

The Ide animation  
will likely be  
a bit floaty and  
calm, but still  
interesting.

\* wings  
not need for idle,  
but if you want  
them to appear or vanish  
then you have the  
creative freedom!!

Move: Standard Upward Attack



This is a simple upward sweeping attack that has a hitbox circling Aero. It is a single hit attack toward the upper body of his character and goes over his head. It is medium in strength.

Move: Standard Forward Attack



This is a powerful three hit forward attack that moves in quick sequence. One performing this move, the magic attacks will follow a 1, 2, 3 hit sequence. This has good range from his body but it is not the fastest to perform.

Move: Standard Downward Attack



Much like the upward attack, this downward attack is a single hit move that covers a good range under Aero. The effect is the same as the upward attack

### Specials

Basic Special: Nimbus Bow



This is a stationary move that has Aero charging a light arrow from his bow. The longer the bottom is held, the stronger the arrow that is produced will be. He cannot move while shooting the arrow.

### Up Special: Take Flight



This is a standard recovery move that sends Aero high into the air with the aid of his wings. Once this move has been performed, the player will be able to hold the JUMP button to perform a glide that will last for a short time. This glide can be moved in a left or right direction. Once 2-3 seconds have passed, Aero will automatically fall out of the glide.

### Side Special: Halo Of Anguish



This is a standard side special attack that shoots out a halo. If possible, we should make it that the higher percent Aero is at, the more damage this halo will do, but if that is too complex, then we will simply have it as a fixed percent that does more damage than an arrow shot from the Nimbus Bow.