



## Antonio Belpaese



Gains 10% more Damage every 10 levels  
(max +50%)

Antonio Belpaese is one of the many selectable characters of Vampire Survivors, an indie game sensation that, despite its simplistic way of playing the game, possesses many **deep** gameplay mechanics that have kept players around the world hooked. Not much lore is known about the Belpaese family, except for their pursuit of Count Not-Appearing-In-The-Game-Ula...or for simplicity's sake, Bisconti Draculo.

Vampire Survivors is a simple enough game: you control a character who is equipped with a weapon, which auto fires by the way, and survive hordes upon hordes of monsters looking to eat you alive for as long as you can...or until the Red Death gets impatient and decides to blick your sorry ass. Along the way, you can unlock new weapons, equip items that bolster you along the way, and even fuse some weapons together to make more powerful ones!

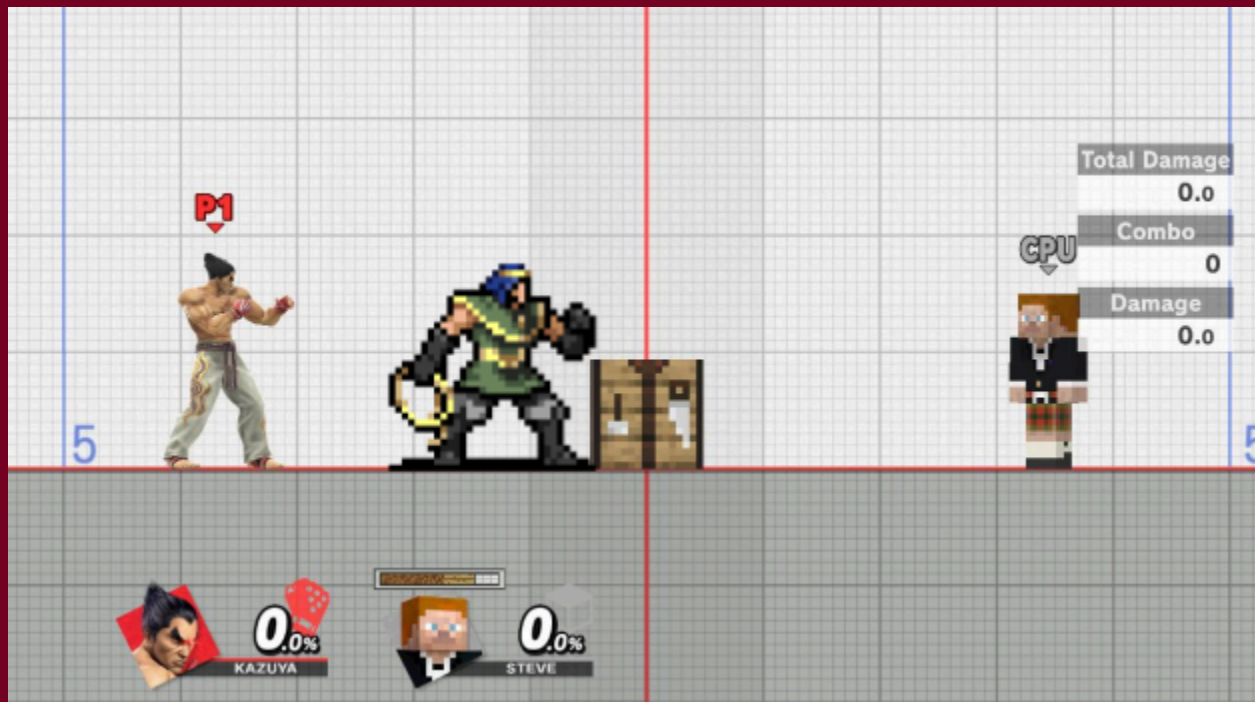
For the sake of simplicity, this set will be solely based on the base game, not DLC packs such as Legacy of the Moonspell, Among Us, or Tides of Foscari. And no, I did not mistype, Among Us has an official crossover with Vampire Survivors believe it or not.

### OVERVIEW

Antonio is a snowballing mid-range fighter who works best when micromanaging his attacks for the right strengths at the right time. By himself he's decent, but with the ability to get stronger combined with the unique effects of some of his attacks, Antonio can change from a middle-to-low-tier fighter to a higher-tier fighter, combining frightening disjoints with insane pressure. That being said, you're going to struggle in the early game, as you're easy to overwhelm without a proper kit, and even with a fully upgraded kit keen-eyed players can exploit holes in your absolute offense. As an Antonio

main, your job is to deal damage and avoid as much damage as you can while you're at it. Once your desired upgrades are in place, keep them out of close range and out-zone your foes until they're at a stage where they can be easily killed. When fighting against Antonio, try your damndest to stonewall him and prevent as many opportunities to get momentum as you can, and if you fail, just analyze the situation and act to the best of your character's strengths.

## STATISTICS



- Weight: 109 (Between Samus and Piranha Plant)
- Walk: 0.75 (Ryu)
- Dash: *Initial*: 1.69, *Run Speed*: 1.38, *Dash Frames*: 10, *Pivot Dash Frames*: 12 (Pyra)
- Jump Height: 29.9 (Full Hop), 16 (Short Hop), 31 (Air Jump) (Ike)
- Air Acceleration: *Base*: 0.01, *Additional*: 0.02, *Total*: 0.03 (Simon)
- Air Speed: 0.92 (Banjo-Kazooie)
- Falling: *Regular Fall*: 1.85, *Fast Fall*: 2.96, % *Increase*: 60% (Simon)
- Crawl: No
- Wall Cling: No
- Wall Jump: No

Antonio stands around the same height and width as his character of inspiration Simon, but is both heavier and slower than him. So he's more difficult to launch and has higher traction so he can stop pretty quickly, just like in Vampire Survivors.



## MAIN MECHANIC: XP



A very major part of Vampire Survivors's progression and eventual insanity is its XP system. Don't worry, it won't be as complex! Essentially, each time you hit a foe with your attacks, they drop several XP Crystals (valued at 2 XP each) proportionate to the damage you deal (So 5% = 10XP). These crystals fill a meter above your damage until you get 60XP, allowing you to level up the last input you use (there's a weapon icon with three pips next to Antonio's portrait to indicate the last attack you used), which increases its damage by 1.1x and knockback by 1.05x. They can be leveled up to 3 times, and they'll persist throughout the match. If your last input is at max level, then it'll read your staling queue until it finds your most recent below-max weapon and level that instead. So if your last input before leveling is U-tilt and that's maxed out, and your 5th-most recent move is Side Smash, *that* will level up instead. There's also a unique interaction with the rest of your kit that we'll explain in Down Special.

*(All attack knockback is recorded using Mario's base weight value, measured in Units (The 10x10 squares found on the Training stage) kill percentages are based on Battlefield's blast line sizes, and damage output is treated as if it was in free-for-all. Furthermore, all damage values listed are based on their unleveled stats.)*

## SPECIALS

For Startup:

Instant (2-4 Frames)

Rapid (5-8 Frames)

Medium (9-13 Frames)

Hesitant (14-20 Frames)

Sluggish (21-30 Frames)

Snail (30-44 Frames)

Abysmal (45+ Frames)

For Endlag:

Lagless (<10 Frames)

Solid (11-20 Frames)

Average (21-30 Frames)

Middling (31-40 Frames)

Risky (41-50 Frames)

Painful (>50 Frames)

For Duration:

Brief (1-5 Frames)

Lingering (6-15 Frames)

Lasting (16+ Frames)

Down B



**Treasure Chest**

Collect for great rewards!

Whenever you level up, you have a charge of Down Special to a maximum of 3. Inputting with a charge has Antonio kick open a chest, a trio of pink ribbons flying out of it before showing you a selection of **Items** that are used to bolster his power and abilities. Essentially, you get a Command Selection-style menu where you pick between 3 Items for it...though you can also cancel out of it by jumping, dodging, or shielding. Antonio can hold 3 items at a time, but sometimes he has to switch items to change his loadout in an attempt to properly adapt, throwing out the oldest item in your loadout when doing so. The items in question are as follows:



**Spinach:**

Makes you strong to the finach! When collecting Spinach, your damage output will be bolstered to 1.2x and your knockback to 1.1x.



**Armor:**

Antonio gets Tough Guy armor of about 15 Knockback units, just one above Kazuya!



**Hollow Heart:**

Albion? Not really, this just increases Antonio's weight by 1.2x.



**Pummarola:**

Be still, my beating heart! This heals Antonio's damage by 1% per 90 frames for as long as he's holding this item.



**Empty Tome:**

You won't be that easy to read with this, because your start-up and endlag will be 5 frames shorter...if it's possible for the former, of course.

**Candelabrador:**

Thanks for the light! Now I can make my hitboxes and projectiles 1.235x bigger than before!

**Bracer:**

All projectile weapons travel 1.2x faster.

**Spellbinder:**

The first 5 frames of endlag are erased to make way for extra hitbox duration! Fun! Oh, and uh, it can also add a few extra hits to some multi-hit attacks if needed.

**Duplicator:**

Arguably a casual player's most-enticing Item, as all hitboxes will have a "follow-up" where they can do the attack a second time with next to no start-up for the same damage *before* the knockback sets in! Just mind the extra endlag. Oh, and you can use a Duplicator follow-up two times before it's destroyed, freeing up your inventory.

**Wing:**

Gain an extra jump, and increase ground movement and aerial movement by 1.25x! Sephiroth ain't got shit on this!

**Attractor orb:**

Antonio's attacks (excluding the projectiles) have a slight vacuum effect, allowing foes to get pushed toward the hitboxes. Also pulls in items for Antonio to pull in.

**Clover:**

When holding onto this item, your next Treasure Chest opening will clear this item and fill all your empty inventory slots with a unique item the next time you use Down Special except for Clover.

**Crown:**

Doubles the value of all XP Gems dropped by the foe.

**Stone Mask:**

No, this won't turn you into the vampire you've been so desperately looking for. Instead, it just grants you a singular hit of super armor similar to a Focus Attack, shattering and opening up an Item slot for the next use of Down Special.

