SSBU Character Notesheet

## Player Name:

## Character Name:

# Attacks and Damage

## Range Terminology

Short (S): Hits a character right next to you. Ex. Jabs and Grabs

Medium (M): Hits a character that is one character width away. Ex. Sephiroth Tilts

Long (L): Hits a character that is multiple character widths away. Ex. Samus Blaster

Special (X): The attack has a hitbox that is poorly described by the other options. Ex. Wolf Dash

## Damage Terminology

Sweetspot: The spot in the attack where it deals the most damage. Ex. ZSS Plasma Whip deals more damage at the tip.

Sourspot: The spot in the attack where it deals the least damage. Ex. Roy Forward Smash deals less damage at the end of his sword.

## Combo Tools

The internet is full of crazy videos of super long and impressive combos. While they are cool, you should generally ignore them because they’ll be impossible to perform on a real opponent. The goal is to focus on the combos you see in actual matches.

Openers: Attacks that can be followed by one or more other attacks. Ex. Bayonetta Witch Dash

When filling out the chart, work in generalities. You should only mark something as an opener if it used to start multiple combos. Being an opener for multiple combos generally means it is an important part of a character’s kit.

Closers: Attacks that cannot be followed by one or more other attacks. Ex. Captain Falcon Forward Smash

Typically, a move is a closer for one or more of these reasons:

1. It positions you outside of your attack range.
2. It positions your opponent outside of your attack range (too much knockback).
3. It has high ending lag and can’t be followed by other attacks.
4. Expends a resource that must be recharged.

## Attack Chart

Please fill in the following chart for your character’s attacks.

You only need to fill in the KO % for attacks that are likely to KO.

Ex. Sephiroth’s Neutral Air can KO but requires your opponent to be at a % where every other move would also KO.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Attack | Range | Damage | Sweet | Sour | KO % | Opener / Closer |
| Neutral Attack |  |  |  |  |  |  |
| Forward Tilt |  |  |  |  |  |  |
| Up Tilt |  |  |  |  |  |  |
| Down Tilt |  |  |  |  |  |  |
| Dash Attack |  |  |  |  |  |  |
| Forward Smash |  |  |  |  |  |  |
| Up Smash |  |  |  |  |  |  |
| Down Smash |  |  |  |  |  |  |
| Neutral Aerial |  |  |  |  |  |  |
| Forward Aerial |  |  |  |  |  |  |
| Back Aerial |  |  |  |  |  |  |
| Up Aerial |  |  |  |  |  |  |
| Down Aerial |  |  |  |  |  |  |
| Forward Throw |  |  |  |  |  |  |
| Back Throw |  |  |  |  |  |  |
| Up Throw |  |  |  |  |  |  |
| Down Throw |  |  |  |  |  |  |
| Neutral Special |  |  |  |  |  |  |
| Side Special |  |  |  |  |  |  |
| Up Special |  |  |  |  |  |  |
| Down Special |  |  |  |  |  |  |

# Theoretical Matchup Advantage

For this chart, go and do research to figure out if your character has a very good, good, even, bad, very bad matchup against these popular characters.

If you are unsure whether or not a matchup is good or very good, always choose good.

Matchups that are very bad are ones that you should consider a character swap.

You should only character swap in a bad matchup if your pocket pick has a very good matchup, otherwise you should stay on your main.

DO NOT BASE THIS OFF YOUR EXPERIENCE, that will be covered on the next page.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Character | Very Bad | Bad | Even | Good | Very Good |
| Steve |  |  |  |  |  |
| Pyra / Mythra |  |  |  |  |  |
| Joker |  |  |  |  |  |
| Sonic |  |  |  |  |  |
| Fox |  |  |  |  |  |
| ROB |  |  |  |  |  |
| Kazuya |  |  |  |  |  |
| Roy |  |  |  |  |  |
| Peach / Daisy |  |  |  |  |  |
| Cloud |  |  |  |  |  |
| Wolf |  |  |  |  |  |
| Diddy Kong |  |  |  |  |  |
| Pikachu |  |  |  |  |  |
| Pac-Man |  |  |  |  |  |
| Snake |  |  |  |  |  |
| Min-Min |  |  |  |  |  |
| Palutena |  |  |  |  |  |
| Mr. Game & Watch |  |  |  |  |  |
| Shulk |  |  |  |  |  |
| Yoshi |  |  |  |  |  |
| Mario |  |  |  |  |  |
| Lucina |  |  |  |  |  |
| Pokemon Trainer |  |  |  |  |  |
| Wario |  |  |  |  |  |
| Samus / Dark Samus |  |  |  |  |  |
| Zero Suit Samus (ZSS) |  |  |  |  |  |
| Sephiroth |  |  |  |  |  |
| Olimar |  |  |  |  |  |
| Young Link |  |  |  |  |  |
| Terry |  |  |  |  |  |
| Sora |  |  |  |  |  |
| Byleth |  |  |  |  |  |
| Greninja |  |  |  |  |  |
| Ken |  |  |  |  |  |
| Sheik |  |  |  |  |  |
| Ryu |  |  |  |  |  |
| Mega Man |  |  |  |  |  |

# “Your” Matchup Advantage

For this chart, do the same thing as the previous chart, except base it fully on your experience and intuition. If your chart differs significantly from the previous chart, that is a sign that you’re missing a key element of a matchup or that you need to practice it.

Try to separate the characters from the people who play them. Don’t base your chart on your experience vs a single player.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Character | Very Bad | Bad | Even | Good | Very Good |
| Steve |  |  |  |  |  |
| Pyra / Mythra |  |  |  |  |  |
| Joker |  |  |  |  |  |
| Sonic |  |  |  |  |  |
| Fox |  |  |  |  |  |
| ROB |  |  |  |  |  |
| Kazuya |  |  |  |  |  |
| Roy |  |  |  |  |  |
| Peach / Daisy |  |  |  |  |  |
| Cloud |  |  |  |  |  |
| Wolf |  |  |  |  |  |
| Diddy Kong |  |  |  |  |  |
| Pikachu |  |  |  |  |  |
| Pac-Man |  |  |  |  |  |
| Snake |  |  |  |  |  |
| Min-Min |  |  |  |  |  |
| Palutena |  |  |  |  |  |
| Mr. Game & Watch |  |  |  |  |  |
| Shulk |  |  |  |  |  |
| Yoshi |  |  |  |  |  |
| Mario |  |  |  |  |  |
| Lucina |  |  |  |  |  |
| Pokemon Trainer |  |  |  |  |  |
| Wario |  |  |  |  |  |
| Samus / Dark Samus |  |  |  |  |  |
| Zero Suit Samus (ZSS) |  |  |  |  |  |
| Sephiroth |  |  |  |  |  |
| Olimar |  |  |  |  |  |
| Young Link |  |  |  |  |  |
| Terry |  |  |  |  |  |
| Sora |  |  |  |  |  |
| Byleth |  |  |  |  |  |
| Greninja |  |  |  |  |  |
| Ken |  |  |  |  |  |
| Sheik |  |  |  |  |  |
| Ryu |  |  |  |  |  |
| Mega Man |  |  |  |  |  |