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**Archetype Definitions:**

* All-Arounder: Has a variety of tools to play at all ranges. Jack of all trades, master of none
* Rushdown: Applies constant pressure; can get in and stay in, but have a predictable gameplan.
* Zoner: Controls the map and the players positions. Feast if the zone holds. Else, famine.
* Bait & Punish: Slow, powerful moves that require reads. Typically hard to kill. Difficulties initiating.
* Spacing: Sticks to a precise distance to gain extra benefit. Weak outside of empowered range.
* Setup: Builds up a board state for explosive windows of power. Set game plan can be disrupted.
* Trickster: High mobility/ odd angles of attack to confound opponents. Sometimes Confounds self.
* Puppet: Controls ally alongside the main character. Difficult to execute, but powerful if mastered.
* Grappler: Imobile and with poor range, but deadly up close. Typically has a command grab.
* Turtle: Defensive/reactive; rarely makes the first move. Forces slow paced games.
* Wildcard: Can adapt to a variety of playstyles or utilizes randomness. Unpredictable.
* Stance: Modal character that changes their moveset mid fight. Needs correct stance to perform.
* Hit and Run: Get in get out. Good engage, but poor combo game.

**Things to keep in mind when putting together a moveset:**

Character’s Optimal Range

Usual tropes (these are the norm, but can be broken if you know what you're doing)

* Up q - usually some sort of anti air
* Down aerial - usually spikes an opponent (sending them directly downward, which is deadly when not on the stage)
* Neutral aerial - usually hits on both sides of the character. This can be accomplished by making the whole character the hitbox (see: Lucas, pikachu, pit), by striking on both sides of the character (robin, roy) or by striking in a wide arc around the character (shulk, ike).
* Up W - usually a character's recovery. Provides some amount of vertical mobility, while usually putting out a hitbox of some kind. Some characters may further supplement their recovery with a side W which provides horizontal mobility. Notably, characters with many jumps may trade the mobility of their up b for another more offensive or defense move (jigglypuff).
* Neutral W - Neutral W is also often the key for projectiles and charged moves.
* down W - characters with strange gimmicks will usually see them bound to one of these keys (usually down). This is also usually the key for defensive skills, like counters and reflectors, as well as ground pounds

General rules to follow-

* Avoid placing consistent kill moves on W, as these can be used in the air and on the ground. A kill move with this amount of power should have a significant drawback (such as needing to charge before it can be used, or having a large amount of startup/end frames)

Adding numbers to a skill

[x, y, z]

x - damage of the move

y - knockback of the move (0-10)

z - launch angle from x axis. Positive is up, negative is down

Average moves that are intended to kill will usually do so around 130-150%. Stronger attacks may kill starting from 90%. Any move which kills below 90% should have serious drawbacks such as a large startup or end time, or a negative effect applied to the user. Knockback values can be parsed as

0 - no knockback: 0

1 - pushes the opponent back just a few pixels at 0: kills at 700+

2 - pushes the opponent back 0.5 character lengths at 0: kills at 500+

3 - pushes the opponent 1 character length at 0, kills at very high percents: 300+

4 - pushes a character off a platform at 0, kills at 200%:

5 - kills at 150%:

6 - kills at 130%:

7 - kills at 100%:

8 - pushes opponent 1/3rd of the stage at 0, kills at 80%:

9 - pushes the opponent half the stage away at 0, kills at 60%:

10 - can push opponent across the stage at 0, kills at 40% scale: s 2.6-2.8, b 20, d 10

More knockback stuff:

* Knockback ranges
  + 120+ kill
  + 100 cross stage
  + 70 half stage
  + 10-20 jab range
* Scale Stuff:
  + Most moves should scale to prevent any% combos that aren’t intentional
  + 0.1-0.5 is a good range for scaling moves that aren’t meant to kill

## 

## 

## **DFN REV 2**

## 

## Space Jam

**General Design Items:**

Spacejam’s gimmick is called Hype. Landing certain moves will charge her hype bar by a certain amount, and heal her by an equal amount. Moves which generate hype also have a unique particle effect, consisting of confetti and a buzzer noise

**Character Goals:**

Fast and light, feels like a troll character (viable ofc, but just fun and funny), utilizes some combos, but they are short. Space jam is a twist on the traditional heavyweight, taking on a much more falcon-like appeal. She plays like a mash of gannon+falcon but lighter than both. To counteract this lightness, she can heal off of some of her moves, while also charging a special hype mechanic

**Data:**

Weight: 70

Guard: 25%

Speed: 26

Air speed: 26

Jump Time: 0.75

Jump Height: 22

Jumps: 3

Fall Acceleration: 13

Terminal Velocity: 45

**Moveset:**

Ground

S - Spacejam drops a basketball made of light, which bounces slowly down the stage. Generates Hype (small amount for the projectile, larger for the initial drop)

D - Spacejam stomps the floor, causing a mat of light to flip up, knocking opponents hit into the air (sets up for aerial combos)

U - Spacejam shoots a free throw, with the ball arcing through the air but disappearing shortly after the peak of the arc. Generates Hype

N - spacejam digs with her shovel. Hitting once plants the shovel in the ground, while a second hit will dig up the earth, launching any opponent hit a fair distance

Special

S - **Slam Jam:** Melee Attack which marks the opponent for a few seconds. Reactivating the move teleports you to the marked target. Teleport can be used mid move and places you perfectly for the spike box of side air (teleport is the classic anime substitution technique, but it leaves behind a basketball rather than the traditional log)

D - ***OOPSIE POOPSIE:*** Space jam throws a basketball forward which detonates immediately. If she has charged her meter, she locks any opponent hit in amber. If used in the air, she instead holds the ball above her head as she dashes diagonally down, applying the effects to the first opponent hit. Generates Hype if not empowered.

U - **Heaven-Piercing Dunk:** space jam spins diagonally upwards, dragging along characters that she hits, with the last hitbox launching them [15, 4, 45]. Visually, she summons a basketball of light and then dunks it through a hoop which appears at the end of her trajectory. Generates Hype

N - **Buzzer Beater:** space jam winds up a big hit, using her shovel like a baseball bat, slamming forwards dealing huge damage and knockback

Air

S - Spacejam dunks a basketball of light, spiking opponents hit by the ball. Generates Hype on a strong hit

U - Spacejam flips, swiping with her tail above her (falcon up air)

D - Spacejam dunks a basketball of light straight down, spiking opponents. Generates Hype

N - Spacejam spins, lowering her fall speed and knocking opponents up

Shield Breaker

G - shield breaking shovel pierce (looks like marth/lucina’s shield breaker)

A - Grab and dunk the opponent

## 

## 

## 

## Megurin

**General Design Items:**

Decent mobility, light, fast, and projectile focused. Can use the staff to knock away opponents and setup into her spells, mostly focused on trying to get opponents into positions for her lightning bolt.

**Character Goals:**

Focused on somewhat keep away, but has combos with projectiles (young link-ish). Has decent mobility, but is very easy to kill (super light).

**Data:**

Weight: 80

Guard: 25%

Speed: 21

Air speed: 23

Jump Time: 0.8

Jump Height: 20

Jumps: 1

Fall Acceleration: 8

Terminal Velocity: 36

**Moveset:**

**Moveset:**

Ground

S - swings staff, firing a short range wind projectile which slides along the floor

D - Summons arcing lightning along the ground in front of her

U - Thrusts staff straight up, causing a small ice explosion at the end

N - Throws her palm forward, causing lightning to arc from her hand

Special

S - **RAINBOW DOOM BALL:** Megurin begins charging an orb of energy matching the element of the last special she activated. Ice ball has a slow effect, with duration scaling over time with three distinct levels, lightning causes cringe with duration scaling over time, and wind has the highest damage and knockback, as well as dealing multiple hits

D - **Spirit bomb sleet storm:** Summons a charging orb of ice, which Megurin can launch downwards diagonally. After a short time, or on contact with an enemy, the orb explodes into a swirling ice storm which deals damage over time. The explosion has a flat upwards knockback. The duration and size of the storm scales over three levels of charge

U - **CAN’T CATCH ME!:** Meguirn channels wind magic in one of eight directions, sending out a destination marker. When she presses the special button again, or if the marker hits terrain, she creates a gust of wind at her current location and warps to the farthest charge point. The marker can be in 1 of 3 different distances from her, depending on charge time

N - **Super MEGURIN Lightning Bolt!:** Megurin begins charging energy into her staff. She may shield or jump to cancel this stance. Has up to three levels of charge, based on time spent channeling. Canceling the channel resets her to the previous charge level. Lv 1: a dinky shower of sparks. Lv2: A line of lightning. Lv3: BIGG BOLT

Air

S - Creates a fist of ice which punches the opponent sideways

U - Megurin launches a small tornado upwards

D - Megurin’s cloud launches a lightning bolt downwards

N - A small windstorm surrounds her cloud

Shield Breaker

G - The mimic appears, it eats the opponent, chews them for a bit, then spits them out

A - The mimic appears and rushes forward, biting the opponent, then spitting them out

## 

## Lady Parhelion

**General Design Items:**

Parhelion has good speed and drift, despite being a heavyweight to encourage a more aggressive playstyle

**Character Goals:**

Parhelion is an aggressive, fast character that deals large damage with single moves.

**Data:**

Weight: 120

Guard: 50%

Speed: 26

Air speed: 18

Jump Time: 1.2

Jump Height: 25

Jumps: 1

Fall Acceleration: 7

Terminal Velocity: 40

**Moveset:**

Ground

S - Winds up a sliding punch, carrying her forward slightly

D - Drags her harp long the ground, picking op and tossing opponents forward.

U - Jabs upward with her harp, setting up into many other moves.

N - A Quick bash with har harp

Special

S - **Thunder Rush:** Parhelion dashes forward a short distance enreathed in lightning. She is armoured for the duration.