**Tiragisu:**

Basically, for as long as you hold onto this, any hit that you receive that *would* kill you will make a flinching, non-damage burst the size of Boom as you heal for half your current damage, allowing you to continue the fight. Use up this singular charge, though, and you're not getting this again for the rest of the match.

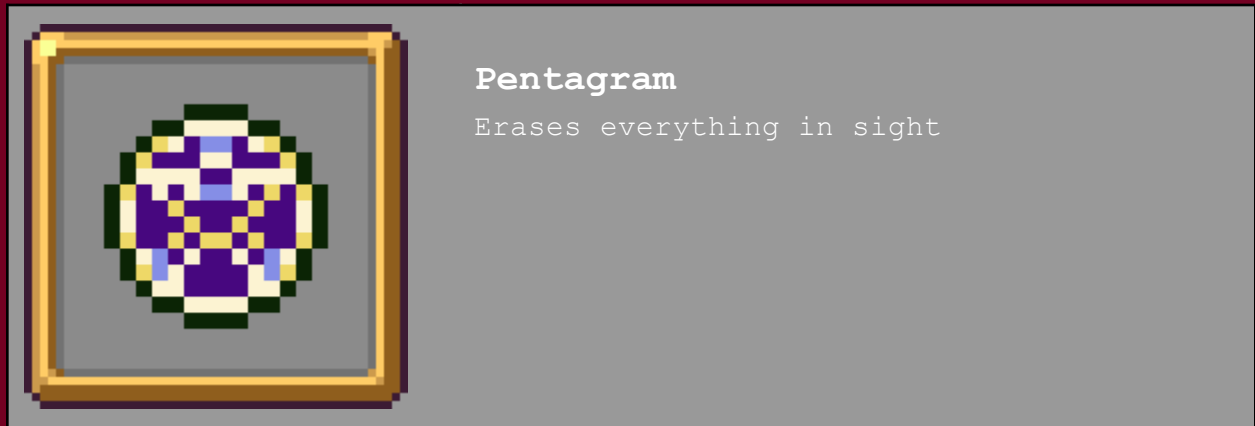
**Skull O'Maniac:**

This effectively goes for a riskier play by reducing damage, knockback, and stats (all to 0.8x), but on the plus side, XP Gems from your foe paradoxically gain 20% more value.


Opening a chest is pretty much near-instantaneous, so it gives Antonio some legroom to enhance his moves separate from XP. So you can launch somebody away with Side Smash and just as you wrap up the endlag pop a chest and get something that'll hopefully give you the advantage. Plus, if your foe somehow gets back to your position

without so much as a warning there's ample opportunity to act accordingly and just get your new stuff later!

When you have no charges, then there's an attack that is accessed by *holding* B: doing so will have Antonio raise high above his head, *this* weapon!



The Pentagram will explode outwards in a Thwack-sized radius just above Antonio and deals 20% with medium-high knockback. It also has generally the same start-up as opening a Chest. In addition, all items in its radius are just destroyed outright. That being said, the endlag leaves you quite open so be mindful of where you use this. The size of the Pentagram is enough that you can gimp or poke from a good distance, and it stops midair momentum on use, making it easy for recovery when using your Up Special, Peachone. Not to mention, if your foe is combo'ing you this is the perfect combo-breaker, allowing you the means to escape.

After that, the Pentagram goes into a 20-second cooldown, and during that point, Antonio will go through the weapon-raising animation before freezing and realizing it's not charged yet. This *is* a cancelable animation, by the way, so if you don't get the big explosion you were expecting it's not the end of the world. That being said, the  Empty Tome can shave 5 seconds off the cooldown so you can use it more often. Once it's fully recharged, the shape of the Pentagram will flash over Antonio's model.

Now then, the unique interaction mentioned in the Main Mechanic section: if you level up using a max-leveled input, the input will become Evolved, with a capital E. Evolved Weapons will have unique



inputs. So for example, the Pentagon we talked about earlier? If the Pentagon is max-level while holding the Crown, the Pentagon transforms into...



When using the Gorgeous Moon, fighters hit with this will hit 9 times for a total of 36%, generating more XP Gems before pulling them all towards Antonio, thus making it easier to level up. This can get you to a Level Up *instantly* if you still have the Crown in your inventory slots, so if you want another weapon in your set enhanced, there's your chance!

When Evolved, the Gorgeous Moon serves as an excellent kill option, not just dealing massive damage but also blowing the foe away with such force you could kill at around 55%! Not bad for something like this, eh? It's an even better out-of-shield option when holding Down-B for the amount of damage and knockback it deals, so if you want to stop your foe's momentum for devastating effect, go for it!

## Neutral B






## Axe

High damage, high area scaling

Ah, yes, of course, the character based on Simon Belmont would have his Neutral Special. Much like with the Belmonts, Antonio will wind up and throw the Axe in an identical arc in front of himself, dealing 12% and enough knockback to get one item out of several charges safely. After hitting one fighter, the Axe will vanish. That being said, this Axe has more hitstun than the other axe, making it easier for Antonio to act on it before he lands a kill move like Fire Wand or Venta Sacro.

You'll generally find identical, albeit weakened, uses of this Axe like you would Simon's (edgeguarding, anti-airing), but there are also a few differences. Firstly, if you tilt the joystick behind you while Antonio is winding up this projectile (which comes out at Frame 22, significantly faster), Antonio will throw the Axe at an angle *behind* himself, making it great for countering aerial cross-ups or tech-chasing if your foe has dodged your Pentagram.

Among the Items from Down Special, you'll find great synergy with the  Armor, potentially pseudo-countering many aerial attacks with your Tough Armor mechanic and blowing your foe away at knockback to kill at 152% due to its lower angle and BKB, though it can match the Belmonts' or even *surpass* it by Leveling Up this NSpec. The  Empty Tome, meanwhile, can make the Axe into a much better reading tool by shaving your start-up by a decent bit and forcing the foe out of the air to further exploit your shortened endlag and catch them with your Down Smash,  King Bible!


But arguably the most important bit of synergy to be had out of them is the Candelabrador, which when leveling up can Evolve your Neutral Special:



## Death Spiral

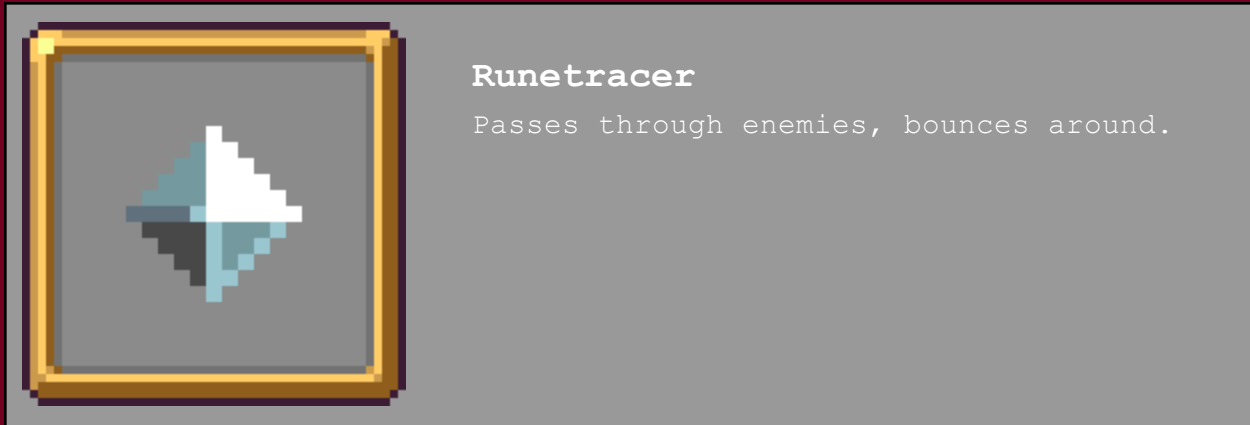
Evolved Axe. Passes through enemies.




The  Death Spiral is a unique form of the Axe where you shoot two scythes in front of and behind you simultaneously. It also now manages to pierce through enemies and deal greater shield damage! At this stage, it's perfect for area denial due to the new properties and is great for applying pressure to your foes, especially since like with the Axe you can act *frames* before the projectiles reach the apex of their arc. While there is an opening down the center directly above Antonio, you'll find it easy to force a foe to approach you from above in specific scenarios and force a 50/50 when approaching from either horizontal direction towards Antonio, especially considering this is also affected by the Candelabrador's hitbox-expanding effects.

With the Empty Tome and Candelabrador active Antonio can set up a kill confirm with his Neutral Attack or D-tilt, and that gets so much better if he possesses Spinach as well.


## Side B



When using this, Antonio will thrust his palm forward, shooting a diamond-shaped projectile called the  Runetracer, which can be aimed straight ahead, angled at  $25^\circ$  upwards or downwards. This bounces off the stage and the edges of the screen while also piercing through enemies. Hits and bounces will count up to 5 times before the Runetracer projectile vanishes. Hitting someone with the Runetracer projectile deals 8% and low-by-medium-low knockback. Essentially, imagine Kazuya's Devil Blaster with the surface-bouncing properties of Meloetta's Echoed Voice. Only one projectile can be out at a time.

While the projectile is out, you may need some visual calculus to fully reap the benefits of this laser attack, but on the plus side, Antonio can make for some unique edgeguarding potential when firing straight from the edge, among other surface-level benefits. It should be noted that the Runetracer travels slowly (around a minimum-charge Samus NSpec) so it's easier to time your hits into the projectile.


A common strategy to be used with Side Special is throwing a foe into your Runetracer for an extra boost of damage as well as a bit of combo extension, especially if you decide to use your D-throw, the

 Garlic, to force your foe onto the defensive and leave them vulnerable to another grab. Alternatively, the Axe's hitstun can leave a foe stunned just long enough to get hit with a projectile. Alternatively, the Runetracer can be exploited well for farming XP by using this as an aerial set-up tool, allowing you to follow up with the Lightning Ring or Whip to attack. The Runetracer can also be used as an easy anti-air against shorthops that can force a foe to a position where you can land your Up Smash or snipe somebody who's on a higher platform from the ledge.

