasons. What was he doing now? Beneath these dark skies, it was almost as if Kilik could make out his friend's figure in pursuit of that faintest light: vengeance.

One night, the two caught sight of a meteor shower falling westward. Within the stunning lights, they could sense Soul Edge's evil energy, and knew they must make haste on their quest. Ostrheinsburg, the final battleground, drew ever closer. Yet Kilik was determined to move on alone when the time came; he would cast away the happiness of humanity and become a part of nature. Never again would the spirit sword and the cursed sword cast their shadows on the human realm. He knew this was the only way to protect those dear to him.

Kali-Yuga

One of the tools of war known as the Three Treasures. It was in the keeping of Ling-Sheng Su Temple, once home to a renowned line of warriors, until the temple was reduced to ruins and it came to rest in the hands of Kilik, the last of their people. The rod has the ability to store power, be it good or evil; thus both it and its wielder were filled with Soul Edge's evil when the temple was destroyed. Sensing the Kali-Yuga might turn into a second Soul Edge, Kilik began learning how to control the evil, and thus his and the weapon's destinies became intertwined.

After much training—and with the help of another of the Three Treasures, the Dvapara-Yuga—Kilik learned how to purify evil, but the malice within the Kali-Yuga runs deep, and has yet to be fully expunged.

Ling-Sheng Su Temple Staff Jutsu

Edge Master, the famous sword monk. This old man was headed to Ling-Sheng Su Temple as a military advisor. The "Three Treasures" had been stored there from some time ago.

The Krita-Yuga (sword), The Kali-Yuga (staff), and the Dvapara-Yuga (mirror). All those who train at the Ling-Sheng Su Temple one day hope to inherit one of these. They are, in all ways, the very highest form of sword technique and staff technique that exists in the world.

The Three Treasures each find their own inheritors who come to the holy place to study the secret arts under the sword monk. The inheritor of the Staff Arts was Kilik. As the only survivor of Ling-Sheng Su Temple, he faces his own destiny.





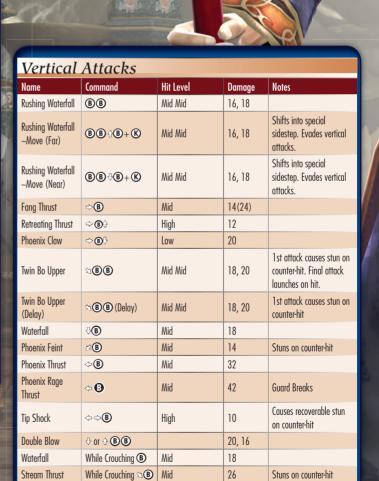
Command List

Signatur	e Teci	hniq	ues

Name	Command	Hit Level	Damage	Notes
Bo Rush Combo	AAB	High High Mid	12, 8, 22	Fully combos on counter-hit
Raging Phoenix Combo	◇AA	High High High	14, 10, 20	
Twin Bo Upper	≥1 B B	Mid Mid	18, 20	1st attack stuns on counter-hit
Dragon Glide Bo	→ (A)(A)	High Low	20, 40	
Raven Slaughter	↓ or ↑ ®	Mid	25	
Absolute Truth ~Monument	⊕ ⊕ + ⊕	Mid	26	Stuns on counter-hit. Shifts to Monument.
Monument	<i>₽</i> Ø <i>₽</i>			Deflects horizontal attacks
Circular Strike	Monument stance (A)	Mid	20	Stuns on hit
Retreating Hilt	Monument stance ®	Low	24	

Horizontal Attacks

	Horizontal Attacks				
Na	me	Command	Hit Level	Damage	Notes
Во	Rush Combo	AAB	High High Mid	12, 8, 22	Fully combos on counter- hit. Final attack launches on hit.
Bo (Fo	Rush ~Move ar)	(A(A) (↑ (B) + (K)	High High	12, 8	Shifts into special sidestep. Evades vertical attacks.
	Rush ~Move ear)	(A) (B) + (K)	High High	12, 8	Shifts into special sidestep. Evades vertical attacks.
Twi	in Phoenix	@BB	High High Mid	14, 10, 28	1st attack causes stun on counter-hit
	ging Phoenix mbo	◇AA	High High High	10, 10, 20	
Mid	d Sweep	(A)	Mid	18	
Inn	ier Peace	⊕(A)	Low	18	
Lov	wer Bo Slice	△	Low	16	
Esc	caping Bo	⊕⋒	High	28	
Lov	wer Bo Slice	While Crouching (A)	Low	18	
Lin	g Sheng Slash	While Rising (A)	Mid	24	
Sco	attering Bo	Jumping (A)	Mid	20 or 22 or 24	Damage varies depending on direction jumped in
Re	verse Bo Tap	Backturned 🙆	High	14	
	verse Lower Slice	While Crouching Backturned (A)	Low	22	



