

Kastles and Koopas Version 1.0
08/11/2025

Welcome everyone to my own amiibo game I call Kastles and Koopas! It is currently played on an 11x11 grid made up of circles, where the goal is to defeat all the amiibo on the opposing team!

There are five classes: Basic, Feather, Bruiser, Support, and Technical.

Basic

Basics are run of the mill characters and movesets, don't excel at anything specific.

Bruiser

Bruisers move slowly and deal tons of damage, they also have lots of health. However they cannot be healed or knocked back by opponent's attacks, with the exception of Chrom's Flare Blade.

When revived, Bruisers always start with 4 hitpoints.

Support

Supports take a backseat on the board, dealing minimal damage but with extraordinary special abilities that turn the tide of battle. They also tend to have less hp on average, but some of them remain at 4 hitpoints.

Feather

Feathers are fast. Not even considered glass cannons, they use their quick movement to deal damage without being hit back, you play their game. But once you've caught them it's game over, they have little in the way of hitpoints.

Technical

Technicals have the same health as basics but with more complicated special abilities that take more time to pin down and master. Once you have though, they are incredibly effective!

Almost every single amiibo does something different!

In order to set up, select five amiibo and place one in the every other circle of the board, starting at the bottom left corner of your side of the board. Place the second, third, fourth and fifth amiibo in every other space until finished. (Shown in the photo attached to this message)

The five amiibo you select must contain one from each class, ignoring transformation abilities. Before playing, RPS (Rock Paper Scissors). Whoever wins the RPS decides who goes first. You must move your amiibo in order from left to right on your side of the board on the **first** turn only.



Terminology:

Movement Options: How many circles an amiibo can move.

Kingwise: Moves the same way a king does.

Rookwise: Moves the same way a rook does.

Bishopwise: Moves the same way a bishop does.

Queenwise: Moves the same as a queen entirely, unless otherwise specified.

Any Direction (Movement): Can change directions in the middle of your movement.

Jump/Hover/Climb/etc.: The ability to travel over other amiibo or obstacles.

Knockback: Attacks that move your opponent/the attacker.

On the first turn of movement, you must move your figures in order from left to right if you wish to move all of them. After the first turn, you may move them in any order.

Bruisers are immune to knockback, unless hit by Chrom's Flare Blade or by other Bruisers' knockback abilities.

You cannot use an ability that prevents your opponent from moving twice in a row. If you have two different amiibo with stun abilities, you may stunlock.

You can use some of your movement, attack, then use the rest of your movement. This does not apply to characters with Queenwise movement, they can only move once in a turn.

AP: Action Points, each character has a specific amount they can spend on attacks and special abilities.

Kill Option: Basic attacks with infinite uses that every character has.

Special Ability: Abilities with (sometimes) finite uses that shake up the battle!

Forward: Travels in adjacent circles.

Any Direction (Attack): Can move in any of the 8 cardinal directions. Attacks CANNOT change direction midway through unless otherwise specified (i.e. PK Thunder)

Double Damage Zone (DDZ): The circle in the very center of the board where if an amiibo is in the zone, they will both deal and take double damage.

Some abilities use rng, roll a respective dice (i.e. d10 for Luigi's Misfire) or use an rng website to determine.

Recoil: Damage dealt to a character by themselves, typically when burning lots of AP on one attack.

AP: Action points used for attacks.

At the beginning of each player's turn they gain action points for each character as specified on each character sheet.

Action points disappear if they are not used within the player's turn unless otherwise specified.

Certain universal actions, such as throwing an object (K. Rool's crown, etc.), will cost the standard one (1) Action Point to be performed.

Special/House rules:

Bosses, Kings and Queens: Certain characters may only be played as the King or Queen of a given game, these characters will only have their base movement and cannot be restricted or have their movement enhanced outside of their own movement enhancing abilities. If you have a "Boss" character as your Queen and that character were to fall, remove all other characters from the board, except both players' kings. Return all other characters to the board that were removed this way back to where they were before they were moved when the kings clash in this state. The kings' positions do not reset. Additionally, Bosses are immune to being taken off the board, but are still vulnerable to stuns and knockback.