For the most beneficial items to use: the Bracer can further bolster the pressure when fired, forcing the foe into evasive maneuvers if

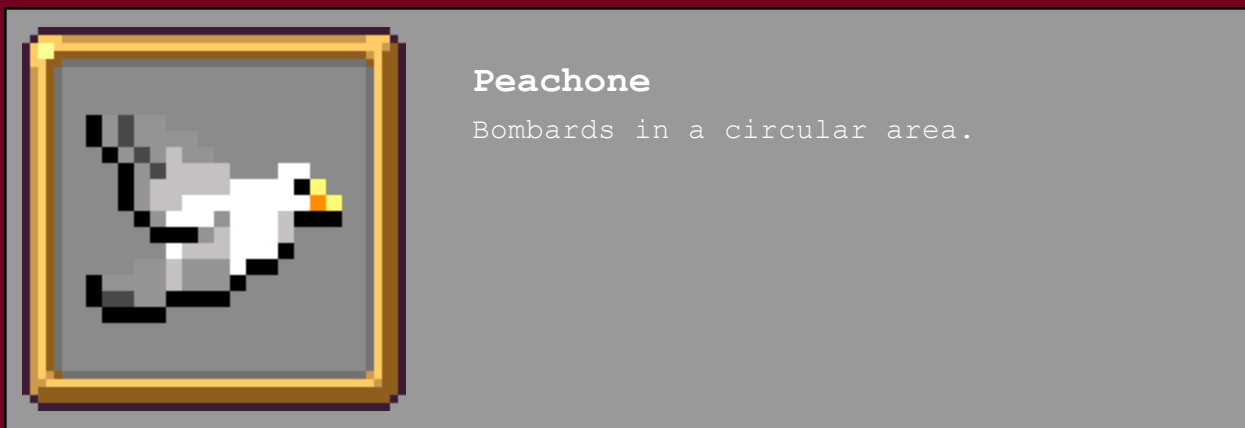
fired straight ahead. Meanwhile, the Wing can also help with aerial offense thanks to Antonio having increased speed and an extra jump. Not to mention, you can use the extra jump for off-screen edgeguarding *before* you snap to the ledge. But then there's the item that causes its evolution, the Armor:




The  NO FUTURE projectile gets way faster, has a total of 10 stamina before it vanishes, and creates explosions the size of Samus's Smart Bombs at the bounce points that deal 15% damage and medium-by-medium-low knockback which gets even frightening if the foe is hit with this at the edge of the screen. Landing a hit with this at just the right angle can lead to some very hype kills, especially with Spinach in your hands, but alternatively, you can use the Stone Mask to tank an incoming attack while you throw this out during its relatively middling start-up.




The explosions can also push foes who are shielding, likely forcing them into the range of your grab, D-tilt, or maybe even your Death Spiral. Not to mention, just *not* landing this can be a big benefit depending on the position and angle of the attack, allowing you to cut off many of your foe's escape routes and leaving you open to your quicker strikes or hold them off while you spend your charges looking for an item of your choice.

**Up B**



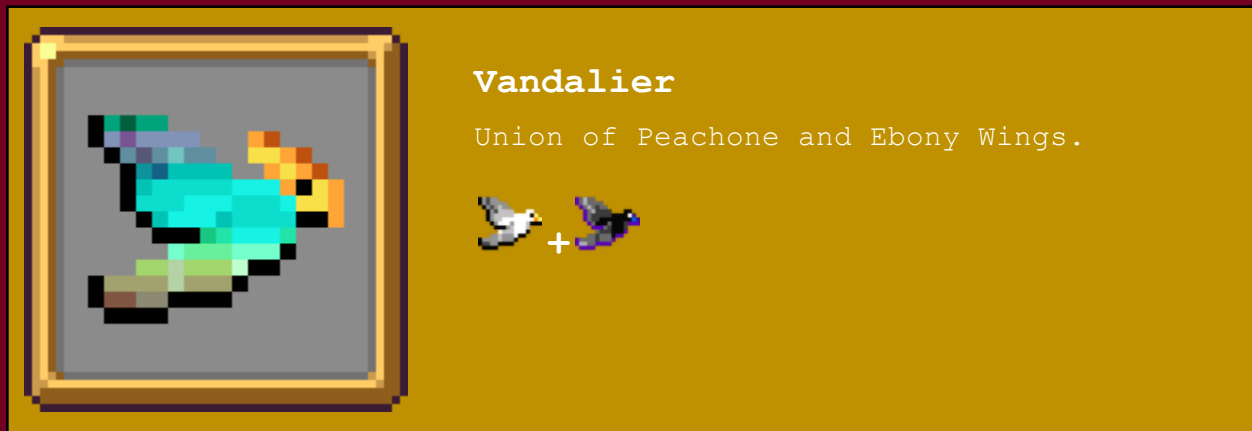
Birds of a feather flock together, as they say. In this unique form of recovery, Antonio will hold  Peachone in both hands before letting it fly. It will then face the direction of the joystick and start firing a barrage of light projectiles that pushes Antonio in that direction. This doesn't put Antonio in helplessness on use, and he's free to act with his aerals as he's being pushed by the salvo, upping his aerial approach potential. It *does* help him recover by pushing him 4 Units in the direction of the joystick over 75 frames as well.

The barrage deals a total of 12% damage over 12 hits and medium-high knockback on hit, effectively freezing the foe in place as Antonio hurtles towards a foe's position. Do keep in mind that Antonio can only use Aerials (not even Specials) while in this state...not to say your Aerials are *bad* per se, just that you'll be very limited in that period so don't expect to use a grab while Peachone is giving you a boost. For example, B-air gives Antonio a lot of poking space while Peachone is pushing you around, so if it looks like you're about to get edgeduarded as you're heading up, they can think again! The Peachone also comes out pretty quickly so you can use this as a decent out-of-shield option so if you're blocking you can build up damage pretty quickly.

When equipped with the  Spellbinder, there's a newfound layer of defense in the form of 4 extra hits, so what I said about grabbing foes during Peachone's barrage is very much <citation needed>. That being said it can also help in farming XP, especially when hitting with the  Gorgeous Moon for upwards of 2 full Treasure Chest charges due to the number of XP Crystals. The  Stone Mask, meanwhile, can also aid in making your aerial assault slightly more

impenetrable, shrugging off one hit while attempting to set them up for an aerial combo by landing the Whip or a Level 2 Cross. In terms of recovery, the 🦋 Wing can also help with recovery by taking advantage of both the extra jump and air speed of the item in question and Peachone's recovery speed to make it much easier to get back on stage.

Now there's something unique about Peachone...it doesn't need any sort of item to Evolve! That doesn't leave it exempt, however: you need to max the level of its counterpart 🦋 Ebony Wings to engage Evolution from the next Treasure Chest...or in this case a Union.



Replacing both birds across both U-air and Up Special is 🦋 Vandalier! For Up Special, Vandalier *doubles* the hit count and propels Antonio to the distance quicker, though the damage and knockback don't change. At this point, you don't even *need* to have the 🏰 Spellbinder equipped to exploit the more defensive aspect. Vandalier also becomes much better as an out-of-shield option due to its increased hit count without sacrificing its range.

The pressure game for the United Special of Antonio also goes straight through the roof due to the increased hit count and his ability to act while Vandalier continues its salvo. The benefits of using this with the 🦋 Wing are further amplified, making this an even better recovery move and pursuit tool so Antonio can poke somebody from above. Antonio can also use the Vandalier to block off a ledge for a moment to edgeguard while you're still free to act.

## NORMALS:


### Jab/F-tilt/N-air



#### Whip

Attacks horizontally, passes through enemies.

A singular-hit attack like Steve's, Antonio will crack a whip real quickly, stretching out about as much as Simon's F-tilt and dealing about 4% damage per whip crack. The hitbox is pretty narrow so people can duck underneath, but the endlag is low enough that he can jump over any counterattacks.


Generally quite fast and pretty far-reaching, the  Whip is great for pursuing people and poking while on the move, reaching about 1.25x farther than Simon's F-tilt. This makes it surprisingly safe on hit and has low knockback as well. Much like with Steve's Jab, jab-locking is impossible, though it has its own strengths in the form of dealing more damage. The best you'll get out of this is a set-up tool, but unlike with Simon's whip this is a consistent attack throughout, so you don't have to worry about tipplers!

You'll find this is better used in the air: as an attack, the Whip makes for a good means to force a dodge of any sort or put the foe on the offensive. Not just that, it makes for some *insane* recovery potential because like with Simon's F-air and B-air, Antonio can snap to the ledge with this attack! It's also moderately spammable so you can stonewall approaches the moment you get up from the ledge while there's a Runetracer or NO FUTURE out and about as well.

As far as items go, the Stone Mask seems to be one of your better bets, allowing you to tank an incoming hit and counter the foe, or give you a save for when you're just building up their damage. On the






other hand, the one-two combination of Empty Tome and Spellbinder can also add to the pressure, making it immensely more spammable on its own. But above all else, the Hollow Heart is most crucial for Evolving:




### Bloody Tear

Evolution of the whip. Can deal critical damage and absorb HP.

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With the  Bloody Tear equipped, all uses of the Jab will cause a 20% chance of dealing a critical hit: this deals double the damage, and it also heals Antonio for half the damage dealt! At this rate, Neutral Attack becomes a lot better for survivability due to the healing factor, never mind if you have a Pummrola equipped. Also, it changes from a set-up tool to a good get-off-me tool even with the Spinach active, at early percentages putting them in a position where they can get hit by the Pentagram or where you can set up a nasty area denial zone with either the Axe or the Death Spiral.


## Dash attack



### Shadow Pinion

Generates damaging zones when moving, strikes when stopping.


Lowering his arm to glide his hand along the ground, Antonio creates a trail of spiky blackness in his wake before swinging it upwards like he was doing a Reppuken to barrage anybody in front of himself, dealing 9.5% damage on a single hit and pretty middling knockback.