16

20

28 or 30

or 32

20

22

Stuns on hit

Damage varies depending

on direction jumped in

River Thrust

Reverse Bo Thrust

Great Waterfall

Reverse Waterfall

Reverse Waterfall

While Crouching **△ B**

While Rising ®

Jumping **B**

Backturned **B**

While Crouching

Backturned ®

Low

Mid

Mid

Mid

Mid



Kick Attacks				
Name	Command	Hit Level	Damage	Notes
Sheng Front Kick	(K)	High	12	
Sheng Illusion Kick	®B	High Low	15, 15	
Sheng Lung Kick	< €	Mid	30	
Sheng Lung Kick Combo	₽ &B	Mid High	15, 20	
Sheng Su Low Kick	Ů®	Low	12	
Sheng Side Kick	BR	Mid	14	
Hawk Claw	⇔ ®	High Low	26, 28	2nd attack stuns on counter-hit
Hawk Claw (Delay)	<>® (Delay)	High Low	26, 28	2nd attack stuns on counter-hit
Sheng Su Low Kick	While Crouching ®	Low	12	
Sunrise Kick	While Rising (K)	Mid High	15, 15	
Phoenix Splits	Jumping (K)	High	14 or 16 or 18	Damage varies depending on direction jumped in
Reverse Sheng Su Kick	Backturned 🕲	High	14	
Reverse Sheng Su Low Kick	While Crouching Backturned ®	Low	12	

Simultaneous Press					
Name	Command	Hit Level	Damage	Notes	
Bo Smack Down	A + B	High High High High High High	10, 10, 8, 8, 8, 8	Final attack stuns on hit	
Biting Phoenix	\$\mathrea{A} + \mathrea{B}	Mid Mid Mid Mid Mid	15, 15, 10, 10, 15		
Trick Bo	≅(A)+(B)	Low	32	Shifts into throw at close distances. Input (2) to escape throw.	
Lower Bo Smackdown	⊕ (A) + (B)	Low Low Low Low	8, 8, 18, 18		
Dirty Bo	△ A+B	Low	47	Shifts into throw at close distances. Input B to escape throw.	
Phoenix Flare ~Raven Slaughter Thrust	~A+BBB	Mid Mid Mid Mid Mid Mid	15, 15, 15, 15, 24, 20	May input ®® during 2nd hit instead of 4th	
Pounding Stones	While Crouching A + B	Mid Mid Mid	20, 21	1st attack stuns on hit	
Heaven Monument	While laying down A + B	Mid	75	Unblockable	
Heaven Monument (Cancel)	While laying down A+BG				
Heaven Monument Fall	While laying down A + B K	Low	30		
Asura Dance	®+¢≎® ⇔∜⇔®	Mid Mid Mid	23, 10, 36	Deflects horizontal attacks	
Yin Rising	⇒ B + K	Mid Mid	14, 18	2nd attack stuns on hit	
Playful Phoenix	≦(B + K)	Low	24		
Playful Phoenix ~Fall	⊠ B + (3)			Leaves Kilik lying on floor	
Absolute Truth	⊕ B + K	Mid	26	Stuns on counter-hit	
Absolute Truth ~Monument	⊕ ® + Ø	Mid	26	Stuns on counter-hit. Shifts into Monumnet.	
Playful Phoenix	₿+ ®	Low	24		
Playful Phoenix ~Lay	□ B + (3			Leaves Kilik lying on floor	
Phoenix Lunge	<>B+ K	Low	35		
Asura Clairvoyance	Backturned B+ € C+BC+DC+B	Mid Mid Mid	25, 10, 36		
Phoenix Cross	A + K	Mid Mid	20, 25		
Mountain Breaker	♠+ ®	Low High	22. 33		
Wave Divide	⊕ (A) + (K)	Low	33		
Phoenix Tail	(-A+K)	Low Low	20, 20		
Rising Flare	While laying down	Low	36		
Taunt	K + G				

