

Kilik

The way I follow has one unifying principle.

“The Analects of Confucius,” Confucius (551-479 BC)

Bio

Age:	23
Birthplace:	Unknown (Raised in Ling-Sheng Su Temple, Ming Empire)
Height:	5'6"
Weight:	139 lbs.
Birth Date:	February 9
Blood Type:	A
Weapon:	Rod
Weapon Name:	Kali-Yuga
Discipline:	Ling-Sheng Su Secret Arts of the Rod
Family:	Raised in Ling-Sheng Su Temple, but he murdered everyone there, including Xianglian, who was like a sister to him. Master: Edge Master (true name unknown)



“Kilik?” Xianghua called, but he did not hear.

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 might 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 his own hands.

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 Dvapura-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 Dvapura-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.



Kilik

Command List

Signature Techniques

Name	Command	Hit Level	Damage	Notes
Bo Rush Combo	ⒶⒶⒷ	High High Mid	12, 8, 22	Fully combos on counter-hit
Raging Phoenix Combo	⇨ⒶⒶⒶ	High High High	14, 10, 20	
Twin Bo Upper	⇩ⒷⒷ	Mid Mid	18, 20	1st attack stuns on counter-hit
Dragon Glide Bo	⇨ⒶⒶ	High Low	20, 40	
Raven Slaughter	↓ or ↑Ⓑ	Mid	25	
Absolute Truth ~Monument	⇩Ⓑ + Ⓚ	Mid	26	Stuns on counter-hit. Shifts to Monument.
Monument	⇩⇨⇨			Deflects horizontal attacks
Circular Strike	Monument stance Ⓐ	Mid	20	Stuns on hit
Retreating Hilt	Monument stance Ⓑ	Low	24	

Horizontal Attacks

Name	Command	Hit Level	Damage	Notes
Bo Rush Combo	ⒶⒶⒷ	High High Mid	12, 8, 22	Fully combos on counter-hit. Final attack launches on hit.
Bo Rush ~Move (Far)	ⒶⒶ ⇨Ⓑ + Ⓚ	High High	12, 8	Shifts into special sidestep. Evades vertical attacks.
Bo Rush ~Move (Near)	ⒶⒶ ⇨Ⓑ + Ⓚ	High High	12, 8	Shifts into special sidestep. Evades vertical attacks.
Twin Phoenix	ⒶⒷⒷ	High High Mid	14, 10, 28	1st attack causes stun on counter-hit
Raging Phoenix Combo	⇨ⒶⒶⒶ	High High High	10, 10, 20	
Mid Sweep	⇩Ⓐ	Mid	18	
Inner Peace	⇩Ⓐ	Low	18	
Lower Bo Slice	⇨Ⓐ	Low	16	
Escaping Bo	⇨Ⓐ	High	28	
Lower Bo Slice	While Crouching Ⓐ	Low	18	
Ling Sheng Slash	While Rising Ⓐ	Mid	24	
Scattering Bo	Jumping Ⓐ	Mid	20 or 22 or 24	Damage varies depending on direction jumped in
Reverse Bo Tap	Backturned Ⓐ	High	14	
Reverse Lower Bo Slice	While Crouching Backturned Ⓐ	Low	22	

Vertical Attacks

Name	Command	Hit Level	Damage	Notes
Rushing Waterfall	ⒷⒷ	Mid Mid	16, 18	
Rushing Waterfall ~Move (Far)	ⒷⒷ ⇨Ⓑ + Ⓚ	Mid Mid	16, 18	Shifts into special sidestep. Evades vertical attacks.
Rushing Waterfall ~Move (Near)	ⒷⒷ ⇨Ⓑ + Ⓚ	Mid Mid	16, 18	Shifts into special sidestep. Evades vertical attacks.
Fang Thrust	⇨Ⓑ	Mid	14 (24)	
Retreating Thrust	⇨Ⓑ⇨	High	12	
Phoenix Claw	⇨Ⓑ⇨	Low	20	
Twin Bo Upper	⇩ⒷⒷ	Mid Mid	18, 20	1st attack causes stun on counter-hit. Final attack launches on hit.
Twin Bo Upper (Delay)	⇩ⒷⒷ (Delay)	Mid Mid	18, 20	1st attack causes stun on counter-hit
Waterfall	⇩Ⓑ	Mid	18	
Phoenix Feint	⇨Ⓑ	Mid	14	Stuns on counter-hit
Phoenix Thrust	⇨Ⓑ	Mid	32	
Phoenix Rage Thrust	⇨Ⓑ	Mid	42	Guard Breaks
Tip Shock	⇨⇨Ⓑ	High	10	Causes recoverable stun on counter-hit
Double Blow	⇩ or ⇨ⒷⒷ		20, 16	
Waterfall	While Crouching Ⓑ	Mid	18	
Stream Thrust	While Crouching ⇩Ⓑ	Mid	26	Stuns on counter-hit
River Thrust	While Crouching ⇨Ⓑ	Low	16	
Reverse Bo Thrust	While Rising Ⓑ	Mid	20	Stuns on hit
Great Waterfall	Jumping Ⓑ	Mid	28 or 30 or 32	Damage varies depending on direction jumped in
Reverse Waterfall	Backturned Ⓑ	Mid	20	
Reverse Waterfall	While Crouching Backturned Ⓑ	Mid	22	



