Joker Counter Damage Compendium

Compiled by Plague von Karma

This is a document dedicated to the damage **Joker will take if any of his attacks are countered**. Very left-field information, but I feel it's a nice added bonus to MU Discussion. Extra clarity, if you will. Overall I feel this won't be used that much, but I enjoy looking at matchups in detail with all the numbers available for maximum clarity.

This sheet will link to all my spreadsheets going over Counters that have multipliers attached to them. Note that this means characters like Lucario are not featured, as Joker's damage will *not* influence how much damage they deal at all. Any Counter not featured here has its own rules, and if you're curious, I would highly recommend looking them up on SSBWiki. You can find a comprehensive list of counterattacks **here**.

Marth	**Roy**	**Ike**	**Little Mac**	**Mii Brawler**
Mii Swordfighter	**Palutena**	**Shulk**	**Corrin**	**King K. Rool**
Incineroar	**Joker**	DLC Slot	DLC Slot	DLC Slot

F.A.Q

"Mama Plague, how does Incineroar's Revenge work?"

Incineroar's Revenge, in short, is an absolute clusterfuck. Firstly, every time you hit Incineroar when he's using Revenge, he will stack your damage in its own variable. This will keep track of the moves you have hit him with, and as long as he remains in Revenge this can be stacked ad infinitum.

When Incineroar hits you, this equation will determine how much damage the move that hits you deals;

$$0.075 * d + 1.25, \text{ Upper limit of 3x (d = total damage of all stacked attacks)}$$

So it caps at a 3x Multiplier, meaning that Alolan Whip - his most damaging move - can deal around 70%. Normally, any sane person would just end it here, but there's even more to Revenge.

Revenge lasts for 60 seconds, and during this time, any move Incineroar doesn't hit with (or whiff, in FGC terminology), will make the time go down by a few seconds. Thus, if Incineroar wants to keep Revenge, he has to...not attack, really. Note that recovery is considered whiffing, so keeping Incineroar off-stage can keep wasting Revenge's time. **Grabbing Incineroar will also immediately end Revenge.**

Revenge will also multiply the knockback values of his attacks, which is how his attacks hit like a dump truck when you're hit with let's say, a 3x Revenge Alolan Whip. Yikes. This won't go down with the whiff time loss either, by the way: it is constant and will always be there. If you're hit with a Forward Smash with 1 second left, you're taking the dick.

This table sums up what I just said in a tidy table for you.

Move Name	Whiff Time Loss	KB Multiplier	Move Name	Whiff Time Loss	KB Multiplier
Jab	2 Seconds	1.2x	Darkest Lariat	5 Seconds	1.1x
Tilt Attacks	4 Seconds	1.15x	Alolan Whip	5 Seconds	1.2x
Dash Attack	4 Seconds	1.15x	Cross Chop	5 Seconds	1x
Smash Attacks	5 Seconds	1.2x	Item Smash Throw	3 Seconds	1x
Aerial Attacks	3 Seconds	1.15x	Pummel (Teams)	N/A	1x
Throws	N/A	1.1x	Final Smash	0.5 Seconds	1x

"Mama Plague, where is Lucario?"

In short, it doesn't scale. In fact, it's like any other attack once it triggers. Lucario's Double Team will deal 12.5% (Default Damage, not 1v1) at base damage regardless of how hard you hit him. However, it will increase with Aura, so I understand you having the impression that it acts like the multiplier-based ones.

However, I can give you some notes on how Aura interacts with his attacks, plus the multipliers for you to do some math yourself.
- At 0% (Min Aura, 0.66x), Double Team will deal 8.25%.
- At 190% (Max Aura, 1.6x), Double Team will deal 20%.
- Lucario reaches Base Damage (as in, becomes a character) at 65%.

"Mama Plague, where is Greninja?"

Greninja's Substitute, like Lucario's Double Team, doesn't scale. Instead it will deal different damage based on position. 14% going up or down (with down meteor smashing), 11% left or right. Once again, this is Default Damage, don't shoot me because it dealt more in 1v1. Not my fault Sakurai decided to make my job harder than it needs to be :')

Unlike other Counters, Greninja obviously drops that little Substitute Doll...or a log, for some reason. This will activate any hitbox-detecting attack such as Captain Falcon's Raptor Boost. It can also tank projectiles. While it looks innocent, it's not something you really want to ignore when planning an assault. Usually though these shouldn't come up for a Joker player. Maybe it could tank Plasma Breath?

"Mama Plague, where are Peach and Daisy? Doesn't Toad scale?"

To my knowledge, Toad doesn't scale. It will do the same damage and knockback regardless of the power of a move: 3.5% per spore, 6 hits. Thus, 21%. Making a spreadsheet for that would be like making Lucario and Greninja ones: the results will be the same every single time.

"Palutena, Shulk, Mii Swordfighter and Little Mac's Counters deal the same damage (1.3x). Same goes for Mii Brawler and King K. Rool's (1.5x), and Marth's, Ike's and Corrin's (1.2x). Why have them separately?"

