MARTIAL SIMULACRA · FIELD GUIDE 01

Lidia Sobieska × Shotokan Karate

Tekken 8's "Traditional Karate," checked move by move against a real grading syllabus.

SUBJECT: Lidia Sobieska (Tekken 8, 2024) · ART: Shotokan Karate-dō · SOURCES: Shotokan Karate Syllabus; Karate for Life · COMPILED: 2026-07-31

The method is deliberately unglamorous. Take the character's movelist, take a document a **human** is graded against for a belt, and lay them side by side. Every row below gets one of three verdicts — the three orders from the **Martial Simulacra** manifesto — and, where the verdict is "real," the name of the technique and where the syllabus says so.

LINEAGE
A faithful copy. A named, documented technique the game reproduced accurately. The real thing wearing a costume.

ANIMATION
A plausible fiction. A throwable, physical-looking motion that descends from no specific lineage — a copy with no original.

CUT
A pure simulacrum. Real windup, impossible payload. Refers only to the game's own logic of damage and spectacle.

THE MAPPING

IN-GAME (TEKKEN 8)	REAL TECHNIQUE	VERDICT	NOTE & SOURCE
— STANCES (立ち方 / DACHI) —			
Horse Stance	**Kiba-dachi** 騎馬立ち *straddle / horse stance*	LINEAGE	Weight square between two wide-planted feet. The structural base of the entire *Tekki* kata line; a core stance in the syllabus glossary.
Cat Stance	**Neko-ashi-dachi** 猫足立ち *cat-foot stance*	LINEAGE	~90% of weight racked onto the rear leg, front heel raised — correct down to which leg carries the load. Syllabus 4th-Dan kihon opens verbatim "from *neko ashi-dachi*."
Stalking Wolf Stance	*— no lineage name —*	ANIMATION	A forward-pressing mobile posture. Evocative, throwable, but *not* a named Shotokan stance; nearest kin is the weighting of *fudō-dachi* / *kōkutsu-dachi*. A handsome invention.
— HAND STRIKES (突き・打ち / TSUKI, UCHI) —			
Mid straight punch	**Gyaku-zuki** 逆突き *reverse punch*	LINEAGE	Rear-hand straight driven by hip rotation — the defining *tsuki*. Appears in nearly every grade's kihon; "*chudan gyaku zuki*" is the syllabus's most-repeated line.
Stepping punch	**Oi-zuki** 追い突き *lunge / pursuit punch*	LINEAGE	Same-side hand and foot advancing together. 8th-kyu kihon, item 1: "↑ *Oi zuki chudan*."
Lead snap punch	**Kizami-zuki** 刻み突き *jab*	LINEAGE	Front-hand snapping punch off the lead. Detailed in the kumite section: "*Jōdan kizami zuki* … quick hip-rotation."

IN-GAME (TEKKEN 8)	REAL TECHNIQUE	VERDICT	NOTE & SOURCE
Back-fist	**Uraken uchi** 裏拳打ち *back-fist strike*	LINEAGE	Snapping strike with the back of the fist. Syllabus kihon-ippon-kumite: "*Jōdan uraken uchi* in *zenkutsu dachi*."
Flash Elbow `(fc df,df+RP)`	**Empi / Enpi uchi** 猿臂 *elbow strike*	LINEAGE	Close-range elbow. Fundamental to the *Heian* kata and the namesake *Empi* kata — the correct weapon at Lidia's crouching range.
Knife-hand	**Shutō uchi** 手刀打ち *sword-hand strike*	LINEAGE	Open-hand edge strike; the blocking twin, *shutō-uke*, runs through the syllabus (as *tate shutō*) in the one-step drills.
— KICKS (蹴り / GERI) —			
Front kick	**Mae-geri** 前蹴り *front kick*	LINEAGE	Snap or thrust to the centreline — the *first* entry in the syllabus's kicks glossary. The kick every karateka throws first.
Roundhouse	**Mawashi-geri** 回し蹴り *roundhouse kick*	LINEAGE	Arcing kick with the instep/ball. Brown-belt kihon pairs it exactly as Lidia does: "*Mawashi geri, gyaku zuki*."
Side thrust kick	**Yoko-geri kekomi** 横蹴り蹴込み *side thrust kick*	LINEAGE	The *thrusting* side kick, distinct from the *keage* snap — both are named separately in the glossary, and the animation is the thrust.
High reverse hook kick `(Cat Stance, LK)`	**Ushiro-mawashi-geri** 後ろ回し蹴り *spinning hook kick*	LINEAGE*	A real, throwable spinning hook. *Asterisk: it belongs more to modern sport/competition karate than to the classical Shotokan basics — faithful, but a newer dialect.

THE DEEP CUT — A GRADED DRILL, NOT A GIMMICK

FINDING · THE PARRIES ARE 基本一本組手

Players file Lidia's three command parries — `Gyre` (high), `Law of the Land` (mid), `For the Nation` (low) — under "defensive gimmick." They are nothing of the sort. Step back, block the committed attack, answer instantly with a reverse punch: that is **kihon ippon kumite** (基本一本組手), "basic one-step sparring," the block-and-counter drill a student is *examined* on for grade.

The game didn't just borrow the hits. It borrowed the **training method** — the parry-*counter* grammar you actually rehearse in a dojo. This is the deepest fidelity in the character, and the least noticed.

Source: Shotokan Karate Syllabus, "Number system / Kihon Ippon Kumite" — "Jōdan oi zuki … step back … age uke … use the reaction, chūdan gyaku zuki." Verdict: LINEAGE *(pedagogy, not just technique).*

WHERE IT STOPS BEING KARATE

THE CUT · HEAT & RAGE FINISHERS

Political Storm (Heat) and **Scarlet Valor: Martial Devotion** (Rage Art) both begin with a real, throwable windup — and end where no body can follow: screen-filling shockwaves, glowing energy, a cinematic screen-freeze, damage that lands on *spectacle* rather than contact.

The windup is *gyaku-zuki*. The payload is cinema. That seam — real motion in, impossible effect out — is Baudrillard's final order: the image that has stopped referring to any reality and now refers only to the game's own logic of damage and drama. It is the exact line the manifesto drew around *Clairvoyant Fatal Violet*: you can throw the setup; you cannot throw the finish.

Verdict: **CUT**. *Kept in the record precisely because a reference that won't correct its own sources is just scripture with footnotes.*

TALLY — **Lineage: 13** · **Animation: 1** · **Cut: 2**. Roughly three-quarters faithful, one honest fiction, one clean simulacrum at the super-move layer.

Method & honesty note. This is a first-pass field guide built from a public grading syllabus and Lidia's published movelist, not from frame-by-frame animation forensics; a stricter pass would film each input against a karateka throwing the named technique. Real technique names and their kanji are public domain; the game and character are referenced nominatively, as sightings, and no game footage is reproduced. Verdicts are the author's, made against the cited sources, and are open to correction — the honesty is the product. Sources: Shotokan Karate Syllabus; Karate for Life. Not affiliated with, licensed by, or endorsed by Bandai Namco. — David Kwok Ho Chan, with AI Sifu Claude.