Kick Attacks

Name	Command	Hit Level	Damage	Notes
Sheng Front Kick	K	High	12	
Sheng Illusion Kick	CB	High Low	15, 15	
Sheng Lung Kick	↔K	Mid	30	
Sheng Lung Kick Combo	↘CB	Mid High	15, 20	
Sheng Su Low Kick	↘K	Low	12	
Sheng Side Kick	↗K	Mid	14	
Hawk Claw	↔KB	High Low	26, 28	2nd attack stuns on counter-hit
Hawk Claw (Delay)	↔KB (Delay)	High Low	26, 28	2nd attack stuns on counter-hit
Sheng Su Low Kick	While Crouching K	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 K	High	14	
Reverse Sheng Su Low Kick	While Crouching Backturned K	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	↔A+B	Mid Mid Mid Mid Mid	15, 15, 10, 10, 15	
Trick Bo	↘A+B	Low	32	Shifts into throw at close distances. Input A 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+B(BB)	Mid Mid Mid Mid Mid Mid	15, 15, 15, 15, 24, 20	May input BB 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+B(G)			
Heaven Monument Fall	While laying down A+B(K)	Low	30	
Asura Dance	B+K↔B ↔↘↗B	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+K			Leaves Kilik lying on floor
Absolute Truth	↘B+K	Mid	26	Stuns on counter-hit
Absolute Truth ~Monument	↘B+K	Mid	26	Stuns on counter-hit. Shifts into Monument.
Playful Phoenix	↗B+K	Low	24	
Playful Phoenix ~Lay	↗B+K			Leaves Kilik lying on floor
Phoenix Lunge	↔B+K	Low	35	
Asura Clairvoyance	Backturned B+K ↔B↔↘↗B	Mid Mid Mid	25, 10, 36	
Phoenix Cross	A+K	Mid Mid	20, 25	
Mountain Breaker	↔A+K	Low High	22, 33	
Wave Divide	↘A+K	Low	33	
Phoenix Tail	↔A+K	Low Low	20, 20	
Rising Flare	While laying down A+K	Low	36	
Taunt	K+G			



Kilik

8-Way Run

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

Throws

Name	Command	Hit Level	Damage	Notes
Light Breeze	(A) + (G)	Throw	55	Input (A) to escape
Heaven Dance	(B) + (G)	Throw	50	Input (B) 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	↘↘↘(A) + (G) ↔↔↔(A) ↔↔↔(B)	Throw	30	Input (A) to escape throw after first attack
Festival of the Dead	↘↘↘(B) + (G) ↔↔↔(B)	Throw	50	Input (B) to escape throw after first attack

Back Parry

Name	Command	Hit Level	Damage	Notes
Back Parry	↔↔↔			Deflects vertical attacks
Parry Sweeper	Back Parry (A)	Low	25	
Parry Bolt	Back Parry (B)	Mid	40	Guard Breaks
Parry Kick	Back Parry (K)	Mid	26	

Monument

Name	Command	Hit Level	Damage	Notes
Monument	↘↘↔			Deflects horizontal attacks
Circular Strike	Monument stance (A)	Mid	20	Stuns on hit
Retreating Hilt	Monument stance (B)	Low	24	
Scythe	Monument stance (K)	High High	10, 14	
Heaven Monument	Monument stance (A) + (B)		45	Unblockable
Heaven Monument (Cancel)	Monument stance (A) + (B) (G)			
Heaven Monument Fall	Monument stance (A) + (B) (K)	Low	30	
Festival of the Damned	Monument stance (A) + (G) ↔↔↔(A) ↔↔↔(B)		30	Input (A) to escape throw after first attack
Festival of the Dead	Monument stance (B) + (G) ↔↔↔(B)		50	Input (B) to escape throw after first attack
Monument ~Move (Far)	Monument stance (B) + (K)			Shifts into special sidestep. Evades vertical attacks.
Monumen ~Move (Near)	Monument stance (B) + (K)			Shifts into special sidestep. Evades vertical attacks.

Combos

Counter-hit (A)(A)(B), ↔(A)(A)

5 hits, 59 Damage

Counter-hit ↘(B)(B), ↔(A)(A)

5 hits, 50 Damage

While Rising (B), ↔↔(B)

2 hits, 54 Damage

↓ or ↑(B), ↘(C)(B), ↓(B)

4 hits, 62 Damage

↘↘↘(A), ↔↔↔(B), ↔(A)(A)(A)

2 hits, 42 Damage

↘ or ↗(B), ↔↔(B)

3 hits, 27-30 Damage

Tap ↘(B)(B) (Counter-hit), ↓(B)

3 hits, 52 Damage

Counter-hit ↘(B), ↓↘(B), ↘(C)(B), ↓(B)

5 hits, 61 Damage

↘↘↘(A) + (G) ↔↔↔(A) ↔↔↔↘↘↘(B), run forward, ↘(C)(B), ↓(B)

6 hits, 70 Damage