The range for the  Shadow Pinion makes for even more terrifying poking potential, especially considering it can be angled upwards or downwards you'll find there's a lot of good midrange play though its speed is shy of giving him sufficient protection in far-range engagements. The upwards-angled version serves as a pretty good anti-air, but also a way to force an airdodge and cover you for a bit while you escape, mainly because you can move before the Pinions vanish. The downwards-angled version, meanwhile, is yet another mighty gimp tool that rewards Antonio for spacing his attacks.

Landing the Shadow Pinion at earlier percentages leaves them open to getting his with a Spinach-boosted Axe or Death Spiral for a greater burst of damage to get as much XP as possible. *Meanwhile*, these Shadow Pinions are great for tech-chasing when aimed straight forward, allowing you to follow up with an Up Special towards their position to unleash a greater flurry of attacks from your Neutral Attack...especially when the Spellbinder is equipped to affect them.

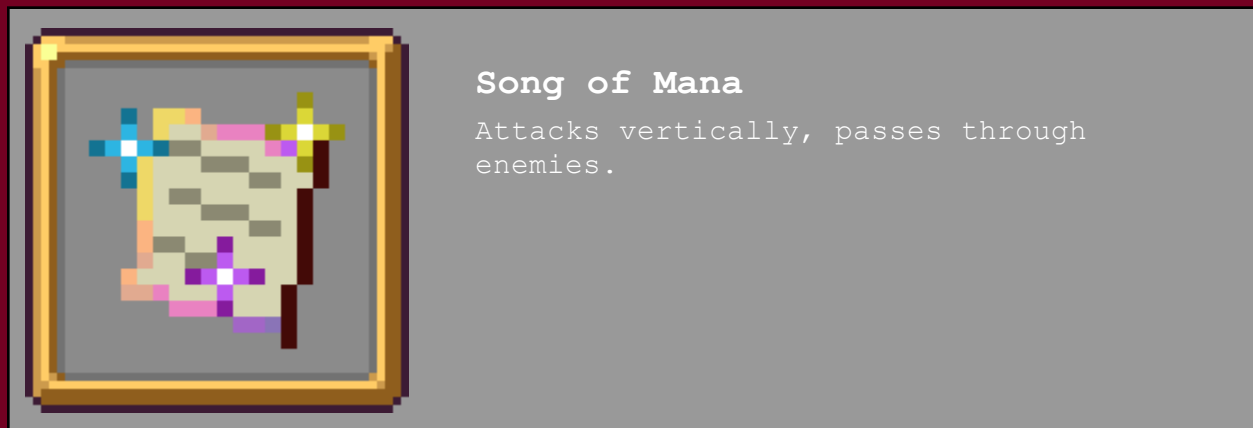
When equipped with a Wing, you can Evolve the Shadow Pinion into the effective blowtorch that is...



The  Valkyrie Turner has 50% bigger hitboxes, 1.5x longer reach and now deals 12.5% damage and higher knockback. It even gets gorgeous multicolored flame effects, much more stylish than those

drab  Shadow Pinions you had before. The Evolved Dash Attack changes from a poking “keep you at arm's length” attack to a poking kill move, allowing you to score a KO if the foe is at 95% due to its higher knockback scaling. A max-level Runetracer can do wonders for your kill confirms, so you can perform [Dash attack -> B-air -> Runetracer -> Gatti Amari] for a pretty good zig-zag damage dealer combo. It might not seem possible by itself but with the Empty Tome and Spellbinder equipped, there's more legroom to consistently pull this off if you've practiced it enough.

## U-tilt



Unraveling a scroll, Antonio releases an (albeit 8-bit) singing note that causes a pillar of sparkles as wide as himself to rise from his position, dealing 7% damage.

Even if the move comes out quickly it takes a bit for the pillar to rise from his position, accelerating like Mewtwo's second jump, so you'll find this more committal than expected. It's not exactly an OoS option but the width is just enough to catch foes practically touching you. That being said, Song of Mana's hitbox lasts long enough that Antonio can use this for a defensive measure. Generally, sort of isolated from most other inputs even after leveling this input up to its max, but we'll get more into it later.

Combining Empty Tome with Spinach allows Antonio to *actually* turn this into *just barely* a good...ish(?) out-of-shield option, especially when using this as an anti-air that also makes for a confirm into an Evolved Up Smash. The Skull O'Maniac, though, gives Antonio a rarity: a U-tilt that confirms into a grab, but only at Level 1. Anything

beyond that singular level will fail if you try it, though it can grant you a nice neutral reset overall.

Speaking of the Skull O'Maniac, though, you have another good use with this input:



The Mannajja basically doubles the thickness of the hitbox on both sides, though you have longer endlag to compensate for the expanded danger zone. It also leaves behind a 1-second-long *slow zone* that grants a Witch Time-style effect for as long as they're inside. You have just around a quarter of a second to use an attack that makes the most of that short time even with the Empty Tome equipped. Though the Mannajja *does* have some trade-offs it's an upgrade by a small chunk. You can extend the slow zone with the Spellbinder or double the effect of the zone with the Duplicator, further bolstering his area denial.

A Level 2 U-throw is effectively confirmation into Evolved U-tilt, as the width can cover horizontal air dodges if timed right, and even if they avoid getting damaged they'll still get slowed down from the effects of Mannajja. The Neutral Attack, either Evolved or United, can also be the perfect confirm if they remain inside the slow zone for long enough for a nice burst of healing.

## D-tilt



### Santa Water

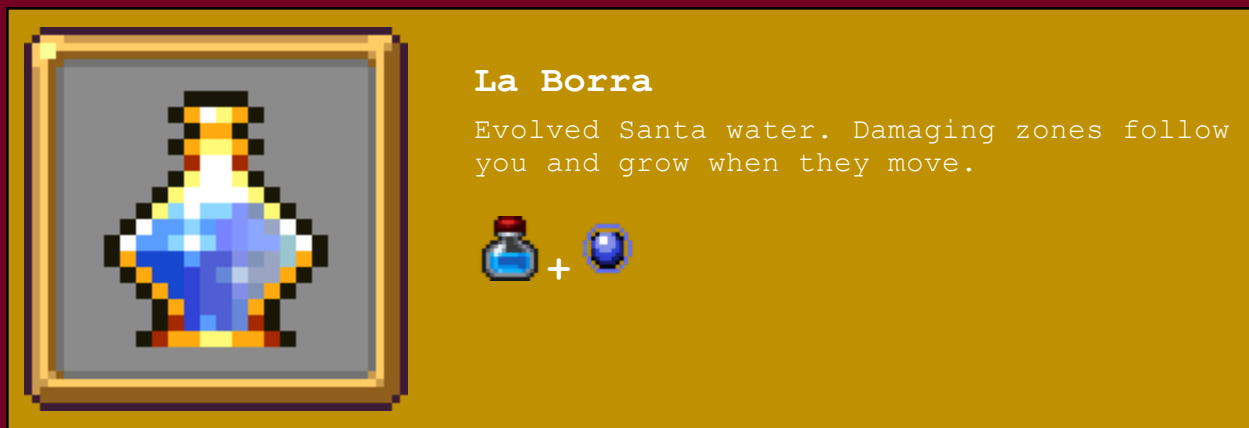
Generates damaging zones.

Antonio tosses a bottle of Santa Water on the ground in front of himself, generating a burst of fire that deals 8% damage and pretty middling knockback to be versatile in being either a set-up attack or a get-off-me tool based on level. It's directly in front of Antonio, reaches up to his waist, and is about as wide as Byleth's F-tilt.

Its width helps Antonio catch foes that try to roll around him, and it lasts pretty decently long, poking at the ledge and providing some good escape coverage against characters fast on the ground like Mythra or Sonic. Since it's thrown downwards, it can hit people hanging from or below the ledge as well, much in the same manner as Ness's Down Smash and Villager's Side Smash. End lag is also on the lower side, but only for 2 frames after the flame fizzles out. At Levels 2 & 3, D-tilt becomes a mighty cool confirm into Level 1 U-tilt, making for a fun, if niche, juggle scenario where you can keep building up damage.

Out of all the items in your pool, the Spellbinder is a boon for enhancing your edgeguarding and giving it a new use in shielding you as you approach or use Dash attack, especially when it's one step away from Evolving! Though its range means the start-up is a little slow even for the Empty Tome to aid, there's always the Armor to provide a good deal of defense as you're using this attack, making it arguably one of the best attacks for trades.

But then there's the Attractorb, which can help in enhancing this input to make:



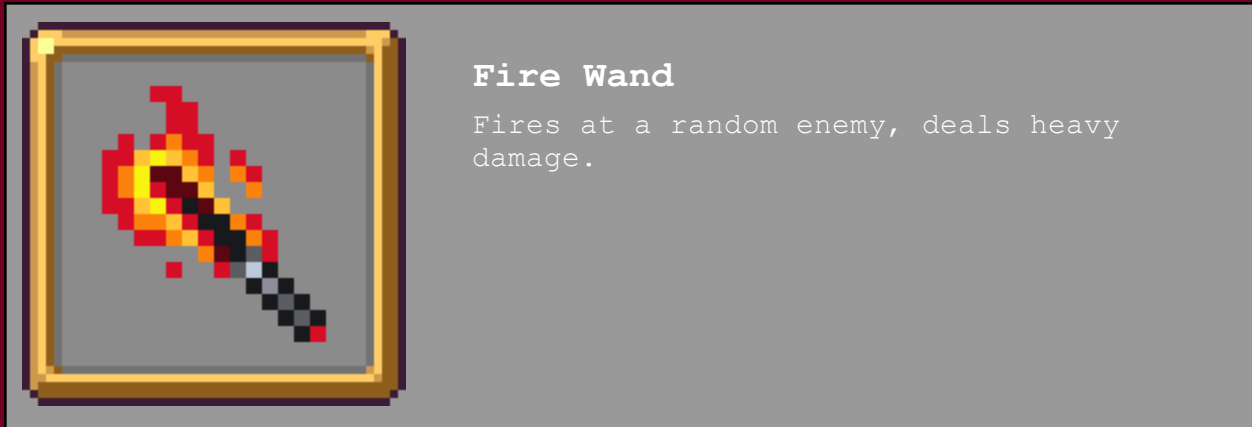
As La Borra, it initially starts at the same size as before but will travel towards Antonio's horizontal position at the speed of Incineroar's walk while growing in width until it reaches about Ridley's wingspan during *his* Down Smash.