Each amiibo's individual abilities are posted daily onto the r/AmiiboTabletop reddit, an old subreddit I have recycled for the use of my game.
Thank you all, have a great day!

Characters

Basic

Banjo & Kazooie are a Basic Character.

HP: 16

AP: 6

Movement Options: 3 circles kingwise.

Kill Option: Breegull Blaster: AP Cost: $4 + X$ Where "X" is equal to number of additional desired egg shots.

Fires an egg 3 circles in any direction. If an egg hits an adjacent opponent, they take 2 hitpoints of damage and are knocked back 1 circle and cannot be targeted with Breegull Blaster again this turn. Deals 1 hitpoint of damage to opponents 2-3 circles away. Extra AP can be used to fire eggs, 1 AP per egg.

Special Ability: Rear Egg: AP Cost: 1*

Deals damage equal to AP spent. If at least 4 AP is spent using Rear Egg 2 hitpoints of recoil is dealt to Banjo & Kazooie after damage is dealt to the opponent. Goes 3 circles in any direction. Has 3 uses.

Special Ability: Wonderwing: AP Cost: 6

Charges 5 circles forward; attack can go through and hit multiple foes. Surpasses obstacles. Deals 5 hitpoints on the first hit, 3 hitpoints on the second, and 1 hitpoint for any additional hits. Has 3 uses.

Byleth is a Basic Character.

HP: 12

AP: 2

Movement Options: 3 circles in any direction.

Kill Option: Areadbhar: AP Cost: 1

Byleth swings forward with his lance 3 circles, dealing 3 hitpoints of damage to the first opponent hit and 1 hitpoint to any additional opponents hit. Has a chance to knock down any opponent hit, roll a d20 with a roll of 5 or higher preventing knockdown. If knocked down, stunned for one turn.

Special Ability: Sword of the Creator: AP Cost: 1

Byleth sends his sword high into the sky with his opponent one circle forward, dealing 2 hitpoints of damage and taking them both off the board for 1 turn. On the next, they'll both land, swapping places and the opponent taking 1 hitpoint of damage. Has 4 uses.

Captain Falcon is a Basic Character.

HP: 10

AP: 2

Movement Options: 5 Circles Rookwise.

Kill Option: Falcon Kick: AP Cost: 1: Captain Falcon will launch a Falcon Kick at the opponent 6 Circles forward, going through opponents and dealing 3 Hitpoints of damage to the first opponent hit and 1 hitpoint of damage to any extra opponents hit. When this move is used, keep any unused APs for Captain Falcon's next turn (Maximum of 3 total AP at any time).

Special Ability: Falcon Punch: Ap Cost: 2

Captain Falcon will hit the opponent with a Falcon Punch 1 Circle forward, dealing 6 Hitpoints of damage, and knocking the opponent back 2 Circles. If used on the same turn as Falcon Kick, does 2 extra hitpoints of damage. Has 3 uses.

Lucina is a Basic Character.

HP: 14

AP: 4

Movement Options: 4 Circles Rookwise.

Kill Option: Falchion: AP Cost: 1

Lucina swings her sword at the opponent in the 1x3 area in front of her. Deals 1 Hitpoint of damage.

Special Ability: Dolphin Slash: AP Cost: 1

Lucina swings in an upwards arc that knocks the opponent back 2 circles, dealing 1 hitpoint of damage. Has 4 uses.

Special Ability: Savage Technique: AP Cost: 2

Lucina swings the Falchion in a manner that deals 2 hitpoints of damage normally, with Double Damage being dealt to Support and Technical characters. Has infinite uses.

Luigi is a Basic Character.

HP: 12

AP: 4

Movement Options: Knight with double the circles, three circles forward and two circles left/right.