D - **Weight of the World*:*** Parhelion jumps, striking with her harp, before plunging to the ground, dragging enemies along. She is armoured for the duration.

U - **Ride the Lightning:** Parhelion rides a lightning bolt diagonally upwards, bringing opponents hit along for the ride.

N - **Dog of the Sun:** Empowered her harp with fire, before striking with the force of a dragon. Massive hitbox and damage, but highly punishable. Has armour while jumping.

Air

S - A forward dropkick

U - Swings her harp upward, catching opponents diagonally adjacent to her

D - Stomps on enemies below her, powerfully spiking them

N - Shrouds herself in electricity, hitting enemies multiple times.

Shield Breaker

G - Grabs opponen’ts head, then punches them in the gut, sending up and away

A - Places her hands on the opponents’ shoulders then knees them in the gut, sending them away

## Swordfrog(AoH)

**General Design Items:**

Battlemaster fighter

Riposte

Distracting Strike

Menacing Attack

Longsword

Slightly lighter than average

Slightly faster than average

Swordfrog tried to kill lucille?

**Character Goals:**

Swordfrog is a bona-fide combo character

Very low damage per hit

**Data:**

Weight: 80

Guard: 50%

Speed: 27.5

Air speed: 30

Jump Time: 0.8

Jump Height: 16

Jumps: 5

Fall Acceleration: 10

Terminal Velocity: 45

**Moveset:**

Ground

N - a kick

U - swordfrog stabs directly upward and emits a froggy explosion from his sword [kill option] [tipper]

D - swordfrog leans forward, stabbing the ground

S - an overhead swipe with knocks the opponent forward slightly

Special

N - **Caustic Cascade:** poison dart fan (holding charges darts) poison status

U - **Dendrobate Dance:** Blade dance but its also a dash (octoslash + blade dance) press up special to activate, use arrow keys to decide direction (8-directional), press W to attack in that direction, keep pressing for more attacks up to 3. Launches in the direction travelled

D - **Froggy Flip:** jump back and throw a fan of poison darts down (holding charges darts)

S - **Amphibious Assault:** swordfrog extends his tongue to its maximum range. If he strikes the stage or an opponent, he is pulled towards it.

Air

N - sex kick

U - sword frog swipes his sword in an arc above him

D - either a pit style down air (sans spike) or a ranno down air. Both place the opponent above/in front of him

S - sword frog thrusts his shield to one side and his sword to the other. The sword does more damage, but the shield has greater knockback

Grab

G - swordfrog extends his tongue in front of him and yoinks a character in front of him into the air above him

A - swordfrog stabs diagonally above him with his tongue

## Mytharius Orthello Casimir II (COO)

Leaning into Mytharius' position as the apparent leader of the Council of Orros, many of his moves see him commanding other orro's to take actions

He is a strange mix of setup and rushdown, with most of his moves summoning another character which doesnt lock him in place very long.

Ground

N - Mytharius rapidly waves his baton in front of him\*

U - Talviel - slides forward firing an arrow straight up

D - Sorren electrifies the earth on both sides of myth

S - Helmdin summons a flaming spear which stabs forward

Special

N - **Beets™ by Mytharius:** Mytharius tosses a beet a short distance which is heavily affected by gravity\*

U - **Justiciar’s Flight:** Talviel uses his wings to lift mytharius\*

D - **Static Overload:** Sorren releases an energy pulse which destroys projectiles and deals knockback

S - **Heldenkog’s Wrath:** Helmdin conjures a flaming glaive which rotates around myth

Air

N - mytharius spins\*

U - Talviel slashes with his sword above mytharius\*

D - Sorren rocket punches downwards

S - Helmdin thrusts with the hilt of his blade forward\*

Grab

A - Mytharius summons Oreo who uses his fishing pole to yeet the enemy

## Tasma

**General Design Items:**

Medium-High speed and low jump height.

**Character Goals:**

Quick, but low mobility options. High damage but low range.

Powerful grabs  
Easily builds up damage and links into powerful kill options, but is limited in terms of engagement options.

**Data:**

Weight:95

Guard: 50%

Speed: 25

Air speed: 25

Jump Time: 1

Jump Height: 20

Jumps: 1

Fall Acceleration: 12

Terminal Velocity: 35

**Moveset:**

Grounded:

neutral - 3 hit combo, punch, punch, dropkick [4,0,0] [4,0,0] [7,4,35]

side - Quick headbut forward, causing the opponent to stumble back. Sets up into many other attacks [8,2,0]

up - Delivers a powerful upwards stage kick after a short windup. Potent damage, but awkward angle. Combo finisher [16,7,75]

down - Low Squat, punching in both directions. Sends away [12,5,25]

Air:

neutral - Sex kick. Early:[12,4,65] Late:[8,3,65]

side - Whip kick (Gannon Nair) [5,1,x ] [6,4,45]

up - TODO

down - A front-flip falling heel kick. Drags enemies along, then launches when hitting the ground. (Bayo Dair) Flip:[4,1,20] Dive: [.5/tick,x,x] Launch:[7,4,45]

Special:

neutral - ”**Shehar-Hazaard**”:Tasma reads a passage from her prayer book, causing everyone to suffer, dealing damage in a small area around her. Even projectiles hate the sound of her words, and turn to flee. (Fox shine) [3,3,-75]

side - “**Scarlet Whisper**”: Tasma throws a handful of powdered happiness in front of her, dealing a small amount of damage, and inflicting a debuff that reduces opponents’ knockback for a duration. [2/tick, 8 total,1,0]

up - “**Trial By Suicide**”: Tasma stabs herself and explodes in a cloud of blood and guts. She then reappears at a location above her. Both the disappearance and reappearance deal damage, sending away from Tasma. Short range, but can be angled slightly left or right. [12,5,X]

down - ”**Child’s Plea**”: Tasma kneels and offers a prayer to her Goddess, granting her **Evra’s Blessing** until she is hit. Evra’s Blessing grants her 10 movement speed and 30 weight (air and grounded)

Grab:

side - Suplex an opponent in front of her. Send the opponent flying backwards. Powerful kill move [11,6, 145]

up - Uppercuts an opponent into the air, then jumps to them and delivers a powerful gut punch [3,1,90][9,5,-35]

down - Grapples an enemy below her, pile driving them into the ground. Kills both players if used off stage Grab: [5,x,-90] Launcher :[8,5,50]

## 

## Jester Klatz

**General Design Items:**

Fast Speed and Medium Weight, average to low fall speed

**Character Goals:**

Lateral footsies. Works well both in the air and on the ground, but has poor vertical options.

Powerful mobility tools to get in and stay in. Holds enemies in long strings to rack up damage, then finish them off with style.

Oh lawd he comin’

Movement abilities are high risk, high reward. Dair and Side w are fast and deadly, but have long end lag if they whiff and can lead to suicides if used offstage.

**Data:**

Weight:87

Guard: 47%

Speed: 27

Air speed: 27

Jump Time: 0.7

Jump Height: 27

Jumps: 1

Fall Acceleration: 11

Terminal Velocity: 33

**Moveset:**

Monado Arts

Klatz uses his various smite spells to empower his next attack within a short time with an additional effect.

Tap DW once to apply the effect to his next Q or E attack within 3 seconds. Tap again to select smite type.

Smite types are:

Searing Smite-- lingering hitbox,

Caustic Smite -- Small degen status effect

Dreadful Smite -- lifesteal

Grounded:

Q-Neutral - 3 hit combo, punch, punch, whip rapid jab (byleth rapid jab)

Q-Side - Klatz palms a Mechanis Core bomb, then does an open palm thrust. Hitting an enemy causes a large conical blast. Powerful kill move.

Q-Up - Single quick slash, hitting 3 times, sending forward (samus up smash)

Q-Down - does a short leap backwards, throwing out three mechanis cores in a small arc. The cores detonate on hitting an enemy, or after a short delay. Core [1,x,x] Explosion:[11,4,24]

Air:

Q-Neutral -Klatz flourishes his whip in a 360, hitting enemies 3 times

Q-Side - A downward punch with the Chilo Vambrace that carries Klatz slightly forward(Mario fair) powerful kill option.

Q-Up - Klatz does a scissor kick upwards (Wario up air)

Q-Down - Klatz does a dive kick after a short delay, rapidly bringing him to the ground at a steep angle; Spikes (Min Min dair)

Special:

W-Neutral - **“The Spice of Life”** prepares a smite spell, or choses a new spell to use. His next E or Q within a time limit will have an additional effect based on the equipped smite.

Fast enough to switch modes mid combo ~ 1 frame to apply. Does Not go into endlag while picking a smite. Resets fall speed + can be wave dashed

W-Side - **“Rough Around the Edges”**: Ridley side special. Dashes a short distance command grab. If an enemy is hit, Klatz holds them to the ground and runs forward, stopping at ledges or at a set distance based on the enemy’s percent.

W-Up - **“Skewer the Criticics”:**Jester tethers to the stage using his Chilo Vambrace, or if there is no stage, he extends the vambrace, pulling anyone hit back to him

W-Down - “**None Understand My Genius**”:Command grabs nearby opponents, dragging them along the ground and throwing them behind him. (Krool back throw)

Grab:

E-Ground- Klatz extends his whip, pulling himself to the first enemy hit, then kidney punching them. Sends up and away. Very fast if used up close, has set knockback, leading into several follow ups

E-Air: Klatz extends his whip diagonally downward, pulling himself to the first enemy hit, then kidney punching them. Sends up and away. Very fast if used up close

Taunt: pulls back hood and removes head, then laughs on a loop.

## Rammstein & Heinrich

**General Design Items:**

Slow, low mobility double character grappler. Ice climbers X Incineroar

Has trouble getting in, but has quick and deadly tools if they manage to break walls, with a low skill floor and very high skill ceiling.

**Character Goals:**

True grappler. Deadly at close range, but few to no mobility tools and slow speed.  
Prefers to be grounded; grounded moves used to get opponents out of the air, while aerials are used to get the GOBLINS out of the air. Aerials have weak damage,knockback, or are situational.