Its escape coverage becomes even greater for the amount of time it's out for (40 frames about). So using Evolved D-air to spike people into Evolved D-tilt's patch of fire later in its lifespan if timed right. Not only that, combining La Borra with NO FUTURE makes for a situation where the foe may take great risk being on the ground, forcing them to dodge more often with very little chance of resisting the railroading/anti-air chicanery.

Keeping the Attractorb around means Evolved D-tilt is a lot more oppressive due to the windbox being active throughout, and the benefits it had with the Spellbinder before are practically even better. Just keep in mind that you can have two La Borra patches out for only 8 frames even with the optimal loadout and perfect timing, but even that can be taken advantage of for scenarios of baiting your foe out of shield while also having a sizeable window of opportunity to plan around your foe's moves and read...though if all else fails, Pentagonagram.

## SMASH ATTACKS:

### Side Smash



Antonio takes out the burning fire wand, winds up, and swings it heftily downwards to deal 16%-22.4% with the physical hit but  $\frac{1}{4}$  that from one of three fireballs that shoot in a 35-degree cone from the swing. Fire Wand is great for defense, as each fireball will block one hit before vanishing. These fireballs also travel about 1.2 BFP before vanishing.

When hitting somebody with the wand swing, Antonio gets a pretty decent get-off-me tool unleveled and a pretty good combo ender at max level. It also has a plus on shield damage as a sweet spot but at the cost of ironically being unsafe on shield. It's not meant to be a glorified club, it was obviously going to be bad against defense somewhat even at max level. You could juggle the foe with the Whip or Bloody Tear enough times that you can use Side Smash to cap off a pretty decent kill combo/distance maker, or set them up with D-throw to whittle their damage down a bit beforehand.

The projectile portion just adds to the midrange game by not just being used defensively as stated before, but also as an alternative means of applying the damage, as spacing the fireballs enough takes advantage of their lower knockback to follow up with a Dash attack at 0%. Alternatively, the fireballs can be used to bait someone into a different attack such as D-tilt or Mannajja, so there's that as well. At Level 2 *specifically*, the fireballs can set a foe up to snipe someone with NO FUTURE at later percentages or build up a bigger burst of damage with the Pentagonagram or Gorgeous Moon at earlier percentages.

Items that synergize with this better than others include the Bracers, allowing the projectiles to get more oppressive in their stonewalling and making it quicker than normal, and the Attractorb, which despite applying only to the wand portion of the attack, can

push people into the fireballs themselves for unique set-up situations that wouldn't be possible with an empty inventory.

But then with the Spinach, you can evolve the Fire Wand into...



*He's strong to the finach, 'cuz he eats his spinach, it's Hellfire the Skullhead Man!*

~~Wait crap I already made that joke earlier~~

Anyways, Hellfire swaps the Fire Wand out with a flaming skull, making it slightly safer on shield...but then there's the brand-new projectiles: balls of burning magma that fly out from the eyeholes of the skull. Unlike the default version, Hellfire's projectiles *explode* on contact, whether they touch a fighter or block an incoming attack, making it easier to push foes away or counter foes who would try to space you.

When Evolved, Side Smash becomes an even greater kill move, especially when the component for its evolution is involved: capable of taking stocks at 16% *at the least*, provided you hit up-close with the skull in question as opposed to the fireballs themselves. It *can* be risky to try and land this up close, as with the unevolved version of this but for different reasons, but the benefits are just as enticing that you'll have better luck with up-close kills than an elf wizard with mimics.

With items in your possession, the new explosive properties mean what you can do with a Bracer-bolstered Side Smash before gets even better. And combined with the Spellbinder and Empty Tome, Antonio can use a Neutral Attack to detonate the fireballs himself, something he could never do without said item.



## Up Smash



### Gatti Amari

Summons capricious projectiles. Might interact with pickups.

Antonio hunches down and makes motions towards a cat, which hops into his palms on its hind legs. Antonio then throws the cat upwards and it makes large claw slashes above him that deal 11%-15.4%, but don't expect it to kill at a reliable percent.



Gatti Amari is pretty disjointed, but the hitbox is pretty small on its own, being about the size of 1.5x Purple Pikmin. I mean, it's a kitty attacking in your stead, so of *course* this is gonna be stubby. That being said, you'll find the endlag to be pretty short so even if you whiff you can follow up with a read or quickly disengage if your foe is in advantage. It can also provide some good 50/50 potential after throwing your Neutral Special and Up Smash, splitting attention and ensuring *some* damage is dealt.

The Attractorb is effectively the second-biggest boon to the Gatti Amari pre-evolution, ensuring Antonio mains can have an easier time landing this tiny hitbox. If your foe is trying to escape with an airdodge or cross you up, your trusty Attractorb can stop them in their tracks and ensure you can build up a decent burst of damage, especially when you consider that the start-up is middling-to-low. On top of that, the Duplicator helps with its damage and gives Antonio a second chance to hit even if they miss the first time.


But then there's the item used to Evolve the Gatti Amari, the Stone Mask. Do that and you'll get:



### Vicious Hunger

Evolved Gatti Amari. Might turn anything into gold.



The  Vicious Hunger gives Up Smash much farther reach by virtue of ascending upwards at a rapid pace, a pretty big upgrade for an attack as damaging as this. Oh, and if Coin Smash were back this would grant you double the coins on hit. This makes the sort of "bullet hell" feeling even greater when paired with your projectile Specials, placing foes in effective quick-time events where they have to pick the right course of action to avoid your attack.

Alternatively, D-tilt can confirm into Evolved Up Smash at any point before D-tilt evolves. That being said, Vicious Hunger can be a nice way to cap off a ladder combo after fast-falling. It's also effectively a much stronger anti-air out of everything such as Peachone/Vandalier by virtue of high damage and its interactability with items like Attractorb allowing you to catch foes as they're air dodging back on-stage.

### Down Smash



### King Bible

Orbits around the character.

Taking out a large blue book in his hands, Antonio flips through the pages until he finds a passage and begins chanting. Then, a ring of similar-looking books revolves around him near the bottom before he puts the book away. Overall, the books are a singular hit that deals 15%-21% damage and low-angled strong knockback.

The low angle makes for some surprising synergy with Evolved D-tilt and can allow Antonio to pursue someone with a Dash attack, with it being possible at higher levels if you've evolved it into the Valkyrie Turner. By itself, you'll also find a good way of countering dodge rolls and the start-up is *just* fast enough to be able to catch foes on the very tail end of teching. Not just that, a Level 2 or 3 King Bible can allow a confirm into U-air at early percentages, and also for some insane edgeguarding tools.

Items, on the other hand, are where the creativity gets good: the Skull O'Maniac at Level 0 King Bible may make Antonio open up juggle options and make normally-niche tactics a lot more common, such as [Peachone/Vandalier -> Down Smash] or [Down Smash -> Level 1 F-throw -> United Neutral Attack -> Down Special (Swap Skull O'Maniac for Spinach) -> Side Smash Sweet Spot]. Candelabrador on the other hand, allows Antonio to increase the height of the hitbox, going from the waist to the chest and countering the shorthops of many on the roster and more commonly neutral resets.

With the Spellbinder, there's the ability to extend its hitbox duration while you charge the Pentagonagram / Gorgeous Moon, but the *real* meat of the move comes in its Evolution:



With Down Smash using Unholy Vespers, there's a loop point in the endlag where you can spam it, but each additional use adds 2 frames

to your total endlag once the looping stops. This can occur by either hitting a foe or stopping the input entirely. If he's hit during this attack, that frame build-up is instead applied to start-up, so either way it's easy to risk building this up to the point even the Empty Tome won't be that helpful.

Because the Vespers are placed so far low, Antonio's left open at the top even with the Candelabrador, so if your foe manages to find their way around your edgeguarding tactics, they have a big blindspot to exploit while you're keeping them out. There's also Antonio's ability to sandwich fighters between the La Borra, the Unholy Vesper, and Side Special, essentially trapping foes inside an area and ensuring you land a good chunk of your attacks even without any sort of Item in your arsenal.

Now while the frame-data buildup can put you at great risk, the benefit more goes into the Stone Mask and Armor, giving you an extra layer of survivability by shrugging off some hits without getting interrupted. Alternatively, the looping also provides some layer of defense while you patch yourself up with the Pummarola until you're at such a level of damage that you can continue fighting with lower risk. There's also the diabolical tactic of baiting your foe into hitting you with a projectile attack or heavy disjoint to trigger Tiragisu and save yourself from a potentially *nasty* punish. Min Min mains, *despair*.

## THROWS

### **Grab/Pummel:** Grasping At Monsters

Antonio grabs the foe by the top of their head/head area, and if he manages to land it, he will smash his forehead into the foe's for 1.4% damage at a slow rate.

This grab is slower than Simon's, by exactly 2 frames, but it makes up for it with longer range and slightly quicker endlag so even if he whiffs he can bounce back before getting hit. Plus, he can remedy some of this move's weaknesses with the Empty Tome to make it more difficult for foes to whiff-punish! That being said, any defensive item on your person, between the Stone Mask and Armor can also help for trades.

Though the frame data is slow, you can lure somebody into your grab range with Neutral Special or Up Special, the latter especially considering his foe may be forced to tank a barrage of attacks from your birb buddy. Though La Borra can also railroad your foe to a position where you can easily land depending on the context though those are some niche scenarios. It should be noted that some items like the Candelabrador, Bracer, and Attractorb will not work on throws.