8-Way Run					
Name	Command	Hit Level	Damage	Notes	
Dragon Glide Bo	→ (A)(A)	High Low	20, 40		
Roundhouse Bo	A 10 ≠	High	24		
Wind Divide Flare	4 or 4 (A)(A)	Mid Low Low	16(20), 16, 36	1st attack deals additional damage from max range	
Mountain Carve	↓ or ↑AB	Mid Mid	16(20), 28	1st attack deals additional damage from max range	
Ling Sheng Slice	A ≥ 10 ×	Low	22		
Cross Tide	← (A)(A)	Mid Low	18, 20		
Cross Tide (Delay)	← (A) (Delay)	Mid Low	20, 28		
Yin and Yang	← @ B	Mid	70	Unblockable. Causes stun against enemies lying down.	
Heavy Bo	→ or ≒ or ≠®	Mid	18(43)	Shifts into special attack on counter-hit	
Raven Slaughter	♦ or ♠®	Mid	25	Launches on hit	
Lower Bo Feint	≠ 01 ▼ B	Low	20	Stuns on hit	
Stream Thrust	← B	Low	25		
Rising Phoenix	→ 01 ¥ 01 ₹ (K) (B)	Mid Mid Mid Mid	15, 10, 15, 30		
Sheng Su Thrust	4 or † ®	Low Mid	18, 28		
Sheng Heh Kick	← or ≠ or ▼ (K)	Mid	30	Stuns on hit	
Sliding	While Running (K)	Low	26		

ľ	Monument					
ı	Name	Command	Hit Level	Damage	Notes	
ı	Monument	<i>₽000</i>			Deflects horizontal attacks	
١	Circular Strike	Monument stance (A)	Mid	20	Stuns on hit	
۱	Retreating Hilt	Monument stance ®	Low	24		
ı	Scythe	Monument stance (K)	High High	10, 14		
ı	Heaven Monument	Monument stance A + B		45	Unblockabkle	
	Heaven Monument (Cancel)	Monument stance (A + B)(G)				
	Heaven Monument Fall	Monument stance A + B K	Low	30		
	Festival of the Damned	Monument stance \bigcirc + \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc		30	Input (A) to escape throw after first attack	
ı	Festival of the Dead	Monument stance B + G <> → B		50	Input ® to escape throw after first attack	
	Monument ~Move (Far)	Monument stance ⊕B+ €			Shifts into special sidestep. Evades vertical attacks.	
	Monumen ~Move (Near)	Monument stance ⊕® + ®			Shifts into special sidestep. Evades vertical attacks.	
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Throws

Name	Command	Hit Level	Damage	Notes
Light Breeze	A + G	Throw	55	Input A to escape
Heaven Dance	B+G	Throw	50	Input ® to escape
Cutting Sadness	Left Side Throw	Throw	60	Same button as throw (A) or B) to escape
Summer Gale	Right Side Throw	Throw	65	Same button as throw (A) or B) to escape
Phoenix Pounce	Back Throw	Throw	65	Same button as throw (A) or (B) to escape
Festival of the Damned	⟨\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	Throw	30	Input (A) to escape throw after first attack
Festival of the Dead	\$\partial \text{\text{\$\infty}\$}\$\disp\disp\disp\disp\disp\disp\disp\disp	Throw	50	Input ® to escape throw after first attack

Back	Parry

Name	Command	Hit Level	Damage	Notes
Back Parry	₽B¢			Deflects vertical attacks
Parry Sweeper	Back Parry 🖎	Low	25	
Parry Bolt	Back Parry ®	Mid	40	Guard Breaks
Parry Kick	Back Parry 🕲	Mid	26	
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Combos