Ice-climbers style dual character. The player directly controls Rammstein, with Heinrich mirroring the players actions after a short (.5 sec?) delay. Like Icies, Heinrich takes damage and can die, leaving Rammstein alone in a weaker state. W moves can only be used at full power while both brothers are present and within a certain range of each other.

Heinrichs actions have a queuing system that, with practice, allows the player to execute two separate attacks simultaneously with the Goblin pair. Heinrichs mirrors Rammstein’s movements exactly, but attack comands use the most rescently used command.

Ex. THe player inputs a grab, and Rammstein grabs. In during the delay before Heinrich acts, the player inputs a grounded side Q. Half a seconds after the GRAB was inputted, Heinrich will execute the GSQ attack, while Rammstein grabs.

Functions as a simple character to understand, with a straight forward moveset, but allows for very technical combo attacks by desyncing the brothers.

STEEL CHAIR???

**Data:**

Weight:125

Guard: 50%

Speed: 19

Air speed: 19

Jump Time: 1

Jump Height: 25

Jumps: 1

Fall Acceleration: 15

Terminal Velocity: 30

**Moveset:**

Rammstein is accompanied by his brother Heinrich, who will execute his attacks after a delay

Grounded:

neutral - The goblins do two lunging squats, taking a step forward each time (Final hit of Wii fit jab) first: [6,1,x] second: [6,3,45]

side - A forward drop kick. Ok range, but long end lag. (Bowser F smash)[16,6,35]

up - Backflip moonsault. Carries slightly backwards and continues to fall until ground is hit. Suicides at the ledge, but gains damage as the move travels. Early hits with the kick send upwards. Late hits with the body slam meteor. Kick:[8,4,65] Press:[14-20 based on time ,6,-155]

down - Forward axe-kick. Plants enemies hit by the heel. (falcon up tilt) Heel: [17,x,-90] [12,45,4]

Air:

neutral - The goblins puff out their chests, hitting once around themselves. Weak damage and knockback, but very fast w/ lingering hitboxes. [6,3,65](Krool nair)

side - The goblins do a squat mid-air, thrusting their knee forward. The first frame hit is a deadly kill move, while the late hitbox is an ok setup. (Falcon fair) early:[18,6,30] late: [10,3,40]

up -

down - Diving elbow drop.Carries slightly forward and quickly down. Like U-Ground, it goes until it hits the ground. Aerial hit: [5,x,-90] Landing hit [12,5,65]

Special:

neutral -

side - **“SteamRoller”**: Zangief lariat. Mutlihit, drags along, ghost steamroller for flair.

up - “**Whirling Climax**”: Locking arms back to back, the goblins spin rapidly like a propeller with legs outstretched gaining great vertical height. Multihit that drags enemies along (Terry up special but higher) If Heinrich is gone, Rammstein does a small spinning jump, with poor vertical and damage.(Actual terry up special)

Grab:

side - One handed grab forward. Enemies hit are dragged along the ground and thrown behind (Krool back throw) [12,4,175]

up - A small jumping two handed grab. Enemies grabbed are pile-driven into the ground, sending up and back (Incineroar back throw) [15,5,155]

down - Grabs below and yeets enemies forward after a spinning windup (Mario back throw) [11,4,50]

Taunt: The brothers each strike a series of poses

## Lucille Johnson

**General Design Items:**

Medium-low speed movement speed, aerial and grounded, but fast attacks, ok damage, and very powerful positioning tools. Very floaty. Manipulates the battlefield by dictating both players’ positions. Has ranged options, but they deal little damage and knockback; mostly used for trapping and arena denial.

High skill floor and ceiling; min-maxed by traveling between portals mid combo

Most of his moves function as melee range projectiles so they can be manipulated by his Rifts. Sets up portals that allow him to attack remotely with certain moves. (Maybe drop this mechanic)

Other moves can ping-pong the portals, changing their location and damaging opponents in the way

Idea: give each of the 3 portals a different color, and give them a set order to cycle between. This will allow him to travel through his portals deterministically via non-recovery moves.

**Character Goals:**

Snake and MewTwo had a baby. Orcane was the Milkman.

**Data:**

Weight:120

Guard: 50%

Speed: 22

Air speed: 23

Jump Time: 1

Jump Height: 31

Jumps: 1

Fall Acceleration: 9

Terminal Velocity: 32

**Moveset:**

Fast melees with minor disjoint. Bigg mobility

Grounded:

neutral - a backhand followed by a powerful palm thrust

side - Reels back, then punches with both fists, firing a shockwave a short distance. If the shockwave hits one of his rifts, it is transported to any other active rifts, refreshing its range.

up - A Quick arcing high kick, similar to snake utitl. If a rift is hit, it is sent up a set distance

down - Slams the ground, sending a wave of dark power in both directions.

Air:

neutral - Gannon backair with sweet spot at the fist, and sour spot on the body. Sweet spot shoots a short ranged shockwave downward that sends at a mean angle. Interacts with portals.

side - Does a cross-slash with both arms, striking in an arc in front of him; Sweet spot at the center of the X. If a portal is hit, it detonates, dealing damage in an area.

up - Thrusts his hand upward, enshrouded in dark energy. The orb then explodes, manifesting a swirling vortex that hits multiple times.The initial hand raise sends portals hit upward. (MewTwo u-smash, cadence of Shulk up air)

down - Stall then fall kick enveloped in dark energy. If he hit a portal, he stops, doing a sick kickflip, sending the portal diagonally downward a set distance. Portals bounce off of terrain.

Special:

neutral - “**Nefarious Vortex**”: Spawns a rift at current location, dealing damage in an area around Lucius. Rifts last 15 seconds and interact with his other abilities. Can have up to three placed at a time. The oldest rift is destroyed if the cap is exceeded.

side - “**Roswell**”: Afflicts an area in front of him with eldritch thoughts, dazing enemies and reflecting projectiles. Hitting a rift will send it forward a set distance, dealing damage while it is moving. (MewTwo Disable)

up - “**The Wrong Place at the Right Time**” If used while a rift is present, he will warp to the nearest rift’s location, destroying it and dealing damage around it.

down - “**Collapse**”: Detonates all currently active rifts, destroying them and dealing damage in an area around them. Rfits send away from their epicenter. (bojo DW)

Grab:

side - Manifests an explosive charge in front of him. If an opponent is hit, the bomb is placed in their chest and will detonate the next time they are hit. If the opponent is blocking when the move connects, the bomb detonates immediately for bonus damage.

up - Potion toss?

down - Does a downward stomp, forming a dagger of dark power around his feet,penetrating shields

## Sola

**General Design Items:**

“Swordie”, with zone control, but not quite harass (less campy, more setup). Brawls quite a bit with fists. Has a projectile designed to hit players closer to her for sword attacks, and a mirror image to further this zone control. Eldritch flames are used to accentuate “fists attacks”.

**Character Goals:**

Hero without the fucking rng. Specials should lead to some cool combo opportunities.

**Data (not set, not sure at this moment):**

Weight:90

Guard: 50%

Speed: 23

Air speed: 24

Jump Time: .7

Jump Height: 23

Jumps: 1

Fall Acceleration: 11

Terminal Velocity: 30

**Grounded (Q):**

Q- Neutral - Punches forward with eldritch energy

Q- Up - Stabs upwards

Q- Side - Swings the sword downwards (Link side tilt for reference)

Q- Down - Stomps the ground - if it hits the opponent, crumples them briefly for an attack. Low range.

**Aerial (Q):**

Q- Neutral - Pulses eldritch energy outwards in a circle, lowers gravity on hit briefly

Q- Up - Carves upwards with her hand in a claw-like fashion, combo starter, low kill power

Q- Side - Slams her sword, overhead slice. Spikes.

Q- Down -

**Specials:**

W- Neutral - “**Armor of Agathys**”: Dons an icicle armor briefly, then blasts out nearby enemies. The closer someone is, the further they fly back. Should have enough hitstun to follow with an eldritch blast tipper at a specific distance. (Bojo Boof)

W- Up - “**Flight Potion**”: Drinks a potion then briefly gains the ability to “fly” - holding jump allows quick height ascension. Lasts for 3 seconds. (Rob up special)

W- Side - “**Eldritch Blast**”: At maximum range, pulls opponents closer for follow up attacks. If not hit at tipper range, pushes them backwards. (Short range, fast projectile speed)

W- Down - “**Mirror Image**”: Spawns a clone that uses either Armor or Eldritch Blast after a 1 second delay. (If a direction is held during the cast time, the image will fire an eldritch blast in that direction. If no directions held, Armour of Agathys will be used instead)

**Grabs:**

E- Up -

E- Side -

E- Down - Thrusts sword downwards - if it hits a target, yanks them up to her. Will pause in midair if hits.

**Taunt:**

Makes a fire fidget spinner.

## Eldaris

**General Design Items:**

Laspistol legend

Uses a mono-sword for most of his attacks

Rogue trader playstyle is spending an entire turn building up buffs before actually using a move (charging mechanic)

Can see the future briefly

Planned to focus on psychic projectiles and a defensive psychic mist in combat to compliment his melee ability.

**Character Goals:**

Eldaris fulfills two roles, one as a fairly standard all-arounder, but the other as a unique variant of hit and run, focused on ranged attacks without falling into the zoner category.

To accomplish this, eldaris has an incredibly powerful projectile which is gated by charge time and takes away his normals while charging giving some risk. Uniquely he can still move while charging it. He has a second projectile which is grounded only and has very short range and low damage/kb most of the time to make it non-viable as a zoning tool.