## F-throw



Releasing the foe, Antonio winds up and flicks the Magic Wand, unleashing a barrage of 5 bolts of pure magic, building up a total of 6.5% and weak knockback. This is a set-up throw even at max level and with Spinach. Regardless, a set-up *is* a set-up, and you'll find some decent carry combos with United Neutral Attack (will get to that later) or a Candelabrador-enhanced Santa Water. Plus, its frame data is pretty short, allowing Antonio to act freely just moments after his foe is launched...the Pentagonagram comes to mind in this context.

With the Empty Tome, not only can you open up more options for follow-ups/confirm, but you can use it to Evolve into the Holy Wand:



### Holy Wand

Evolution of the magic wand. Fires with no delay.



The attack now goes up to 10 bolts, dealing double the damage and knockback. Holy Wand is a better damage-dealer and now the Spinach grants more mileage from this input, transforming it into a keepaway throw at later percentages to the point where your most optimal move at "kill zone" percentages would be throwing out your Up Special. The

🌀 Duplicator also gives the Holy Wand a lot of mileage by further doubling the damage output before the knockback sets in, so with that you can rearrange your loadout to effectively respect Antonio to a different character.

### D-throw

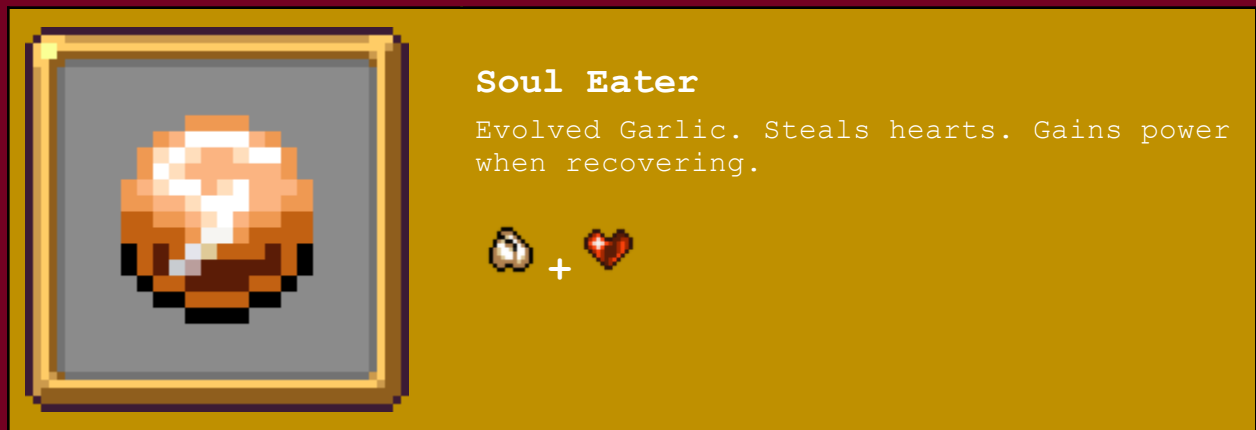


### Garlic

Damages nearby enemies. Reduces resistance to knockback and freeze.

Laying the foe on their back, Antonio slaps a large bulb of garlic onto them, dealing 1% damage with medium-angled knockback hard-coded to just make distance and building up 8% more damage over 8 seconds after. Regardless of whether or not this has evolved, you won't get much distance, but you *can* reset the neutral and place your grabbed foe in a position where they need to endure a period of pure

pressure. The potency and duration can be altered with items, with the Spellbinder and Spinach, in particular, tweaking duration (Adds 2 seconds) and damage per tick (1,5% per tick instead of 1%) so with both you can potentially add an extra 15% if both items are equipped. Do keep in mind that you cannot refresh or stack the Garlic effect until the first proc is over. The knockback being buffed by Garlic's levels and Spinach doesn't change the purpose of the throw in general, being a distance-maker overall so you can't confirm out of this into anything. If you could, it would be just stupidly broken.



With Soul Eater active, the damage over time also drains health off of the affected fighter, healing Antonio for that same amount. With this newfound healing effect on top of the Pummarola, your foe's own pressure situation can change to the point where they'd be forced to go on the aggressive, placing the foe in a Saw-like sadistic choice where you can either get in close and risk getting read or countered or just do nothing and let Antonio patch up from a good distance. Though a two-pronged road to hell, if your foe is smart enough or keen-eyed enough with their character there's an opportunity to just simply walk off the damn road.

## B-throw



### Venta Sacro

Stronger with continuous movement. Can deal critical damage.

Swinging the foe behind himself, Antonio will unleash a flurry of whip strikes from his sister's weapon, the Venta Sacro, that racks up 9% damage over 8 hits and some pretty decent knockback to boot.

This is usually your damage build-up throw, sending your foe a distance away after release, especially when you level it up several times. But at lower damage percentages, it can be used to turn yourself to the advantage state and keep any sort of momentum going afterward. Alternatively, if you use this throw to knock them into

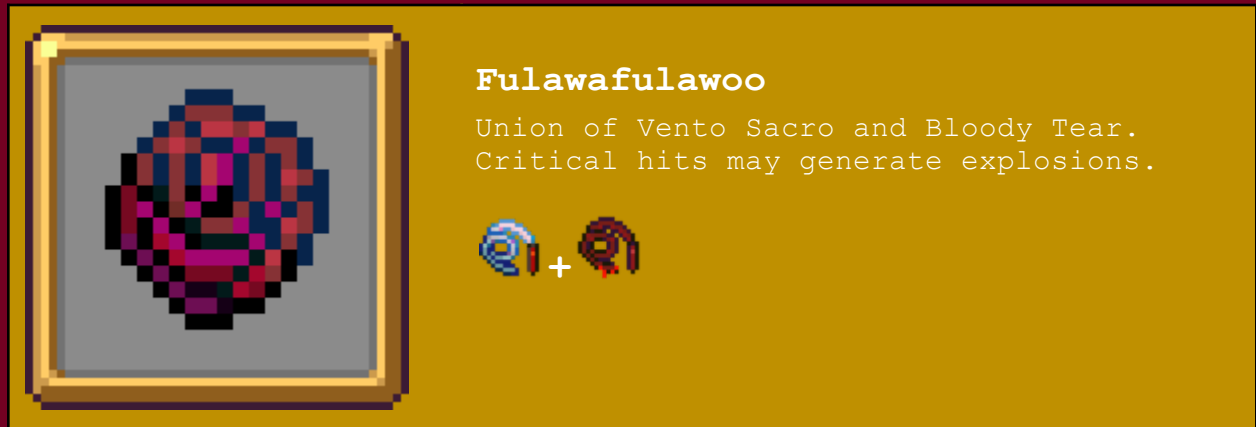


NO FUTURE specifically, you'll find it to be a wild combo set-up at any range depending on the visual calculus applied for the right time and place to use Side Special. Furthermore, pursuing them after a B-throw while there's a La Borra after you can make for some difficulty for the foe to land in the immediate space behind you if you whiff a Dash attack or shorthop aerial.


Though as mentioned before most items won't change your throws significantly, there's always the Skull O'Maniac to take advantage of your debuff to keep them close enough to crack your Whip/ Bloody Tear to continue building up the damage quickly and also farm more XP. On top of that, Skull O'Maniac turns B-throw into an even scarier carry combo set-up at the ledge due to its lower knockback because of that item in particular! Alternatively, the Spinach can build up damage faster and give you more space to safely go through upwards of all 3 charges of your Treasure Chest gained from getting XP...or give some room to stretch while your Pummarola slowly patches up your wounds.

Now like with the Vandalier, the Vento Sacro has a union...but it's with an Evolved weapon! When leveling up with a max-leveled Vento Sacro and Bloody Tear, you get...





The twin-sibling of Moxoqomoxoqaa (Not in the game BTW), this weapon will deal 1.5x the damage of normal B-throw and generate a collateral hitbox that deals the same amount of damage and knockback.

At this stage, B-throw is a great way to make for burst healing on use, allowing Antonio to survive just a bit longer while rubbing salt in the wound by having the Hollow Heart equipped to make yourself harder to kill. Alternatively,  Fulawafulawoo B-throw can set up a forced pursuit prevention state at low percentages with Santa Water, forcing them into the air where you can then sing the Level 1 Song of Mana. Earlier I mentioned the Candelabrador doesn't work on throws, but the collateral hitbox is the exception here.

Now to tell you what the biggest thing about this weapon is: the Fulawafulawoo replaces the Bloody Tear in Jab/F-tilt/N-air. At this rate, it becomes a Meta Knight-style Rapid Jab where each hit deals 1% and has a 20% chance *each hit* to deal double the damage and heal...though at the cost of halving range. That being said, considering you can move while this is active, the aggression and pressure that can be done while moving forward or jumping is just plain *insane*.

With this newly upgraded Neutral Attack, edgeguarding becomes about as simple as breathing, though it only hits in front of you, there's an immediate radius around that hitbox that's effectively an unsafe zone.

## U-throw



### Phierra Der Tuphello

Fires quickly in four fixed directions.



### Eight the Sparrow

Fires quickly in four fixed directions.

Whipping out a quartet of guns, Antonio strikes them four times, piercing through their body to build up a total of 10% damage with enough knockback to make some distance. It should be noted that each consecutive use swaps between Phierra Der Tuphello and Eight the Sparrow, so both need to be leveled up separately, meaning this needs the most work across all inputs.

The purely vertical knockback of these two sets of guns is more of a hindrance at the start of the game considering the rest of your kit hasn't tapped into its potential, but you'll uncover more of the good stuff as you level this up: one great example is Mannajja, which this can confirm into at Level 2 as mentioned before. Level 3 U-throw makes for a spot where you can read their movements with NSpec or chase after them with Up Special, or snipe them with the Vicious Hunger if you have the Empty Tome equipped. There's also some aerial pursuit potential if you have the Wing equipped, so until middle-by-middle-late percentages you can continue the pursuit.

If you have the Tiragisu when both sets of guns at max level you get the ultimate quasi-sci-fi set of weapons:



### Phierragi

Union of Phierra Der Tuphello and Eight the Sparrow. Scales with Revivals.