Counter-hit (A)B, (A)A

5 hits, 59 Damage

Counter-hit ≅BB, ⇔AA

5 hits, 50 Damage

While Rising (B), $\Rightarrow \Rightarrow (B)$

2 hits, 54 Damage

♦ or ♠B, ৯ €B, ₽B

4 hits, 62 Damage

♥घΦ**A**, ΦΦ**B**, Φ**AAA**

2 hits, 42 Damage

or ■B, ⇒⇒B

3 hits, 27-30 Damage

Tap ∜®® (Counter-hit), ∜®

3 hits, 52 Damage

Counter-hit **△B**, **♦B**, **△B**, **△B**

5 hits, 61 Damage

৺ঘ�**®** + **©**৯ ৩**৫**৯ ৫৬ ৬**৪**, run forward, এ**৫৪**, ৬**৪**

6 hits, 70 Damage

Okizeme: Anti-Wakeup

Use the Trick Bo (♥♠+®) or Dirty Bo (♥♠+®) if your enemy guards high on wakeup. Both attacks are special low hits with throw extensions. It's possible for the enemy to escape the throw segments, so vary between both versions, which have different escape commands. When your enemy is afraid of either of these techniques, attack with the mid-hitting Phoenix Flare (>A+B). Chain into its Raven Slaughter Thrust (>A+BBB) extension if the first two hits connect. The opening attack is safe to punishment, so don't perform the Raven Slaughter Thrust if it's blocked.

Implement Kilik's Festival of the Damned (♡♡⇒♠+⑥←⇔♠←♡♡♡□⇒®) and Festival of the Dead combos, such as run up (4) (3) (3), (4) (B), which inflicts extremely high damage.





Wall Game

Kilik has several attacks that cause a wall stun. The best of these attacks include his ⇒A+® and ⇒€. You can land these attacks after knocking your enemy into a stun with counter-hit 🗷 📵, potentially leading to wall combos. For example, land a counter-hit ≠® near a wall, then hit your enemy with ⇒®+® before he recovers. When he hits the wall, strike your stunned enemy with △BB, △BB, →◆B. This basic combo deals massive damage to vour adversary.







Kilik has a small handful of abilities that are effective at close range, but his lack of a safe launcher makes it difficult for him to deal heavy damage from this position. Your goal is to reposition yourself away from your enemy via a knockdown. Achieving this relies on your ability to use Kilik's defensive options. His Monument stance (♂△⇒), for instance, can be used when you're at a disadvantage to deflect horizontal attacks. After a successful deflection, attack with the stance's Circular Strike (A) to stun your fee, leaving him or her open to an additional <> ◆ ● B, then ◆ AAA for a 5-hit combo. If your enemy doesn't initiate an attack, mix between the Monument's mid A or low attacks. The Back Parry ability (₺🌣) has a similar use, but instead deflects vertical attacks. Upon a successful deflection, shift into its 🗷 option to hit vour vulnerable opponent.

If you anticipate a high attack but aren't willing to risk using the Monument stance, which is vulnerable to throws, crouch under the strike and use the Reverse Bo Thrust (While Rising ®). It causes a stun on a successful hit, enabling you to link ⇒⇒® afterward for big damage. Your enemy may try to sidestep this attack if he or she sees it coming, in which case use the Raging Phoenix Combo (>AA) to counter-hit your foe's movement.





Mid Range

Kilik's biggest advantage is his unparalleled ability to control side movement. His flexible A string is his best means to do this. If it connects on a counter-hit, chain into its launcher extension (AAB) and juggle your enemy with AA. If (♦ ⇒ ®) to preemptively attack: Perform Tip Shock stop enemy mid attacks—on counter-hit, combo 👯 B, 🗅 CB, 🗘 CB, Alternatively, to stage a 2-way mix-up, vary between the low (A) and the mid While Rising (B)—link into (A) is blocked, use Kilik's Monument (♦४५) and Back Parry (♦४५) to deflect attacks while mounting a counter offensive

The threat of the aforementioned string will eventually convince your enemies to take countermeasures. Their best options include crouching under it or backing out of its range. If you anticipate a crouch, hit your enemy with Biting Phoenix (>A+B) or While Rising B to deal massive damage. A more flexible option is to use the Wind Divide Flare (+ or + (AA)) or Mountain Carve (+ or + (AB)). Both strings start with the same mid hit and lead into either a mid or low attack. If your enemy positions himself outside your (*attack's range, use the low Stream Thrust (*B) to catch him standing.





Long Range

Your objective is to deter 8-Way Run and sidesteps, which are dangerously effective against many of Kilik's long-range attacks. Use Dragon Glide Bo (+ (A)) to counter these actions for massive damage. It leaves Kilik safe to attack if it's blocked, though it's possible for your enemy to crouch under the first hit and counterattack before the second swing. If you ever anticipate this countermeasure, use the mid Phoenix Thrust ((*) (*) to stop it. You can charge this attack ((*) (*)). improving its damage output and turning it into a Guard Break. Mix between this attack and the low-hitting +®.









