Playble characters

Probed by Wohlstand 17 march 2014

The main game unit, what can by control by player. The playble character has very large number of characteristics in comparison with remaining objects.

Player status:
- Small
- Big
- Fire
- Ice
- Racoon
- Tanooki
- Hammer

Parameters:
Spawn xxx = Spawn NPC #xxx as bullet
ng = No Gravity

Option	Mario	Luigi	Peach	Toad	Link
Went speed	~192 px/s±10	~192 px/s±10	~160 px/s±10	~224px/s±10	Always run
Run speed	~384 px/s±12	~384 px/s±12	~320px/s±12	~448px/s±10	~384 px/s±12
Acceleration	~180px/s±12	~170px/s±12	~160px/s±12	~190px/s±12	~150px/s±12
Braking	(= -Accel*)	(= -Accel*)	(= -Accel*)	(= -Accel*)	~180px/s±12
Jump height	~138 px	~162 px	~138 px	~138	~138
Spin jump height	~105 px	~124 px	-	~105 px	-
Floating jump	No	No	On Jump in fly	No	No
Alt Jump action	Spin Jump	Spin Jump	Float Jump	Spin Jump	Jump
Run	Accel+	Accel+	Accel+	Accel+	Attack
	Accel+	Accel+	Accel+	Accel+	Attack
	Accel+, Spawn 13	Accel+, Spawn 13	Accel+, Spawn 13	Accel+, Spawn 13	Attack, Spawn 13**ng**
	Accel+, Spawn 265	Accel+, Spawn 265	Accel+, Spawn 265	Accel+, Spawn 265	Attack, Spawn 265**ng**
	Accel+, Tail attack	Accel+, Tail attack	Accel+, Tail attack	Accel+, Tail attack	Attack
	Accel+, Tail attack	Accel+, Tail attack	Accel+, Tail attack	Accel+, Tail attack	Attack
	Accel+, Spawn 171	Accel+, Spawn 171	Accel+, Spawn 292	Accel+, Spawn 292	Attack, Spawn 266**ng**
Alt Run	Accel+	Accel+	Accel+	Accel+	Attack
	Accel+	Accel+	Accel+	Accel+	Attack

	Accel+, Spawn 13	Accel+, Spawn 13	Accel+, Spawn 265 & grab it	Accel+, Spawn 265 & grab it	Accel+, Spawn 13ng
	Accel+, Spawn 265	Accel+, Spawn 265	Accel+, Spawn 265 & grab it	Accel+, Spawn 265 & grab it	Attack, Spawn 265**ng**
	Accel+, Tail attack	Accel+, Tail attack	Accel+, Tail attack	Accel+, Tail attack	Attack
	Tr. to statue	Tr. to statue	Tr. to statue	Tr. to statue	Tr. to statue
	Accel+, Spawn 171	Accel+, Spawn 171	Accel+, Spawn 292 & grab it	Accel+, Spawn 292 & grab it	Attack, Spawn 266**ng**
Jump	Jump	Jump	Jump, Float, if in air	Jump	Jump
	Jump	Jump	Jump Float if in air	Jump	Jump
	Jump	Jump	Jump, Float if in air	Jump	**Jump**
	Jump	Jump	Jump Float if in air	Jump	**Jump**
	Jump, Slow fall, Fly up on run	Jump, Slow fall, Fly up on run	Jump, Float if in air, Slow fall, Mega Jump on run	Jump, Slow fall, DoubleJump on jump in air, Fly up on run	Attack, to fairy in air
	Jump, Slow fall, Fly up on run	Jump, Slow fall, Fly up on run	Jump, Float if in air Slow fall, Mega Jump on run	Jump, Slow fall, DoubleJump on jump in air, Fly up on run	Attack to fairy in air
	Jump	Jump	Jump, Float if in air	Jump	Jump
Alt Jump	Spin Jump	Spin Jump	Jump & Float, if in air	Spin Jump	Jump
	Spin Jump	Spin Jump	Jump & Float if in air	Spin Jump	Jump
	Spin Jump	Spin Jump	Jump & Float if in air	Spin Jump	Jump
	Spin Jump	Spin Jump	Jump & Float if in air	Spin Jump	Jump
	Jump, Slow fall, Fly up on run	Jump, Slow fall, Fly up on run	Jump & Float if in air, Slow fall, Mega Jump on run	Jump, Slow fall, DoubleJump on jump in air, Fly up on run	Attack, to fairy in air

	Spin Jump, Slow fall, Fly up on run	Spin Jump, Slow fall, Fly up on run	Jump & Float if in air Slow fall, Mega Jump on run	Spin Jump, Slow fall, Fly up on run	Attack to fairy in air
	Jump	Jump	Jump, Float if in air	Jump	Jump
Item slot	Yes	Yes	No	No	No
Can ride on Yoshu	Yes	Yes	No	No	No
Can ride on boot	Yes	Yes	Yes	Yes	No
Cat grub tools	Yes	Yes	Yes	Yes	No
Can take bomb on make attak	No	No	No	No	Yes
Can take key (take as coun)	No	No	No	No	Yes
Live Meter	No	No	3pt	3pt	3pt