Antonio throws the foe up and pushes the foe up with a laser barrage from the Phierragi, building up 16.5% and knocking the foe upwards a good distance once they reach an equivalent of the top-most Battlefield platform. The work put into this certainly pays off as it's now a kill throw with the Spinach equipped, capping off long combos that rely on Side Special's angles and Evolved D-air's spiking capabilities. Evolved U-throw at lower percentages can also take advantage of the Skull O'Maniac to put them in a 33/33/33 position that can be exploited if you have the Wing equipped as well.

## AERIALS

### B-air



### Cross

Aims at the nearest enemy, has a boomerang effect.

Just to show Belmonts ain't shit, Antonio just throws a Cross...as a *normal*. This deals 7% damage by default with decent knockback, traveling as far as Sephiroth's F-air before heading back.

Unlike with the Belmonts' Cross, Antonio's B-air is more of a disjoint, allowing for more pokes to occur. It can also be used to bait out dodges on a shorthop, and because it has low landing lag you can continue the pursuit as soon as you're able to act, be it with Dash attack or Neutral Special. At Level 2 or 3, Antonio can cap off aerial combos with B-air, especially if you buffer after releasing NO FUTURE into the open for a big-brained attempt to plan ahead for your next combo.

The Candelabrador can make shorthop B-air an even *stronger* poking tool at any level, countering some low-hitting attacks and forcing approaches into the air better than without. Meanwhile, the Attractorb combined with B-air's range means Antonio can delay escapes before the impact of an Axe or NO FUTURE, or pull someone into your range as a combo extension.

Now the main use of the Clover was a mass reroll of your inventory, but here's where you'll find *another* use for it:

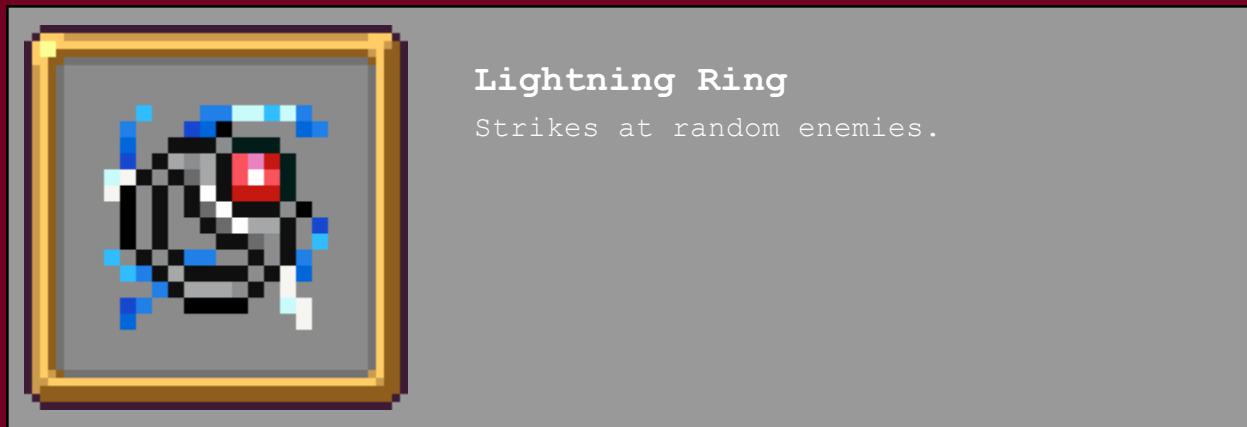


What was once the singular hit of the Cross now gains enough hitstun for the Heaven Sword to return for a second hit for the same damage and knockback, but in exchange, the hitbox becomes noticeably thinner.

Because it now has a second hit, Evolved B-air now has the unique ability to catch foes that are dodging toward you or away from you, much in a similar manner to other moves like K. Rool's Krownerang and the Belmonts' Cross. With the Spinach and Duplicator equipped, B-air becomes the absolute strongest kill aerial in your arsenal, building up a whopping 36.4% damage and being perfect for capping off stocks off-stage. That being said, some of the true potential of the Heaven

Sword is reliant on items. It sees limited use outside of being a damage-builder/combo extender, though extremely niche uses such as a tech-chaser or counter edgeguard tool exist.

## D-air

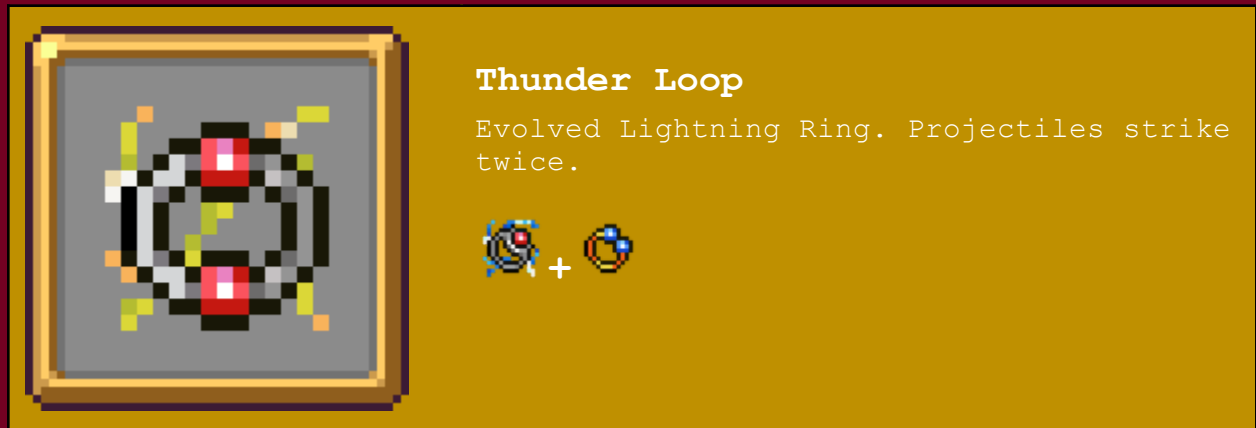


Winding up with a fist raised into the air, Antonio then punches downwards and shoots a blue bolt of lightning that reaches about as far as Palutena's Up Smash but with a thinner hitbox, dealing 8.5% damage and some upward knockback to add the risk of a foe counterattacking easily at later percentages.

This is the ultimate spacing tool despite it being about as thin as a needle: you can poke with the very tip of its range for that free bit of damage and a chance to bait their recovery, you can hit them in the very center for off-stage kill confirms and tactical retreats, and you can hit them at the point of release for a keepaway confirm if you buffer your U-air afterward. Just be a bit careful if you land while throwing this out due to some high landing lag. At Level 2+, the Lightning Ring at mid-range can do the same things Level 0/1 Lightning Ring can do at close range, with the close range at Level 2+ being a good ladder set-up with the Peachone/Vandalier.

Bracers can aid in its travel speed, making it harder for foes to react to the approaching storm and not get brought up to the provoked and isolated black cloud that is you. Alternatively, Stone Mask can help cover your start-up/endlag, which may not be exactly the best even with an Empty Tome. The Wing can also aid in catching up to your foe's horizontal position and sniping them if you have the chance, and even if you miss there's a good opportunity to retreat thanks to that new extra jump you have!

The Duplicator could work as a way to double your damage output in some all-or-nothing gamble, but that's not the point here, the point is it can Evolve this weapon:

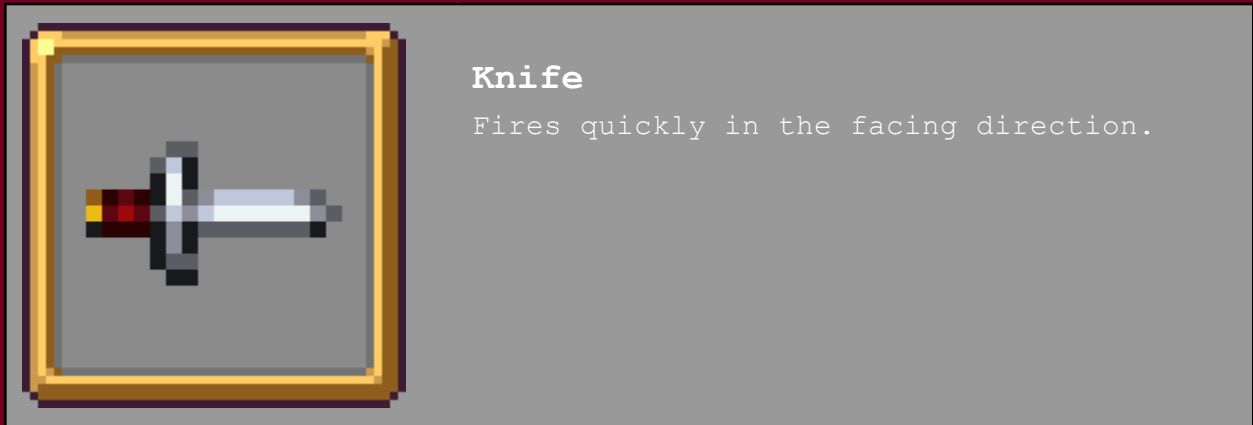


Having evolved into the Thunder Loop, Antonio's lightning bolt now meteor smashes and lands a follow-up with a Sheikah Bomb-sized explosion at the very end of the maximum range or when it hits the stage, for an extra 7.8% damage, making it a bit more difficult for foes to counter you.

The spike-into-explosion sequence can lead to some utterly *frightening* scare tactics, especially when applying the Duplicator, so if you want to get in your foe's head, simply throw this out close by as a warning shot. Alternatively, you can carry your foe back down with any level of N-air after spiking them onstage, engaging in the "reverse ladder" combo that could lead to an Evolved U-throw if you use the right attack to knock them into a Runetracer.

With other items in your arsenal, there...isn't really anything special to bring up, just the usual stronger benefits you'll find in lots of other inputs in this set. That being said, the Armor can shrug off some low-knockback attacks and win out in trades using this upgraded variant of D-air, so there's that.

## F-air



Taking a bit from his brother...? Uncle? Distant cousin twice removed? I dunno, *Gennaro*, Antonio throws a flurry of 5 knives in front of himself, dealing a total of 9% damage and having a fairly decent bit of knockback.