Kill Option: Fireball: AP Cost: 1

Luigi fires a green ball that travels 4 circles forward, dealing 1 hitpoint of damage.

Special Ability: Green Missile: AP Cost: 3

Luigi charges forward in a missile-like pose 5 circles in any direction, dealing 4 hitpoint of damage. This move has a 1/10 chance to travel 6 circles and deal double damage, dealing 8 hitpoints. Roll a d10 with Misfire on 10. Has 4 uses.

Mario is a Basic Character.

HP: 12

AP: 4

Movement Options: 4 Circles kingwise.

Kill Option: Stomp: AP Cost: 1

Similar to a Checkers piece where he jumps on and over the enemy, moving 2 Circles forward or diagonally. Deals 1 hitpoint.

Special Ability: Fireball: AP Cost: 1

Ranged attack that moves 3 Circles forward. Deals 1 Hitpoint of damage. Has infinite uses.

Marth is a Basic Character.

HP: 14

AP: 4

Movement Options: 4 Circles Rookwise.

Kill Option: Falchion: AP Cost: 1

Marth swings his sword at the opponent in the 1x3 area in front of him. Deals 1 Hitpoint of damage.

Special Ability: Dolphin Slash: AP Cost: 1 Marth swings in an upwards arc that knocks the opponent back 2 circles, dealing 1 hitpoint of damage. Has 4 uses.

Special Ability: Precise Strike: AP Cost: 2

Marth swings the Falchion in a manner that deals 2 hitpoints of damage normally, with Double Damage being dealt to Basic and Bruiser characters. Has infinite uses.

Mii Brawler is a Basic Character.

HP: 12

AP: 5

Movement Options: 4 Circles kingwise.

Kill Option: Shot Put: AP Cost: 2

Mii Brawler will chuck a Shot Put at the opponent 4 Circles forward, dealing 3 Hitpoints of damage.

Special Ability: Burning Dropkick: AP Cost: 1

Mii Brawler will lunge at the opponent 2 Circles forward, dealing 1 Hitpoint of damage. The dropkick will recoil the Mii Brawler back 3 Circles. Has 4 Uses.

Peach is a Basic Character.

HP: 10

AP: 6

Movement Options: 3 circles in any direction.

Kill Option: Peach Bomber: AP Cost: 3

Peach launches herself two circles forward, dealing 4 hitpoints of damage and launching herself back to where she fired the move from. Doing this at close range is not recommended.

Special Ability: Vegetable: AP Cost: 1

Peach has a 9/10 chance (use a d10 or an rng website) to pull a regular turnip with this move, going three circles in any direction and dealing 1 hitpoint of damage. She has a 1/10 chance to pull the Stitch face Turnip, which will travel 4 circles in any direction and deals 4 hitpoints. Once she pulls it she can keep it for as long as she wants, but you will not be able to pull another until you throw it. Has 4 uses.

Ryu is a Basic Character.

HP: 12

AP: 4

Movement Options: 5 circles rookwise.

Kill Option: Hadoken: AP Cost: 2

Ryu fires a flaming projectile 3 circles forward, dealing 3 hitpoints of damage.

Special Ability: Tatsumaki Senpukyaku: AP Cost: 2

Ryu spins towards his opponent 3 circles forward, sending them upwards into the air for 1 turn. This deals 3 hitpoints of damage. Additionally, this ability can surpass obstacles, etc. Has 4 uses.

Terry is a Basic Character.

HP: 12

AP: 3

Movement Options: 3 circles in any direction.

Kill Option: Power Wave: AP Cost: 2

Terry lets loose a Power Wave that travels 4 circles, dealing 3 hitpoints of damage.

Special Ability: Power Dunk: AP Cost: 3

Terry rises into the air, carrying an opponent with him, dealing 3 hitpoints of damage 1 circle in front of him. He will then skip the second circle and land on the third circle, dealing 2 hitpoints of damage. The rise skips over hazards, barriers, etc. Has 4 uses.