**Data:**

Weight: 70

Guard: 25%

Speed: 25

Air speed: 23

Jump Time: long

Jump Height: low

Jumps: 1

Fall Acceleration: low

Terminal Velocity: low

**Moveset:**

Grounded:

neutral - Shotgun Pistol: joker gun - has knockback at short range, no knockback at range, but still does damage.

side - Solidifies the cloud into a spear which thrusts forward with a small dash

up - Solidifies his protective cloud into a diagonally thrusting spear

down - eldaris psychically lifts the space around him then slams it down. has a very low hitbox (only hits grounded opponents). Hits on both sides. Opponents hit are slowly lifted into the air, then slammed downwards. Long animation, very risky to whiff.

Air:

neutral -

side -

up -

down -

Special:

neutral - **Focus Energy:** Eldaris enters a stance where he charges up a psi-arrow passively. At any point during this stance, he can do a normal (q move) to loose the arrow in that direction. While in this stance, he cannot use his normals. Pressing neutral special again cancels the stance, emptying all charge. The arrow travels near instantly and deals varying amounts of damage based on the level of charge and flinches at higher levels of charge

side - **Foreshadowing Mark**: briefly reads the future leaving behind a mark. Firing an arrow through the mark greatly increases that arrow’s knockback

up - **PSI Launch:** uses psychic power to propel himself into the air, with a hitbox when the move activates, pushing sideways

down - **Backdash:** Eldaris jumps backwards leaving behind a dust cloud with a hitbox

Grab:

Augury mark: briefly reads the future leaving behind a mark. Firing an arrow through the mark causes the arrow to act as a command grab, breaking shield

Focus Energy

(ground)

N - Fires the arrow diagonally upwards

U - Fires the arrow straight up

D - Fires the arrow sideways stopping a short distance from Eldaris but with much greater power

S - Fires the arrow sideways as a beam covering the whole screen

(air)

N - Fires the arrow diagonally downwards

U - Fires the arrow diagonally upwards

D - Fires the arrow downwards

S - Fires the arrow sideways

## Maryam

**General Design Items:**

Stance character that switches between quick, short range melee attacks with her umbrella sword and slow, powerful midrange blasts with her flechette shotgun. Encourages frequent stance changing to mix up opponents.

Some attacks automatically switch stance mid animation to further prevent camping a stance.

Has many tools at her disposal, but pitiful defensive options, outside of disjoint in shotgun stance.

Can hold jump to slow descent in umbrella stance?

**Character Goals:**

Tricky glass cannon stance character. Slippery, but lacking range, she must choose her options carefully to not get punished.

**Data:**

Weight:75

Guard: 25%

Speed: 26

Air speed: 26

Jump Time: .3

Jump Height: 28

Jumps: 1

Fall Acceleration: 15

Terminal Velocity: 20

**Grounded (Q):**

Q- Neutral - In shotgun stance, bashes with the butt of the gun, then fires a blast into the opponent. Strong kill option.

Q- Up - In Shotgun Stance, Maryam sweeps upwards with her shotgun, then fires a blast upwards at a 45 degree angle. First hit sets up into the second. In umbrella stance, she uses her umbrella as a pole vault to do an upward arcing kick. Good range, but lacks a hitbox below her.

Q- Side - In umbrella stance, does a quick jumping front flip, striking with her heel (Giovanna A HK) Less end lag if the move finishes in the air.

Q- Down - In shotgun Stance, does a low slide kick. If light attack is pressed again during the slide, Mary will fire a blast diagonally upward. In umbrella stance does a downward stomp kick, sending upward. Combos into f-titl at low %

**Aerial (Q):**

Q- Neutral -Twirls around the Y axis. If the shotgun is equipt, hits multiple times and sends backwards. If the umbrella is equipt, hits once and sends at the sakurai angle.

Q- Up - Wide, slow arcing slash upward with the umbrella. Kill option at higher percentages.

Q- Side - Fast bash with the umbrella handle. Combo tool.

Q- Down - In umbrella stance, does three rapid kicks downward (Snake dair)

**Specials:**

W- Neutral - “**Wiles**”: Maryam does a heavy palm strike forward, reflecting projectiles and breaking shields

W- Up - “**Rocket Jump//Updraft**”: In Shotgun stance, Maryam fires an explosive charge downward after a short startup, sending her flying diagonally upward. If used in Umbrella stance, she does a spinning jump upward with the parasol and slows her descent speed afterwards. Sends almost purely vertically. Each mode has its own recovery limit; both can be used in a single jump, if stance can be changed quickly enough.

W- Side - “**Focus Strike**”: Maryam winds up a powerful knee, stunning opponents hit and gaining armour. Can be jump canceled before the hitbox comes out

W- Down - “**A Different Approach**”: swaps stances between a mobile umbrella and a powerful shotgun.

**Shield Breakers:**

E-Side - Steps forward and hooks with her umbrella. If an enemy is hit, they are pulled in close and blasted point-blank with the shotgun. Leaves Maryam is Shotgun Stance on a success, umbrella stance on a whiff.

E-Up - Hooks diagonally upwards, pulling enemies close, then jumping suplexes them into the ground. (Minmin back throw)

E-Down - thrusts the head canister downward, clamping enemies hit

**Taunt:** Does a small curtsey, causing a large number of weapons to fall from her dress onto the floor.

## Preston Reed

**General Design Items:**

Projectile heavy campy turtle. Great range and damage, but crumples like wet paper if opponents get in. Poor combo potential, but deadly edge guards and trapping tools. Folds to reflectors

Belmont + Samus/ mii gunner

**Character Goals:**

Light, fast falling, and slow. Uses powerful ranged tools to keep enemies out of his no-no zone. Rewards good spacing (the whole stage) and cowardly play. Low mobility, but one of the longest range rolls in the game.

Play Lame, win game

**Data:**

Weight:70

Guard: 25%

Speed: 21

Air speed: 22

Jump Time: .2

Jump Height: 22

Jumps: 2

Fall Acceleration: 15

Terminal Velocity: 35

**Grounded (Q):**

Q- Neutral - Downward bash with the butt of his crossbow, then stabs with his knife. Has a small chance to stab with a spork, dealing x3 damage.

Q- Up - Reed throws one (maybe more?) dagger diagonally upward. Travels in a steep arc, losing most of its damage and knockback after passing its apex. Pierces on early hits. Good anti-air. Destroyed on hitting terrain after apex.

Q- Side - Fires a slow, stone arrow in front of him. After a short travel time, the arrow shatters, dealing damage again in a cone of shrapnel. Enemies hit right as the arrow shatters are hit twice.

Q- Down - a crouching sweep kick that hits on both sides of Reed.

**Aerial (Q):**

Q- Neutral - Misfires crossbow, shooting a cone of shrapnel in front of himself, and being sent slightly backwards. Sourspot hitbox on the butt of the crossbow.

Q- Up - Throws a thin arc of 3 daggers upward. Short range, but after the daggers reach their apex, they fall back to the ground. Enemies can be hit by multiple daggers, but they are destroyed on hit.

Q- Side -.Reed quickly fires a short range bolt bolt from his crossbow

Q- Down - Swings crossbow below him like a hammer. Sends in direction based on when hit. Early:[11,4,-90] Middle:[9,3,180] late:[8,3,135]

**Specials:**

W- Neutral - “**Sharpshooter**”: Reed begins charging a powerful crossbow bolt. Has two stages. In the first stage it can be jump/shield canceled and fires a fast ranged projectile. After 1 second of charge, Reed reels back further and channels interplanar magic into his bow. This stage cannot be canceled, and when complete, fires a beam-like arrow that rends the full length of the screen. This move can be turned around once (Byleth arrow)

W- Up - “**Grappling Hook**”: Reed fires his grappling hook diagonally upwards, pulling him to ledges. IF a player is hit, he instead retracts the hook, pulling them to the ground a distance in front of him.

W- Side-”**Contingency Plan**”: Throws a razorwire trap a short distance forward; can hold the button to throw farther. Can have up to 3 placed at a time. When triggered, or when the cap is exceeded, the trap unleashes a storm of razor sharp wires in an area, hitting enemies multiple times and holding them in place. Poor launch power, but high damage.

W- Down- “**Tranquilizer Shot**”: Tranq dart short range hgo brrr. Breaks shiel;ds and slows

**Shield Breakers:**

E-Side - lunges forward to grab an opponent. If an enemy is caught, Reed shoots them point blank with a tranq dart, stunning them.

E-Up -

E-Down - Reed stabs his crossbow downward. If an enemy is hit, he fires a shot into them point blank, powerfully spiking them and sending him slightly upwards

**Taunt:**

## Down

**General Design Items:**

Summons one of 3 “Battle Creatures” to perform different tasks. Summons can be killed, making them unusable for a duration ( possibly reduce duration by dealing damage?)

Most of his damage, utility, and kill power come from his summons, forcing him to use and switch between them frequently. While he has all (minus SBs) moves of other characters, they mostly deal minimal damage and exist only to ensure he is not helpless when approached.

**Character Goals:**

Pokemon Trainer + V from DMC5.

**Data:**

Weight: 85

Guard: 50%

Speed: 23

Air speed: 23

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Grounded (Q):**

Neutral -

Up -

Side -

Down -

**Aerial (Q):**

Neutral -

Up -

Side -

Down -

**Specials (W):**

Neutral - “**Heart of the Cards**”: Down has a deck of 3 familairs that he can summon.When activated, 3 card icons appear over his head, indicating each summon, and if they are available. He can input left or right while the move is active to change his selection. Upon input any attack action, or after a short duration, Down will summon the selected minion at his current location recalling any minions he already has summoned. This move can be jump or shield canceled.

If E is being held, this move does nothing and does not put Down in end lag, instead causing the currently summoned card to use its special move.

Up -

Side-

Down- “**Quicksilver Hatchet**” :Down summons his metallic hatchet and delivers a powerful downward slam. In the air, the heft of the weapon causes him to do a full front flip. Both versions of the move break shields. (Aymr, but faster)

**Shield Breakers (E):**

Down Does not have traditional ShieldBreakers. Instead, his E key controls his active summon. Holding E will cause his summons to mirror his inputs, including movement, jumps, and normal attacks.