Mainly in case someone doesn't know so they don't have to get confused or something. But also, in case those Discords want to take on a project doing that but for all characters. I know some insane people may want to do that, so to simplify things that's all there. IncineCord for example is working on Revenge Boosts with every character.

Oh, and the counters have different frame data and properties in places. For example, Marth's is significantly faster than Corrin's. Thus you may have situations where you can outframe Corrin's, while not with Marth's when learning the MU.

Others have different base damage (eg. Marth's deals 8% minimum, Corrin and Ike's deal 10% minimum), so there's that to consider as well when calculating. Little Mac deals 10% minimum, while Mii Swordfighter deals 8% minimum and launches high. There's a lot to think about here, that is simply solved by making individual ones.

I also have a strange obsession with making pretty spreadsheets, and have an obnoxious amount of free time on my hands at the moment (unemployed). May as well waste it on something productive that people can *possibly* benefit from.

"Mama Plague, where are the Echo Fighters? Are their counters different?"
Much to my happiness, no. They're congruent to their base fighters. If you want to learn how much their counters deal, simply look at the base fighter (eg. Roy for Chrom's). Knockback, frame data, hitboxes and everything are the same.

Although, on a very specific note: Lucina's idle pose bobs a bit more than Marth's, which may apply to her counter hurtbox-wise. Regardless, as this doesn't go over hurtboxes, there is no reason to make a Lucina sheet. This may also apply to Chrom, but unga bunga swordies aren't my thing.

Hopefully, this won't change and no discoveries will be made, as this is one of the most boring lab jobs I have done in my entire life.

"Mama Plague, why didn't you do sheets for the Monado Art Multipliers? Math is hard!"
1) Can't find the motivation lmao
2) I'm not sure how many people would actually be interested in this, as the information is left-field as it is.
3) I left the Monado Art Multipliers there for people to use if they really want to check something out. Simply do <Multiplier> * <the result on the spreadsheet> in a calculator.

I'll most likely do it at some point but gonna be real I do NOT wanna make those macros lmao. Default Buster, 1v1 Buster, Default Smash, 1v1 Smash...nope, not happening until I am bored out of my mind.

"You bastard! You left out the Forward Attack Vision!"
Same reason as before, a lot of work for a sheet I'm not confident many people will look at. All it changes damage-wise is that on the beam it has 12% base damage instead. The rest is just knockback changes. The sword itself has the same base damage as the Beam on the Default Vision as well.

"For some ungodly reason I want to convert these into Counter Sheets for my Character Discord. Is that ok, Mama Plague?"
Of course! I don't own the format or anything. I wouldn't mind credit if you're using my pretty design or something, but I won't ask for it as anyone could have done this. It's nothing special, hell it's pretty damn minor and situational.

"Why did you make this, Mama Plague? This feels really unnecessary."
Joker Discord didn't have as many resources as the K. Rool Discord, and that made me sad. So I decided to make a ton of resources to make it *look* more jam packed. Also, supporting early metagames is fun! Oh and I had the flu and absolutely nothing better to do, there's that as well.

I just enjoy labbing situations. Counters have a bunch of funny situations that can come up, and funny stuff is my kind of thing. I wanted to see if I could lab situations that could bring me to Kill% in-game, and I did in fact find these helpful in niche areas. Such as at ~70% against King K. Rool, a single Gut Check can easily bring you into Down Throw -> Up Smash Kill% range if you decide to try and mash out. That kind of stuff is good to know.

I've always seen unnecessary stuff as "extras". Like if you were keeping a pet, you'd buy all the extras if you actually cared about it right? All those spicy goodies to make sure they're healthy. It's a similar thing here: more is better in regards to resources. While this is really unnecessary, it is still helpful to a degree. It exists, may as well apply the multipliers to something! Don't be a party pooper, you~!

At the end of the day, this is more fluff to add to MU Discussion, and I personally really like that. I enjoy talking about MUs on an extremely in-depth level, and this just brings it that little bit further. Any meta advancement is something, right?

"How difficult was this to make?"
The hardest part is finding motivation after doing the first two. Very repetitive task. However, it's quite easy. Once you do the first Fire Emblem one you find that it's very easy to do the rest, simply by making a copy, recolouring it and filling in the blanks. It's

much easier to do a sheet for a single character taking counters rather than a character countering others (since you have to input the move data).

Overall it mostly comes down to Google Sheets knowledge, and I'm very good with it. I've got the Macros all coded for spreadsheets already, and I don't need to reassign scripts since I can just click "replace images". Other than that it's a case of recolouring to match the character and knowing the borders to use. Personally I like the thickest lines for the titles, and the middle one for the other details as the default looks awwwwful. Then just plug the appropriate numbers in.

This is also very, very flexible. Why? Because literally anything that multiplies attack damage can be applied to this as well. Simply plug in the appropriate equation and it'll find a way to work.

"There's an error on one of the sheets!"
Let me know in the Joker Discord or on the Twitter I shamelessly plugged up top. I will usually fix it within 24 hours, and let you know once it's done for peace of mind.