Toon Link is a Basic Character.

HP: 12

AP: 4

Movement Options: 4 circles kingwise.

Kill Option: Hero's Bow: AP Cost: 1

Toon Link fires an arrow from his Hero's Bow 4 circles in any direction, dealing 2 hitpoints of damage to adjacent circles and 1 hitpoint of damage from at least 2 circles away.

Special Ability: Hurricane Spin: AP Cost: 3

Toon Link Charges this attack for 1 turn, then dashes forward in a spinning frenzy in a 3x4 area in front of him. This will deal 5 hitpoints of damage to the first opponent caught in the vicinity, and deals 3 hitpoints of damage to all others caught. This also knocks them 4 circles back. Has 1 use.

Wolf is a Basic Character.

HP: 10

AP: 3

Movement Options: 3 Circles in any direction.

Kill Option: Blaster: AP Cost: 1

Wolf fires his Blaster 4 Circles in any direction. Deals 3 Hitpoints of damage.

Special Ability: Fire Wolf: AP Cost: 2

Wolf will start up Fire Wolf, travelling 2 Circles in any direction, carrying the opponent he hits with him and then sending them off 2 Circles. Deals 6 Hitpoints of damage. Has 3 uses.

Bruisers

Bowser is a Bruiser Boss Character.

HP: 25

AP: 5

Movement Options: 2 circles kingwise.

Kill Option: Fire Breath: AP Cost: 1*

Bowser breathes fire at his opponent 2 circles forward, dealing damage equal to AP spent on the first circle and 3 hitpoints of damage on the second circle. After being used, on the next two turns both circles will only deal 1 hitpoint of damage. If Bowser doesn't use Fire Breath for 3 turns, it will deal 1 extra hitpoint of damage on each circle.

Special Ability: Flying Slam: Bowser grabs the opponent 1 circle forward, carrying them into the air for 1 turn. Upon landing in any circle 2 circles from where Bowser grabbed the opponent, it will deal 5 hitpoints of damage. If Bowser successfully lands on an opponent with the second half of this Special Ability, it will deal 3 hitpoints of damage. Has 2 uses.

Bowser Jr. is a Bruiser Boss Character.

HP: 21

AP: 5

Movement Options: 2 circles in any direction, with the ability to fly over opponents, etc.

Kill Option: Smash Twin Drills: AP Cost: 1*

Bowser Jr. uses his Twin Drills, spending AP separately for each drill. Damage dealt is equal to AP spent. Can target any adjacent circle with both drills or two different circles each with one drill. This also breaks obstacles.

Special Ability: Overdrive: AP Cost: 0

Bowser Jr. may make himself vulnerable (Double damage taken) and take 3 damage per turn to deal an additional point of damage per AP spent on Smash Twin Drills. This effect is removed after two turns. If in burnout from overdrive which lasts another 2 turns, cannot use overdrive. Has 2 uses.

Special Ability: Abandon Ship!: AP Cost: 5

Bowser Jr. ejects himself from the Clown Kart, leaving it behind to explode, hitting every adjacent circle for 6 hitpoints of damage. Bowser Jr. will then land in an area of 4 circles where he ejected and won't get his Clown Kart back for another turn. In this state, Bowser Jr. can only move 2 circles kingwise. If Bowser Jr. uses this ability while in Burnout, he takes 5 hitpoints of recoil damage. Has infinite uses.

Passive Ability: Clown Kart: Any damage Bowser Jr. takes from physical attacks will deal half damage (1 hitpoint will turn into .5, etc.) Projectiles on the other hand will deal 50% more damage (1 hitpoint will turn into 1.5). In his ejected state, Bowser Jr. takes 50% more damage from all attacks.

Charizard is a Bruiser Boss Character.

HP: 18

AP: 2

Movement Options: Mix between the Knight and the Bishop, flying over opponents moving diagonally 3 Circles.

