



Pedro's Session Notes

RealYX coaching • Pedro

Your notes from our individual session: the main corrections, Centurion options we practiced, and reminders to use when you play.

Session: @October 6, 2026

Hero: Centurion

Main priorities

- **Open with heavies more.** Vary the charge timing, then keep your chain going.
- **Mix up your punches.** You were relying too much on level-one punches. Use the charged options and feints we practiced.
- **Block more and use dodge attacks on defense.** Break the habit of trying to parry everything.
- **Take your turn.** After blocking a regular light or countering a guardbreak, attack if you have the stamina.

Main priorities

Session recap

Centurion offense

Heavy openers and chain pressure

Punch mix-ups

Why the preceding attack matters

Dodge-forward heavy

Defense and taking your turn

Stop defaulting to parries

Use dodge attacks deliberately

Defending charged punches

Practice reminders from the session

Session recap

You started opening with heavies more and getting the punch mix-ups down during our fights. The biggest thing to work on is applying those choices without falling back into automatic parry attempts or stopping your chain.

You already started recognizing what to do. Keep practicing the inputs and using them in matches so they become more natural.

Centurion offense

Heavy openers and chain pressure

- Use your regular and variably charged heavies as your main openers. We practiced the partially charged “level two” timing to catch attempts to parry the regular heavy.
- After a heavy, go into another chain heavy or your punch. After the second heavy, go into the punch if you have the stamina.
- If you land a light, continue into a heavy or punch instead of stopping. Avoid making the double-light chain a habit.
- The kick is another opener. If it misses, remember you can still chain into your heavy mix.
- Charging a heavy and delaying when you start the next heavy are different ways to change your timing. We also tested delaying the chain heavy, but that extra delay can give the opponent a chance to dodge or dodge attack.
- Heavy-feint-heavy is another option we discussed. Keep the heavy and punch mix-ups as your main focus.

Punch mix-ups

Watch what your opponent does while you charge:

- **They dodge early:** Mix in the fully charged punch.
- **They wait for the charged punch:** Use the late feint into guardbreak we practiced.
- **They dodge attack:** Feint back to neutral and be ready to parry the dodge attack.
- **They stay put:** The level-one punch is still an option. Mix in level-two timing too.

You can feint the punch at different points during the charge. We also practiced punch-feint-light as another way to vary the mix.

Why the preceding attack matters

- We compared level-one punch after a light with level-one punch after a heavy.
- Prefer the heavy entry when using that level-one punch mix. Don't assume all punch setups have the same recovery or punish.
- After landing the level-one punch, take the guaranteed light rather than trying for a heavy.
- On a normal guardbreak, take your regular heavy rather than charging it all the way.

Dodge-forward heavy

Use this as an answer when an opponent keeps feinting to guardbreak. We practiced it interrupting that choice and taking you straight into your chain.

Defense and taking your turn

Stop defaulting to parries

- Focus on blocking lights for now. Your blocks were more consistent than your light parries.
- After blocking a regular light, immediately go into your regular heavy. We practiced buffering it so you actually use your frame advantage.
- Countering a guardbreak was another cue to take your turn.

- Blocking a heavy or an enhanced attack is different. Don't treat every block as permission to attack.
- Be patient with parry timing. You were often attempting the parry early or reacting to every feint.

Use dodge attacks deliberately

- Use dodge attacks more against incoming attacks, including regular heavies and unblockables. Don't throw them from neutral when nothing is coming.
- Against Raider's hyper-armor follow-up, we practiced dodge attack into **block**, rather than immediately chaining or trying to parry the next hit.
- Against a hero without that hyper-armor follow-up, look to continue into your chain.
- Adjust if the opponent starts feinting to neutral and parrying your dodge attacks. Watch their pattern rather than repeating the same answer.

Defending charged punches

- Don't dodge the fully charged punch too early. We practiced waiting longer. This also applies to all fully charged bashes.
- We also practiced using your kick to interrupt the charged-punch mix after a light.
- **Hitstun distinction:** The same kick interrupt did not work after the heavy in our demonstration. After a heavy, your defensive options are more limited.

Practice reminders from the session

1. In training, get comfortable with regular and level-two heavy timings, then continue into your chain.
2. Repeat heavy into charged punch, then practice feint-to-guardbreak and feint-to-neutral against a dodge attack.
3. Practice continuing after a light. We used repeated light-to-punch sequences to build the habit.
4. Practice blocking a light and immediately answering with your regular heavy.

5. Work on parry timing rather than trying to parry lights as fast as possible.
Opponent timing feedback was shown as an aid if needed; I also suggested practicing without it.
6. Rewatch the session and keep applying these choices against real players.
You don't need to get everything right immediately.