**Down’s Summons:**

Each of Downs summons has its own move speed, jump height, health, and moveset. When a summon is not active, it slowly regenerates health within Down’s deck. Summons that are killed are unavailable until they have fully healed. All summons heal at the same rate, so higher health minions take longer to respawn if they are killed.

Summons can grab the ledge, but do not activate ledge lockout, allowing for Down or an opponent to grab the ledge at the same time.

Summons have 4 grounded moves, 4 aerial moves, and one special move.

Fire Centipede: Slow, high damage summon. Has the highest health of all summons. Kill option

Coin Mimic: Combo tool, builds damage.

Paper Crane: Aerial Fighter with a focus on utility. Lowest health summon.

## Drifter Canon

**General Design Items:**

All in on status effects.

**Character Goals:**

Good walking speed, but terrible aerial mobility. Very slidy (because he keeps rolling). Falls like a 5 tonne mass of cast iron. Fairly simple kit augmented with unique physics and a plethora of buffs and debuffs

**Data:**

Weight: 100

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Grounded (Q):**

Neutral - Dc manifests a hand to deliver a quick forward punch. He can hold the button the fire a gun repeatedly. The gun only deals knockback and hitstun at close range

Up - DC swings his barrel backwards in an upward semicircle, then back again

Side - DC quickly extends his barrel, hitting a sizable distance in front of him.

Down -Squats(?) down and rapidly spins his wheels, hitting enemies on each side.

**Aerial (Q):**

Neutral - DC rapidly spins around the y axis, knocking enemies away

Up -

Side - Fires a cannon blast in front of him, pushing him back slightly.

Down - Extends wheels downward to a point, violently spinning them. Hits opponents multiple times.

**Specials (W):**

Neutral - “**Ram Ranch**” 3 stage charge move. Charge can be canceled at any point and saves progress up to last completed charge (robin n-special). First stage fires a single small, mid range stream of ranch, harmlessly pushing enemies away. Second stage is a short range arcing blob of ranch dressing. Does ok damage, but poor launch power little launch power. 3rd stage is a melee range explosive ranch blast, dealing high damage and knockback. All three stages apply “Covered in ranch” lowering the victim’s movement speed and jump height.

Up - “**My People Need Me**”: Dc’s wheels transform into rocket boosters, allowing him temporary flight. Enemies hit by the booster’s flames are damaged and set on fire, taking damage over time.

Side- “**Porcine Advance**”: DC fires a cannon blast behind him, sending him forwards at high speeds while enshrouded in a pig-shaped fireball.

Down- **“Rise Of the Machines”:** DC fires a bomb from his barrel, which bounces on terrain, and explodes on contacting an enemy

**Shield Breakers (E):**

E - A Human hand reaches out from DC’s barrel and grabs an opponent. If successful, DC yeets the foe behind him

## Bojo

**General Design Items:**

Well-rounded floaty aerial fighter with odd hitboxes and high meme potential. Uses a wide assortment of “weapons” to attack his foes including a rapier, a bagpipe, a disembodied horse head, and spells. Each weapon's unique properties allow bojo to be decent at any range, but doesn’t allow him to excel anywhere.

Good at racking up damage but has trouble killing

**Character Goals:**

b

**Data:**

Weight: 95

Guard: 25%

Speed: 29

Air speed: 24

Jump Time: 1.2

Jump Height: 27

Jumps: 2

Fall Acceleration: 13

Terminal Velocity: 47

**Moveset:**

- guard- Puts on horse head

50% guard

Q grounded inputs (light)

- +side: Powerful Slash in front of bojo [kill option]

- +down: bojo blows his bagpipe into the ground, causing an eruption at a set distance from him (should catch short rolls) [kill option]

- +up: bojo attacks covering the space above and slightly diagonal to him

- neutral: Jab opponents with his rapier. Slight knockback. [8,3,25]

W grounded inputs (special/smash)

- +side: “**wInDrIpPeR”:** bojo quickly dashes forward, performing an attack at the end of the dash (should catch longer rolls) [kill option]

- +down: “**bRoWn NoTe”** - a high end lag move with high base knockback which covers the space on and around bojo

- +up: **“toot.”** - Releases a blast of air from his bagpipe, rapidly sending him upwards. He can then continue to blow his bagpipe the drift slowly.

- neutral: “**kOnO cEnTaUr Da“**- charges up a centaur who has a different attack based on the charge stage 1st level, sword swipe or unarmed attack at short range. 2nd level does a forward spear charge, 3rd level is glaive areadbhar but LONG

E inputs (grab)

- +g: - grabs opponent then headbutts with horse head

- +a: - bojo does a short range dash and headbutts with his horse head

Q aerial inputs

- +side: a forward jab with with rapier [tipper]

- +up: a diagonal upwards slash

- +down: isabelle turnip but its just a lead brick

- neutral: Whirls rapier around in a short range 360 at a slight angle [8, 4,65]

## Nero(FBN)

**General Design Items:**

**Character Goals:**

**Data:**

Weight: 100

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Ground**

N - knee the space in front of him, then swipe with the spear, doing very little damage/knockback at a decent range

U - a short diagonal upwards shield bash which is armored

D -

S - swings a bat, dealing damage and reflecting projectiles

**Special**

N - “**Pax Romana”:** Hold to create a wall of punches for as long as you hold the button up to a certain amount of time. The first opponent hit is barraged with punches, then pummeled into the ground with an overhead blow.

U - **“Thus Always, to Tyrants”:** does a rising uppercut, with much greater kill potential when both grounded and during the early frames of the move, but also much laggier. Early hitbox is a command grab

D - “**The Road to Rome”:** enter 'stance' after a short delay. Being in stance drains meter. While in stance, you have super armor( + damage reduction?) and walking stomps, creating hitboxes in front of Nero. But you cannot jump or use normal grounded moves. You can only special. Any special attack while in stance ends stance, but grants super armor for the remainder of the move. Using down special again while in 'stance' causes rubble to burst out of the ground on either side of nero. Meter charges while not in stance, running out of meter will lock out stance until it fills up.

S - “**Antiquity’s Anchor”:** command grab, dashing forward, slamming the first opponent encountered into the ground (grounded) or spikes them (aerial)

**Air**

N - spins the spear around nero

U - swings the bat in an arc above him

D - throws the spear downwards (hard knuckle)

S - short range bash with shield arm

**Grab**

G - gut punches, then hits with an overhead bat swing, grounding the opponent

A - Grabs diagonally upwards with his hand, then thrusts forward with the tip of his bat, launching them [kill option]

## Orro(COO)

**General Design Items:**

Orro alone is a weaker than average normal zoner.

Book empowered moves allow orro to act as a projectile zoner as well

Bean supplies killing power to the kit

Both bean and book can be killed

Bean follows slightly behind orro, while book follows slightly in front of orro

Whenever a summon does a move (this mostly applies to bean) they should stop moving to perform their move, then resume movement after they have finished

Both bean and book have 30 or 40% hitpoints.

Potential idea:

Book will always respawn on a timer. Bean can too, or if we want to avoid the ui of having two respawn meters, bean can drop a gem when he dies, and will be respawned if orro picks up the gem

**Character Goals:**

**Data:**

Weight: 85

Guard: 25%

Speed: 23

Air speed: 21

Jump Time: 3

Jump Height: 25

Jumps: 2

Fall Acceleration: 12

Terminal Velocity: 37

**Ground**

N - Orro draws a 3 part rune in front of him. If book is alive, book expands in size 3 times. Hitboxes in both locations, though orro’s is very short range. Basically a 3 part jab in both orro and book’s locations

U - An arcing whip strike with a tipper covering the space above and in front of orro

D - A quick backdash which leaves behind a cloud of dust. If book is alive, book gives off a pulse of energy which destroys projectiles and has a hitbox

S - A forward whip strike with a tipper

**Special**

N - **Go, Bean!** - hold to charge bean, release to launch him as a projectile and lock his position where he ends up. Pressing while bean is out will switch him back to follow mode.

U - **Rope Trick** - no change

D - **Go, Book!** - causes book to switch between planted mode (at current location) and follow mode

S - **Arcane Ballista** - Book fires a trio of projectiles at the closest player within range (ala autoreticle). Orro then causes a small explosion at the autoreticle location, or wherever the last projectile hit a target (desired effect is explosion always hits the target if they are hit by the last projectile, and is basically weaker autoreticle if the projectiles aren’t fired or don’t exist). If book is dead, orro only casts the explosion, targeting the opponents position with a slight delay

**Air**

N - A diagonal downwards whip strike

U - An upwards explosion which stalls (same as current)

D - A downwards explosion which propels orro upwards slightly (same as current)

S - A sideways whip strike

**Grab**

U - Book projects runes upwards slamming any opponent hit down

D - Book projects runes down, launching any opponent hit up

S - Book projects runes sideways launching any opponent hit backwards

**Bean**

N - Bean is surrounded by a field of energy which hits multiple times

U - Bean pulls back, then dashes straight up (relocates bean if he is in remote mode)

D - Bean dashes downwards a short distance, releasing an explosion if he hits the ground (relocates bean if he is in remote mode)

S - Bean dashes back, then forward with a hitbox on both sides (relocates bean if he is in remote mode)

## Ryyke(Halcyon)

**General Design Items:**

Spacing/Setup. Rewards strong positioning and forethought. Her lengthy shovel and amorphous changeling limbs grat her substantial normal attack range. These tools leave her vulnerable if whiffed, as she lacks any strong get-off-me tools when not near her summons.

**Character Goals:**

Poor mobility and weak freeform-combo game.

Uses trap-like specials to enable extended strings for high damage and kill power, if planned for ahead of time

Normal attacks have good range, but are in general slightly slower than average with lower damage.

Much of her power comes from triggering zombie empowered attacks.

Setup tools give a great deal of map control at the cost of telegraphing her gameplan.