Passive Effect: Wild Fire: Charizard keeps unspent AP throughout the game.

Kill Option: Fly: AP Cost: 1/3

Charizard flies up in the air and drops down on the next turn 2 Circles in any direction, dealing 3 Hitpoints of damage. The attack will immobilize the opponent for 1 turn. Charizard may spend 3 AP to fly back down on the same turn and deal 6 hitpoints of damage. Cannot attack on landing turn.

Special Ability: Flare Blitz: AP Cost: 2/4/6

Charizard will charge a Flare Blitz for 3 Turns separately or in a row. It can then use it at any time, whirling around in a twist of flame and charging at the opponent 4 circles in any direction, dealing 9 Hitpoints of damage. Charizard takes 4 hitpoints of recoil from this attack. May spend 4 AP to only charge for 2 turns instead of 3. If 6 AP is spent, skip charging and recoil entirely. Has 2 uses.

Special Ability: Breaking Limits: If Charizard has 10 AP during the game, it may spend eight AP to Mega Evolve. When Mega Evolving flip a coin, on heads mega evolve into X, on tails mega evolve to Y.

Special Ability X: Savage Might: X takes 9 hitpoints of recoil damage from Flare Blitz and takes 5 recoil from Fly, but deals an additional 5 damage per attack.

Special Ability Y: Raging Inferno: Y gains Flamethrower. Flamethrower travels 2 circles forward, dealing damage equal to AP spent on the first circle and 3 hitpoints of damage on the second circle. After being used on the next two turns both circles will only deal 2 hitpoints of damage. If Mega Charizard Y doesn't use Fire Breath for 3 turns, it will deal 1 extra hitpoint of damage on each circle. Has infinite uses.

Dark Samus is a Bruiser Character.

HP: 15

AP: 3

Movement Options: 2 circles kingwise.

Passive Effect: Pooling Phazon: Each turn increases AP recovery by 1 AP, up to 6 AP per turn.

Kill Option: Cannon Hammer: AP Cost: 2

Dark Samus swings down its arm cannon 1 circle forward, dealing 2 hitpoints of damage. This also breaks through obstacles and defenses.

Special Ability: Phazon Charge Shot: AP Cost: 2/6

Dark Samus charges Phazon in its arm cannon for two turns in a row. It can then fire it 4 circles in any direction to deal 7 hitpoints of damage. Can use 6 AP to skip charging. Reset AP recovery to 3 if you use 6 AP to skip charging. Has 3 uses.

Special Ability: Phazon Warp: AP Cost: 6

Dark Samus warps to any empty circle, AP recovery reset to 3 after use.

Donkey Kong is a Bruiser Character.

HP: 18

AP: 1

Movement Options: 3 circles kingwise, swinging over opponents/obstacles.

Kill Option: Giant Punch: AP Cost: 1

Donkey Kong will charge up his Giant Punch attack for 3 turns separately or in a row. 1 charge: 3 hitpoints. 2 charge: 8 hitpoints. 3 charge: 14 hitpoints. When he releases this attack it will travel 1 circle in any adjacent direction.

Special Ability: Hand Slap: AP Cost: 1

Donkey Kong will use his hand slap attack either in the air or on the ground.

Aerial Hand Slap: Donkey Kong will slap opponents down, dealing 3 hitpoints of damage and preventing them from ascending for the next turn.

Grounded Hand Slap: Hits in every direction 1 Circle, dealing 3 hitpoints of damage. This attack will also knock back opponents 1 Circle in the direction they're hit. Has 5 Uses.

Ganondorf (Smash) is a Bruiser Boss Character.

HP: 21

AP: 2

Movement Options: 2 circles kingwise.

Passive Effect: Amassing Darkness: Ganondorf keeps unused AP throughout the game.

