


SD Remix Character Highlights

 Cpt. Falcon <ul style="list-style-type: none"> Gentlemen is much easier Can recover after connecting w/ Side+B Falcon Kick's landing lag is halved Recovery slightly better Spot dodge is faster 	 Ice Climbers <ul style="list-style-type: none"> Tips of hammers no longer whiffs Dtilt knocks away instead of up Fair's main hit meteors Uair has faster landing lag Nair has bigger range 	 Doctor Mario <ul style="list-style-type: none"> Up+B landing lag halved Fair is much faster Grab is bigger Down+B recovers better Dtilt ends quicker 	 Pikachu <ul style="list-style-type: none"> Aerials are faster Side+B goes further Tilts have increased damage Better wavedash and shield Down throw ends quicker
 Samus <ul style="list-style-type: none"> Brand new UpSmash Can grab airborne opponents Homing missile homes better Better air mobility Charge shot deals more damage 	 Ganondorf <ul style="list-style-type: none"> Better wavedash New uptilt Down+B landing lag halved 3 frame invinc. on dash attack Grab slightly more disjointed 	 Luigi <ul style="list-style-type: none"> Land cancelled fireballs Better mobility No longer have to change Down+B Air Up+B easier to hit with Fair ends much faster 	 Mario <ul style="list-style-type: none"> Better mobility Fair is much faster Tilts end quicker Down+B recovers better Nair is stronger
 Young Link <ul style="list-style-type: none"> Dsmash & dash atk kill better Fair much faster Bow ends much faster Can grab airborne opponents Side throws improved 	 Link <ul style="list-style-type: none"> Wavedash & speed improved Ftilt & Dtilt start quicker Bow improved Can grab airborne opponents Side throws improved 	 Donkey Kong <ul style="list-style-type: none"> Range same as Marth's Knockback generally increased Shield & hurtbox improved Grab range increased B no longer freefalls 	 Yoshi <ul style="list-style-type: none"> Grabs and throws improved Side+B better for recovery Parry window increased Stronger Jump Armor Better air mobility
 Zelda <ul style="list-style-type: none"> Faster grab Uair & dair improved Side+B stronger & bigger Side+B no longer freefalls Up+B emergence has hitbox 	 Roy <ul style="list-style-type: none"> Better air mobility Wet noodle replaced with sword Bair & upsmash are kill moves Dair meteors or spikes Dash attack fixed 	 Mewtwo <ul style="list-style-type: none"> - Tail hurtbox removed - Nair range improved - Grab range improved - Specials are faster/safer - Spot dodge is faster 	 Mr. G&W <ul style="list-style-type: none"> Ground cancelled bacon Now has a shield Can now L-Cancel DSmash much better Bacon can be spammed
 Ness <ul style="list-style-type: none"> Better mobility Yoyo's deal knockback Ground canceled PK Fire Can jump out of Down+B PK Flash improved 	 Bowser <ul style="list-style-type: none"> Faster Stronger Safer New dair Grab range improved 	 Pichu <ul style="list-style-type: none"> Better mobility Overall less self-damage Bair is a knee Dair and fair improved Dash attack improved 	 Kirby <ul style="list-style-type: none"> Better mobility Grabs actually work Hammer stronger/safer Dash attack improved Nair improved