A pretty speedy out-of-shield option, F-air is absolutely perfect for reversal situations, attempting to catch foes who rely on cross-ups and evasive maneuvers despite being so stubby in terms of range. It has a good spread from neck to knees, and it travels quickly as well, so there's barely any time for fighters to counter it before they hit. At higher levels, F-air can serve as a combo extender during a shorthop that confirms into your Whip/Bloody Tear, or as leeway into a pop of the Pentagon.

As far as items go, the Empty Tome would be just rubbing salt on the open wound considering it's already speedy as is. While the Candelabrador by itself can't make up for its tiny size, he *can* also synergize that with the Attractor for the illusion of reaching much farther, so even if he whiffs this Antonio can get somebody in range of inputs like Grab, D-tilt or Side Smash.

With the Bracer, the knives travel faster of course, but it can be used to Evolve this input:



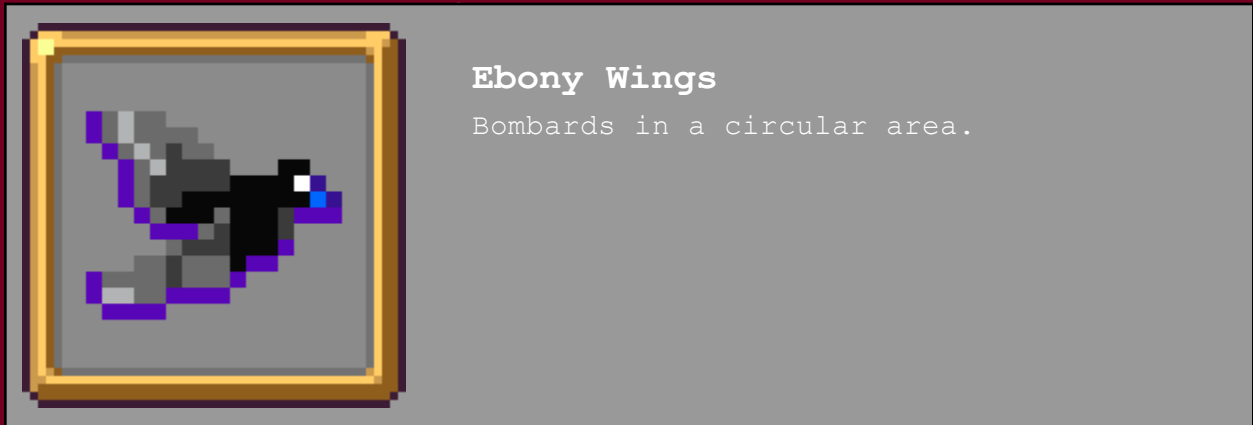
When Evolved, F-air gets extremely low endlag to make it *extremely* spammable but to make up for it you add 2 frames of landing lag before you land with each input. Think how Bayonetta's landing lag stuff works.

This is, in essence, a rapid jab in an aerial input so the moment you land this attack, your foe should expect to get more tilted than an online Tekken player going against a King. It *is*, however, an even *better* combo extender that benefits from using the Skull O'Maniac more than any other item in the pool.

Evolved F-air can also benefit from having Spinach in your hands, allowing you some great sustained damage that, when paired with any of D-throw's forms, can farm Antonio a *lot* of XP. And just before he hits the ground, he can pop the Pentagon to cap off the Level Up and reshuffle any number of items on-hand with any Treasure charges you may have built up. All you really need to do is to get to a sufficient altitude to pull this off, using your Up Special and/or Wing-boosted jumps to get you up there.




## U-air



### Ebony Wings

Bombards in a circular area.

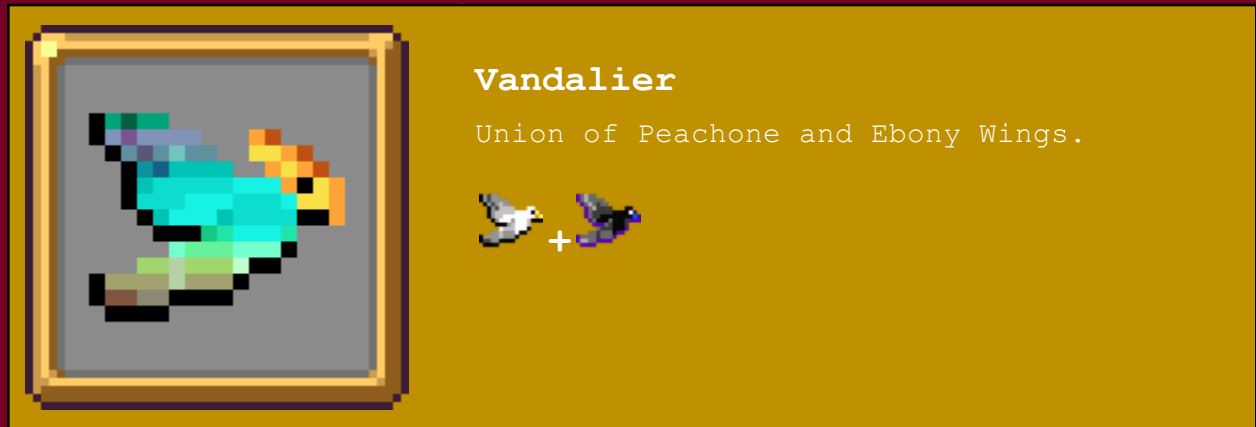
Antonio will hold  Ebony Wings, the darker counterpart of Peachone, with both hands before releasing them downwards. Ebony Wings will then turn upwards and fire a barrage of black bolts above Antonio at a singular point.


While not as far-reaching as its Special counterpart, it *does* deal slightly more damage on hit, about 14% total, and medium-high knockback. Also, despite its appearance, this is pretty much a disjointed attack, so Foxes, Palutenas, and Heroes will likely be thrown off. While this is pretty slow to throw in comparison to its more recovery-oriented counterpart, it lasts pretty long over the 7 hits it deals, giving you ample opportunity to catch someone for XP Gems and trade attacks while in mid-air. The landing lag is pretty decent considering it's Ebony Wings doing the dirty work and not you.

When combined with the Vandalier from Up Special, the aerial pressure/damage potential is practically insane, combining the number of hits together before you cap it off with a Pentagonagram or Gorgeous Moon for a *lot* of XP in total. Alternatively, a chase with Neutral Attack, especially with Fuwalafuwaloo, is a quick way to build up damage quickly before capping it off with a U-air. Alternatively, you can sandwich somebody between an Axe or Death Spiral and force a 50/50 of some sort.

Out of all the items equipped, the usual fare of benefiting from Wing or Spellbinder is present in the benefits, but out of all the non-Evolved aerals, it gets the most mileage out of the Spinach.

Recall Up Special and how you upgrade that. This applies here as well:



 Vandalier *doubles* the hit count (and by extension its damage) and range of U-air, making it even more terrifying as a poke and the finishing blow of a ladder combo late-game. The ladder combo in question can be started with upwards of a Level 2 Song of Mana or a Level 3 Santa Water. Do keep in mind it doesn't buff its knockback, though I won't fault you for thinking it knocks people further. If you feel that this attack is too precise even with the additional hits, there's always the Candelabrador to increase the radius of fire, making it easier to build up attack power.

## FINAL SMASH: DEATH COMES

Antonio takes out two weapons: the Laurels and the Clock Lancet. This is a very unique Final Smash in that there are two different variations: a default one and a counter-triggered one.



### Clock Lance

Chance to freeze enemies in time.

If left to linger for exactly half a second, he will hit a foe upwards with the Clock Lance, sending them above the stage in a spot where FS's like Great Aether and Omnislash occur, and the Red Death appears to barrage the foe with scythe strikes to build up a total of 45% damage and extremely high knockback.



### Laurel

Shields from damage when active.

If he is hit during the charge-up phase, the barrier created by the Laurel bursts and sends that one foe to a unique cutscene FS where White Hands slowly approaches that fighter to *instantly KO them regardless of damage*. This counter-state is extremely tight to trigger, but if this occurs, there's bound to be some hype in the crowd.

## ANIMATIONS AND FLAVORS:

Entrance: A coffin bursts open, revealing Antonio inside. The Vampire Survivor then hops out and prepares for battle.

Taunt #1: Antonio turns to find Big Trouser, bowing flamboyantly in support of the vampire hunter.

Taunt #2: Antonio leaps back a bit as a hand of the Director appears as if being offered to the foe. It then vanishes.



Taunt #3: Another Vampire Survivors character, O'Sole Meeo, runs a little bit around Antonio, who looks around at the energetic young doggy before it vanishes.



If 7 items are Evolved, O'Sole will instead transform into Profusione D'Amore, referencing what happens when O'Sole reaches Level 80 with the Chaos Altemanna.

Victory Theme: The theme when opening a max-rarity chest (0:12-0:16)

Victory Animation #1: Antonio knocks the 2nd place fighter away, only for the Red Death to fly in and instantly kill him. His ghost then gets down on his knees as he sighs in disappointment.

Victory Animation #2: Antonio watches reality collapse into a void as countless black-yellow hands start throwing coins, treasure chests, and XP Gems in infinite waves. This is based on what happens when you beat the final boss of Vampire Survivors.

Victory Animation #3: This is a very unique victory animation in that a static camera watches Antonio and every single Smash/MYM character walks across the stage in a line with the Smash Bros. credits rolling in the background. This also has a different form of background music: the credits music for the game. This references the credits roll portion of the game.

Applause Animation: Antonio politely applauds the winner...unless it's a vampire by which he will tremble his fists in silent seething.

Boxing Ring Title: "Have You Seen A Vampire?"

Alternate Costumes:

 <p><i>Antonio Belpaese</i> (Default)</p>	 <p><i>Imelda Belpaese</i></p>	 <p><i>Pasqualina Belpaese</i></p>	 <p><i>Gennaro Belpaese</i></p>
 <p><i>Zi'Assunta Belpaese</i></p>	 <p><i>Poe Ratcho</i></p>	 <p><i>Pugnala Provola</i></p>	 <p><i>Queen Sigma</i></p>