**Data:**

Weight: 90

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Grounded (Q):**

Neutral - Repeatedly stabs opponent with her arms shapeshifted into shovels, then finishes with an overhead strike form her ACTUAL shovel

Up -

Side - Ryyke lunges forward and throws a punch with her extendable arms. Good range, but mediocre damage. Good for keeping space.

Down -

**Aerial (Q):**

Neutral -

Up - swings the spade in a circle over her head, hitting in a conical shape up to twice. Quite slow.

Side -

Down - Swings the speaker’s spade at a 45 degree angle downward. Her arms stretch due to the force of the swing, granting considerable range, but lacking a direct downward hitbox.

**Specials (W):**

**Neutral** - “**The Way of All Flesh**” - summons a zombie, augmenting her specials once when nearby. : when in radius EX SQUIDWARD HANDS

**Up** - “**Daisy chain**” - tethers to ledge or to an active zombie. The zombie explodes(?) when tethered to, dealing damage in an area and pushing her upward. : when in radius shoryuken

**Side** - “**The Axe**” - Summons a zombie that charges forward a short distance with a meaty punch. The Zombie remains at its resting location to be commanded further. If The charging zombie collides with a pre-existing zombie, the charging zombie extends their charge to not overlap: when in radius, Zombie rushes forward and ***Busta Wolf***

**Down** - ”**Subtle Change**”- all zombies move one step in the direction where Ryyke is facing : when in radius, turns a zombie into a remote activated landmine. If the Zombie is in the air, a small platform forms underneath them for the tombstone to rest on. On trigger, the zombie bursts from the ground and grabs the opponents feet, holding them in place for a split second.

**Shield Breakers (E):**

G - linear stab forward with the Speaker’s Spade. Enemies hit at the tip are impaled and pulled in front of

A - Reaches diagonally upward with both of her extendable arms, grabbing opponents and throwing them downward

## Lantern Carrier Tai

**General Design Items:**

Simple, aerial focused character. Combines elements of swordies and Dragoons, using her lantern staves as versatile polearms. Strong mixup game with her high falling speed and versatile up-special.

Attacks which hit with the lantern itself additionally set the opponent of fire for additional damage over a duration.

**Character Goals:**

**Data:**

Weight: 90

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Grounded (Q):**

Neutral -

Up -

Side - LC leaps forward, then stabs forward with both of her staves after a delay. Pressing the button again during the leap will make her stab sooner. Does more damage if delayed.

Down -

**Aerial (Q):**

Neutral -

Up -

Side -

Down -

**Specials (W):**

Neutral -

Up - “**Mad Dive**” : Tai executes a rapid jump , quickly rising into the air before pausing in place for a short time. While paused in the air, she can input a direction to follow up with one of 3 attacks. The pause can also be jump/shield canceled. If no input is entered after 1 second, the move is canceled without a follow up.

**Up:** A front flip, followed by a quick upward slash with one of her staves, carrying her slightly higher.

**Down:** A powerful dive-kick like attack with her staves.

**Side:** Boosts herself forward in a whirlwind of fire magic.

Side-

Down-

**Shield Breakers (E):**

Side - Tai snatches in front of her. If an opponent is hit, Tai follows up with an open palm thrust wreathed in flame. (Lucario force palm)

Up -

Down -

## Storyweaver

**General Design Items:**

**Character Goals:**

**Data:**

Weight: 90

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Grounded (Q):**

Neutral -

Up -

Side -

Down -

**Aerial (Q):**

Neutral -

Up -

Side -

Down -

**Specials (W):**

Neutral -

Up -

Side- Summons a large (fire? Knives?) ball at his current location after a short delay (5 or 6 frame startup) If the button is tapped, the ball moves forward slowly, hitting up to 3 times before powerfully launching. If the button is held until the projectile is fired, it instead stays in place, firing a smaller projectile with greater speed up to 3 times before dissipating. The stationary orb can still hit opponents, but it fires one less secondary projectile each time it hits.

Down-

**Shield Breakers (E):**

Ground-

Air-

## Texas

**General Design Items:**

**Character Goals:**

**Data:**

Weight: 90

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Grounded (Q):**

Neutral -

Up -

Side -

Down -

**Aerial (Q):**

Neutral -

Up -

Side -

Down -

**Specials (W):**

Neutral - Pistol

Up - SMG downwards for L I F T

Side- Sniper rifle

Down- Snake grenade

**Shield Breakers (E):**

Side - Bazooka

Up -

Down - sdfs.

## Skozz

**General Design Items:**

**Character Goals:**

**Data:**

Weight: 90

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: ?

Terminal Velocity: ?

**Grounded (Q):**

Neutral -

Up -

Side -

Down -

**Aerial (Q):**

Neutral -

Up -

Side -

Down -

**Specials (W):**

Neutral -

Up -

Side-

Down-

**Shield Breakers (E):**

Side -

Up -

Down - sdfs.

## Dyo Arteri

**General Design Items:**

**Character Goals:**

Sin Kiske. Blood meter. Damage + scaling down, base kb up when meter is empty. Rushdown when she has blood, must hit and run if meter is depleted.

Can continue combos for as long as she has meter.

**Data:**

Weight: 90

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: 14

Terminal Velocity: 30

**Grounded (Q):**

Neutral -

Up -

Side -

Down -

**Aerial (Q):**

Neutral -

Up -

Side - Kill move

Down -

**Specials (W):**

Neutral - “**Hemomancy**”: Dyo sacrifices a large amount of blood meter to create a controllable orb of blood (and or snakes). This orb can be moved freely with the arrow keys and can hit opponents up to three times, holding them in place. The orb dissipates after approximately 1.5 seconds. If she has no blood, or not enough to pay its cost, the ball is smaller, and only hits once. (Haehyun tuning orb)

Up - “**Scorn of Drachend**”: Rising slash with her axe. If she has no blood, all hitboxes after the first are significantly weaker and she travels a shorter distance.

Side- “**Blood-Drinking Multiverse**”: Dyo pounces a short distance, grappling the first enemy hit, ignoring shields. She bites their throat, gaining a large amount of blood meter and healing a small amount before spring boarding off, sending both parties a set distance away.

Down- “**Bloodbag**”: Dyo pulls out a blood bag and chugs its contents, filling her blood bar based on how full it is. A more full meter means less blood gained.

**Shield Breakers (E):**

G:

A:

## By-Tor

**General Design Items:**

**Character Goals:**

Massive, lumbering heavy weight that uses his flaming sword Yjastavto pressure opponents both at a distance and restrict their movement. Difficult to kill with massive hitboxes and multiple DOT effects, By-Tor will be an intimidating presence on the battlefield that forces you between a sword and a demonlord.

Sword attacks that hit his gas clouds cause them to explode dealing high damage

Will act primarily as a boss character for storymode, but will be playable in pvp

**Data:**

Weight: 120

Guard: 75%

Speed: 20

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: 17

Terminal Velocity: 30

**Grounded (Q):**

Neutral -

Up - By-Tor summons an arc of **Corrosive Mist** from his hands, hitting foes multiple times. If the sword is equipt, By-Tor follows with a flaming slash, causing the gas to explode

Side - Takes a step forward and does a wide slash with his forward arm. If the sword is equipt, By’Tor slashes with the sword instead, gaining increased range.

Down - By-Tor stomps the ground in front of him, causing the ground to erupt in front of him, launching enemies upward. If he has his sword, he will follow up with a powerful slash.

**Aerial (Q):**

Neutral -

Up -

Side - Kill move

Down -

**Specials (W):**

Neutral - By-Tor sends his flaming sword forward with a low gut punch. The sword acts as a powerful, slow projectile that travels a set distance before coming to a stop. It also stops behind the first target hit .He must touch the sword to pick it up again. If the sword is already deployed, By-Tor does a powerful gut punch.

Up - By-Tor dissolves into gas, allowing him to move freely for a short time, leaving a trail of corrosive mist in his wake. **Corrosive Mist** deals damage over time to enemies standing in it, lasts 5 seconds, and can be detonated by By-Tor’s flaming sword.

Side-

Down- “Yjastav” By-Tor takes a stance, ready to command his sword. Shielding or jumping will cancel the stance. In stance, he can press w and a direction to command his sword to attack from its current location in that direction. Holding the button allows him to delay the swing by up to 1 second. He is actionable while the blade is swinging or being delayed even if it is attached, but will treat the sword as NOT attached while it is swinging. Up and down are wide, arcing slashes, side is a long range stab and neutral is a point-blank radial explosion.

**Shield Breakers (E):**

G: By-Tor grabs in front of him, slamming foes hit into the ground. If the sword is equipt, he follows up with a stab into the opponent's back.

A: By-Tor leans forward, grabbing an opponent. If a foe is hit, he slams them by the neck into the ground. (Ganon flame choke)

## The Mad Mage

**General Design Items:**

**Character Goals:**

Asset flip, the character. Usesshapeshifting/body stealing powers to steal other characters moves.

Each attack causes MM to transform into another fighter and use one of their moves.

Use pre existing assets to create a unique character and play style with minimal art overhead.

Will be used primarily as a boss character for story mode.

**Data:**

Weight: 90

Guard: 50%

Speed: 25

Air speed: 20

Jump Time: ?

Jump Height: ?

Jumps: 1

Fall Acceleration: 14

Terminal Velocity: 30

**Grounded (Q):**

Neutral -

Up -

Side -

Down -

**Aerial (Q):**

Neutral -

Up -

Side - Kill move

Down -

**Specials (W):**

Neutral -

Up -

Side-

Down-

**Shield Breakers (E):**

G:

A:

## 

## **DFN CLassic Characters**

## 

## Orro Elswynd (Illumina)

**General design items:**

- most of orros moves will deal a bit more than half of what a normal attack should. The remaining half is loaded into bean's damage. If an average damage character does 10 damage, orro's damage should be split 7/4 so he's playable without great bean positioning, but very much worse than another character.

- orro is light and floaty

**Character goals:**

character rewards good positioning and movement while punishing poor positioning/movement. Very volatile + skill-based. Should struggle at close range and excel at mid-range

This is accomplished by:

- orro being lighter means there is less room for mistakes

- damage being split between orro and bean means poor bean spacing will result in very little damage

- kill options are more defined, as most moves deal little damage/knockback, kill options have a higher base knockback to account for this

- kill options are reliant on good spacing or positioning. Orro's defined kill options are side q, up/down grab, and up/down aerial.

Side q and up grab rely on sweetspotting to kill, while up/down grab and up/down air require good positioning and/or setup to pull off.

- most grounded moves have some type of sweet/sour spot, where sweet spots help with spacing at the tip of attacks while sour spots are closer, larger, and have little to no effect

**Data:**

Weight: 85

Guard: 25%

Speed: 23

Air speed: 21

Jump Time: 3

Jump Height: 25

Jumps: 2

Fall Acceleration: 12

Terminal Velocity: 37

**Moveset:**

- guard - orro flips to the shield page of his book and manifests a protective bubble around himself. Water effect if I can manage that animation.

Bean makes attacks with orro depending on input directions:

- side attack - bean spits a very short range projectile [4, 1, 0]

- up attack - bean flies in a quick vertical loop, dealing damage [5, 2, 65]

- down attack - bean sneezes energy in front of himself [6, 2, -25]

- neutral attack - bean flies in a quick horizontal loop, dealing damage [5, 2, 45]

Q grounded inputs (light)

- +side: a single powerful whip at a moderate (2-3 character lengths) range. (Sweet spot at tip, sour elsewhere) [kill move if sweet spot] sweet:[18, 6, 25] sour:[4, 3, 65]

- +down: whips the ground in front of orro at a moderate (2-3 character lengths) range (sweet spot at tip launches back, sour spot launches up) sweet[8, 4, 25], sour:[4, 3, 90]

- +up: three quick explosions above orro with wand at a short range (directly adjacent to orro) (launches diagonally up behind orro) [9, 4, 115]

- neutral: enlarges the book, then hit target with the rod and finally kick them away (0.5-1 character range) (simple three-hit) [8, 2, 0]

W grounded inputs (special/smash)

- +side: fires a projectile from orro's book. The projectile is much more powerful after traveling a good distance (empower after 4? character range. Empowered has decent knockback, umempowered does little damage and has no knockback) empower:[8, 4, 10], unempower[4, 0, 0]

- +down: places orro’s book in front of him and pulls a pillar of ink from the book. Launches hit targets diagonally up and away from orro (hits directly adjacent to orro) [10, 4, 75]

- +up: **Rope Trick:** Orro casts rope trick and is pulled into the rope dimension. A second gate opens above him and launches him up. Deals no damage/knockback (teleport recovery)

- neutral: **BEAN!:** launches bean or calls him back. Holding the button launches bean further

E grounded inputs (grab)

- +side: side grab - reaches the whip out and launches the target behind orro. (1-2 character range) (Sweet spot at tip for extra damage. Sour spot does not grab, but will deal damage to opponents w/o shield) sweet:[8, 4, 165] sour:[8, 2,165]

- +up: up grab - whips up, pulling the target down. Sweet spot at tip spikes, soft down launch on sour spot. (1-2 character range) sweet:[10, 8, -90] sour:[4, 2, -90]

Q aerial inputs

- +side: shoots a marble left or right (1-2 character range projectile) [6, 4, 0]

- +up: explosion above from book (directly adjacent to orro, hits above)[kill move] [12, 7, 90]

- +down: makes an explosion below him from the book (directly adjacent to orro) (spikes) [10, 8, -90]

- neutral: Spills a liquid from an alchemy jug in front and behind him. High base knockback, poor scaling (directly adjacent to orro, left and right sides) (get-off-me tool) [8, 3, 25]

W aerial inputs (same as ground)

E aerial inputs - grabs again, but in the air (side and up same as ground)

- +down: whips below and pulls a character up, blasting them with the book (1-2 character range)[kill move] [10, 7, 90]

## Nero(Highway Drifters)

**General Design Items:**

Nero is a heavy

Due to his lack of strings/combos, most of nero’s moves should put out a high amount of base damage

His spear is not a zoning tool. As such, it should not have much (if any) knockback, and should be used only to put opponents into hitstun to make a safer approach

**Character Goals:**

Defensive, slow, low damage. Generally out-sustains enemies. Very methodical playstyle. Very combo light (no more than 1-3 piece combos). Emphasis on grounding effects. Not necessarily a spacing heavy character. More punishing incoming attacks on his shield. Spear is a tool for dealing damage (starting combos) rather than keeping enemies at a distance.

Iconic moments/moves:

* Tanking attacks forever
* Lots of shield ramming + bashing
* Iron baseball bat
* Spartan kick (aim at thigh/leg rather than midsection, downward direction
* Rapid jab w/ spear (ala pantheon)

**Data:**

Weight: 110

Guard: 75%

Speed: 19

Air speed: 18

Jump Time: 2.2

Jump Height: 25

Jumps: 1

Fall Acceleration: 12

Terminal Velocity: 47

**Moveset:**

- guard - if possible, enhanced guard if shield is facing towards the source of the damage (higher reduction to incoming damage, or no damage at all). If not possible, higher reduction to incoming damage across the board? Maybe something k-rool ish where the shield has its own hp and will auto block attacks from a direction until it breaks.

Q grounded inputs (light)

- +side: nero thrusts his spear forward, very little knockback [8, 2, 0]

- +down: nero stomps in front of him. If it connects with an opponent, they are knocked sideways, and if not, the ground in front of him shakes and knocks opponents slightly upwards kick:[12, 3, -25] stomp:[8, 2, 90]

- +up: nero takes a swing with his baseball bat, covering the space in front of and diagonally above him [kill move] [18, 7, 65]

- neutral: rapid jab - nero stabs rapidly up and down with his spear as the attack button is held. An opponent who is hit will be slowly pushed out of the jab [4, 1, 0]

W grounded inputs (special/smash)

- +side: Swings baseball bat in front of nero, reflects incoming projectiles [14 ,6, 45]

- +down: Nero raises his shield for a brief moment, then if he is hit, he counters with his spear [16, 7, 45]

- +up: Nero chucks his spear downward to gain upward velocity. If the spear hits someone on its way down, it spikes [14, 6, -90]

- neutral: nero takes a moment to charge up as the button is held, then rushes across the stage shield first when the button is released, with distance scaling based on his charge time. Can only be used once in the air [12, 4, 25]

E grounded inputs (grab)

- +side: side grab - nero charges forward with his shield [8, 2, 90]

- +up: up grab - nero grabs above himself and throws his opponent down in front of him [9, 5, -45]

Q aerial inputs

- +side: Nero swings with his spear in front of him [7, 5, 0]

- +up: Nero thrusts his spear upwards [8, 5, 90]

- +down: nero kicks downward (like falcon/ganon) [7, 5, -90]

- neutral: nero jabs on both sides of him [5, 4, 25]

W aerial inputs (same as ground)

E aerial inputs - grabs again, but in the air (side and up same as ground)

- +down: nero bodyslams downward with his shield, grounding an opponent if they are not in the air [11, 4, -45]

## Konekryyke(Illumina)

**General Design Items:**

Simple aerial combo character with low mobility and soft setup capabilities.

**Character Goals:**

Character has very obvious windows of power that can be capitalized on by both players. The “Awaken” empowered attacks are lost if they miss or Ryyke blocks an attack.

Has an ebb and flow gameplay pattern, rushing in for quick combos and punishes then backing off to set up for “Awaken”.

Promotes quick decision making and punishes greedy play. “Awaken” is a slow move and must complete its full animation to grant its effect. Using it in unsafe situations will lead to quick stocks thanks to ryyke’s low weight.

Few kill options un-buffed, outside of gimps and spikes.

**Awakened attacks hit with both Ryyke’s attack and the Zombie’s attacks but only the zombie’s does damage.**

**Data:**

Weight: 90

Guard: 25/75

Speed: 20

Air speed: 26

Jump Time: .75

Jump Height: 22

Jumps: 2

Fall Acceleration: 3/5

Terminal Velocity: 4/5

**Moveset:**

- guard - A zombie defends ryyke. If no stacks of awaken are present, she cowers, granting reduced damage reduction

Q grounded inputs (light)

- +side: Overhead swing that coverings in front of and slightly above. Sweetspot on the tip that sends up.[7,4,45] [13,5,75]

- +down: A low slide kick that carries Ryyke forward. Good engage tool, can low profile projectiles. [9,3,75]

- +up: Low range jumping bash with the shovel handle. Sends directly upward. [8,4,90]

- neutral: Ryyke performs a swift push kick, knocking enemies away. Has low damage and set knockback. [7,2,15]

W grounded inputs (special/smash)

- +side: **“*Hush Now*”** Winds up, as if throwing a shot put, then does a sliding stab forward with the shovel. Sweetspots at the tip. Very linear knockback, can prove deadly even unbuffed if the opponent's recovery is bad.[12,5,35] Sweetspot [16,6,15]  
 **Awaken**:The zombie winds up a punch alongside Ryyke, and mirrors her slide a split second later. Ryyke’s strike holds enemy in place for the zombie hit.[26,8,35]

- +neutral:**“*Awaken*”**: Ryyke channels necromantic energy into a corpse, bringing it to life as a zombie to fight with her. Has around a 1.2 second cast time, and does nothing if the animation doesn't complete. Her next smash attack, grab, or guard will also be performed by the zombie, greatly increasing its damage and knockback. The zombies last for an unlimited time, but can only perform one attack and are consumed if the attack misses. Up to 3 zombies can be active at once, but only one will aid with each attack. Empowered attacks are lost if they miss or Ryyke blocks an attack.

The zombie has a powerful one frame hitbox when it jumps out of the ground. Difficult to hit due to the moves very long start up and lack of super armour.

Cannot be used in the air. Uses her aerial neutral Q instead.

[24,7,90]

- +up: “***Daisychain***” Tether recovery. Ryyke reels back, casting animate dead, then whips a chain of zombie arms upward, grabbing ledges and opponents alike. If it hits an opponent, ryyke is pulled to their location and delivers a swift roundhouse kick. High startup, but great vertical range and few ending frames. [12, 3, -165]

**Awaken**: The zombie follows along the daisychain’s path, delivering a powerful knee at the end of the chain’s range. The zombie uses its knee attack even if the original attack missed. [22,7,65]

- down: **“*The Forever Box*”** Plants a gravestone, dealing small damage and grounding opponents in front of her. The tombstone stays in place until an enemy walks over or is knocked into it or it is hit with an enemy attack. After a short duration, the grave readies. If the enemy walks over a readied grave, a zombie spawns from the ground, dealing high damage, knocking directly upwards and granting a stack of Awaken. Can have one gravestone placed at a time; using this move again will delete the old gravestone.

If used in the air, the tombstone is thrown downwards, creating a grave if it lands on the ground.

Aerial version Spikes if hit at point blank.

[11, 0, 0] grounded, [8,3,70] airborne, [15,7,-90] first frame airborne, Zombie [20,7,90]

**Awaken**:The grounded gravestone hitbox automatically kills enemies at or above 120% after the damage is dealt. If an enemy is killed, the awaken stack is refunded. Does not affect airborne versions of the move.

E grounded inputs (grab)

- +side: side grab - Ryyke waves her empty hand, casting Hold Person a small distance away. Has a sour spot at very close range. Does not deal damage on its own, instead it holds the enemy in place for .5 seconds, allowing ryyke to follow up with one of her other moves or disengage if need be

**Awaken**: The zombie automatically uses its followup for Ryyke’s Side Smash

- +up: up grab - Casts Hold Person upwards. Like the side version, does no damage, but holds the opponent in place temporarily for follow up. [24, 8, 35]

**Awaken**: The zombie automatically follows up with its Up W uppercut [21,7,75]

Q aerial inputs

- +side: Performs a swift Axe-kick in front of her. Sends Ryyke upward slightly if it hits an enemy. [10,4,-25]

- +up: thrusts the shovel horizontally above her head, striking with the shaft. Used to juggle opponents [8, 3,85]

- +down: Low acting swing (~100 degrees)with shovel. High range and quick startup, but very long ending lag. Sweetspot at the tip. Does not spike; sends forward to set up for a side Q [7, 4,25], [11,5,55]

- neutral: A windmill kick that covers a 270 degree angle in front of Ryyke. No hitbox behind her legs. Damage and knockback fall off as the kick travels. [ 9,4, 65]

W aerial inputs (same as ground)

E aerial inputs - grabs again, but in the air (side and up same as ground)

- +down: Casts hold person downward, then immediately footstools the opponent.Strong downward knockback, but does not spike.[0,5,-135]

**Awakened**: The zombie grabs the opponent after Hold Person is cast and does a piledriver. Spikes off stage, but can be mashed out of if at low %s. [22,7,-90]

Taunt: Sits down and plays shovel like a shamisen.

## Bojo(Ashen)

**General Design Items:**

Well-rounded floaty aerial fighter with odd hitboxes and high meme potential. Uses a wide assortment of “weapons” to attack his foes including a rapier, a bagpipe, a disembodied horse head, and spells. Each weapon's unique properties allow bojo to be decent at any range, but doesn’t allow him to excel anywhere.

Good at racking up damage but has trouble killing

**Character Goals:**

b

**Data:**

Weight: 95

Guard: 25%

Speed: 29

Air speed: 24

Jump Time: 1.2

Jump Height: 27

Jumps: 2

Fall Acceleration: 13

Terminal Velocity: 47

**Moveset:**

- guard- Puts on horse head

50% guard

Q grounded inputs (light)

- +side: bojo quickly dashes forward with his rapier; holding a direction will make bojo dash farther [10,4, 65]

- +down: Bojo slams his bagpipe down in front of him like a hammer, creating a shockwave around him. Hitting with the bagpipe itself grounds opponents, the shockwave sends away.(Banjo Kazooie F smash) Bagpipe:[12,0,-90] Shockwave: [6,4,45]

- +up: bojo sweeps up with his rapier, setting characters hit into the air [9,3,80]

- neutral: Jab opponents with his rapier. Slight knockback. [8,3,25]

W grounded inputs (special/smash)

- +side: **Centaur Charge** - Bojo hops on Centaur Bojo and charges forward (Wario bike) [15, 6, 45]

- +down: ***Bagpipe Blast***- after taking a deep breath, bojo makes a big bagpipe blow, blowing all characters away from him. Stronger knockback near bojo (characters below go down, above go up, and so on) [0,3,x] [0,6,x]

- +up: **BOOF Toot Toot** - Releases a blast of air from his bagpipe, rapidly sending him upwards. He can then continue to blow his bagpipe the drift slowly. The initial boof has a small but powerful windbox [0,5,-120]

- neutral: ***Viscous Mockery*** - bojo spits some god awful obscenities. Fires speech bubbles very quickly and deals very little damage [1,0,0]

* Objection!
* UWU
* Neutral
* Aerial
* Hakai
* KYS
* Dorya
* Gun

E grounded inputs (grab)

- +side: side grab - Slams horse head onto opponent, disorienting them, then pokes them with his rapier[6,4,65]

- +up: up grab -Jumps up a short distance, and scoops upward with the horse head, slamming the opponent into the ground [8,5,-35]

Q aerial inputs

- +side: Dons horsehead, then does a forward somersault headbutt, spiking at the nose (DK fair) [11,5,45] [12,6,-90]

- +up: Vertical rapier stab (Roy up smash) [10,4,75]

- +down: Puts on horse head, then corkscrews in place; multihit drag down(Wario dair) [ 11, 3,-70]

- neutral: Whirls rapier around in a short range 360 [8, 4,65]

W aerial inputs (same as ground)

E aerial inputs - grabs again, but in the air (side and up same as ground)

- +down: scoops a character below with the horse head [8,4,65]

## Mytharius Orthello Casimir II?

**General Design Items:**

Fast+featherweight

**Character Goals:**

Attempt to get an ebb/flow style going.

Whiffing hex should be punishing

Restore has a cast time, so killing illusion doesnt mean a free 12% heal.

Renew cant be recast until the speed buff wears off or the player has a status effect.

Killing illusion locks out hex for a chunk of time 12-18sec with 2 renews so the opponent can go on the offensive.

Myth is super strong when he is transitioning between states. Hex is weak without good followup, and his base damage is so low that renew's speed helps him combo but not build huge damage. Myth's true strength is when he has both hex and renew up at once.

Opponent is trying to play around illusion and kill it while not hexed to lock myth out. Myth wants to use illusion's space and hex to build damage on a slowed opponent, or use hex+renew for quick kill confirms.

OR

Illusion/hex work together well to build damage, while renewal enables chasing offstage easily. Myth has low kill power on every move so the renewal chase is a must for kills.

Opponents want to keep myth in renewal while they are at low percents, and avoid killing illusion at high percents.

Myth has no options vs a ranged attacker

Myth does a bunch of multiattacks. All attacks should be absolutely PITIFUL in damage output (full hit does between 6 and 12% depending on the move). Hex increases damage by a flat amount, which allows his multihit damage to skyrocket against hexed opponents, so myth relies on landing a hex to put in good damage.

**Data:**

Weight: 75

Guard: 25%

Speed: 26

Air speed: 26

Jump Time: 0.8

Jump Height: 20

Jumps: 3

Fall Acceleration: 12

Terminal Velocity: 36

**Moveset:**

Grounded:

neutral - single upward sweep with a baton, much like roy's jab

side - lunge forward and sweep with both batons 2 hits, one during dash and one at the end (1 sets up into 2)

up - myth sweeps with his batons three times (pit up smash)

down - myth trip kicks, knocking upwards

Air:

neutral - myth spins rapidly along the y axis, striking 4 times on both sides of him

side - myth strikes the space in front of him 3 times

up - myth spins with his feet pointed up, hitting three times above him (joker upair)

down - myth flips striking three times below him

Special:

neutral - hex - mytharius hexes the space in front of him. If an enemy is hit, they are hexed, increasing all incoming damage by a flat amount for a period.

side - cantrip deck - myth fires a cantrip from his deck. All cantrips should have bad range (a bit more than bean projectile). The cantrips are cast randomly. The options are:

* Create Bonfire -> traps enemies (pk fire), [4, trap, trap]
* Ray of Frost -> weak slow, [4, 3, 45]
* Chill Touch -> good damage, [10, 4, 35]
* Sacred Flame -> scans for an enemy and creates a pillar of light over them which detonates after a few moments. People should be able to walk out of it before being hit, but it should be a good area control/spooking tool (similar in use to palutena’s autoreticle). [12, 4, 90]
* Beet -> affected by gravity. shit. Does like 2 damage and nothing else. Has a nice sound tho [1, 1, 0]
* Letter -> affected by gravity [5, 3, 25]
* Bird -> loops in the air [4, 2, 35]
* Restore -> heal for (6%)

up - feather fall - myth makes a small leap and sprouts wings of light which let him glide till he is hit, cancels the move, or touches the ground

down - Illusory Counter - Mytharius attempts to counter an incoming attack. On a successful counter, he generates a slowing zone for (5?) seconds, and gains a charge of ‘fight or flight’, and knocks the opponent back (just enough so they can’t retaliate). He can use down special again to activate this charge, gaining a speed/jump boost for (10%) seconds and cleansing all debuffs. Only 1 slow zone can be active at once, and creating a new one removes the old one

Grab:

side - emits light from in front of mytharius (mii gunner down tilt)

up - myth blasts an opponents back into the air with a brilliant light

down - myth shines a light below him