Kill Option: Sword of the Six Sages: AP Cost: 1/2

During Ganondorf's botched execution, he stole this sword from the Sage of Water. Now he uses it to swing 1 circle forward, dealing 5 hitpoints of damage. Deals 8 hitpoints of damage if 2 AP is used for this attack.

Special Ability: Wizard's Foot: AP Cost: 1

Ganondorf travels 3 circles in any direction with this attack. Deals 3 hitpoints of damage to every opponent hit and knocks them to the side of his direction of travel one circle. Flip a coin to determine which side the opponent is knocked to, heads knocks left, tails knocks right. Has unlimited uses.

Special Ability: Warlock Punch: AP Cost: 5/10

Ganondorf's signature move. He charges it for 2 turns and on the second, deals 20 hitpoints of damage 1 circle forward. This surpasses and destroys obstacles/hazards as well. If 10 AP is spent, Ganondorf skips the charging turn but takes 5 hitpoints of recoil. Ganondorf cannot move once he starts to charge this. Has 1 use.

Gold Mario is a Bruiser Boss Character.

HP: 21

AP: 1

Movement Options: 2 Circles in any direction every other turn, as he is made of gold.

Passive Effect: Golden Skin: Gold Mario is immune to status effects, moves with recoil, and cannot take more than 10 damage in one turn until he is at 6 HP or less.

Kill Option: Gold Ground Pound: AP Cost: 1

Jump attack similar to Mario's but they push the character out of the way 1 Circle forward. Deals 6 Hitpoints.

No Special Ability.

Ike is a Bruiser Character.

HP: 18

AP: 3

Movement Options: 2 circles kingwise.

Kill Option: Strike Split: AP Cost: 3

Ike swings Ragnell down 1 circle in any direction, dealing 3 hitpoints of damage.

Special Ability: Quick Draw: AP Cost: 3

Ike can dash forward with Ragnell 2 circles forward, dealing 5 hitpoints of damage. He can charge this for an extra turn, dashing forward 6 circles and dealing 8 hitpoints of damage to the first opponent caught in the attack. Ike will be locked into charging Quick Draw and will stop in place upon hitting the first opponent. Has 5 uses.

Incineroar is a Bruiser Character.

HP: 20

AP: 5

Movement Options: 2 circles kingwise.

Kill Option: Alolan Whip: AP Cost: 3/5

Incineroar dashes 2 circles rookwise and grabs the opponent. Incineroar has two options:

Up: Uses 3 AP and throws the opponent up, taking them off the board for one turn dealing 3 hitpoints of damage and dealing 2 hitpoints of damage upon landing on the same circle.

Professional Performer: Incineroar can send allies up for one turn, dealing 2 hitpoints of damage upon landing wherever Incineroar desires 5 circles in any direction.

Lariat: A lariat that deals 6 hitpoints of damage, knocking the opponent two circles forward.

Special Ability: Darkest Lariat: AP Cost: 5

Incineroar wildly spins in either the four adjacent circles or the four adjacent diagonal circles, dealing 6 hitpoints of damage four ways. On its second turn it will hit the other four circles for another 6 hitpoints of damage. Has 3 uses.

Special Ability: Revenge: AP Cost: 2

Halves damage taken until the end of Incineroar's next turn, if damage is taken during this time add the damage taken (Before the damage is reduced by Revenge) to Incineroar's next attack that deals damage to an opponent. Has 3 uses but will not lose uses if Incineroar is not hit.

Kazuya is a Bruiser Boss Character.

HP: 18

AP: 7

Movement Options: 2 circles kingwise.

Kill Option: Spinning Demon to Left Hook: AP Cost: 4/7

Kazuya spins at his opponent 1 circle in any direction dealing 6 hitpoints of damage, following up with a left hook that deals 3 hitpoints of damage. The sweep hits in a 1x3 area in front of Kazuya, allowing him to hit multiple foes with the left hook. 7 AP may be used to deal 7 hitpoints of damage to all opponents hit. Also knocks back opponents 2 circles.

Grudge: Kazuya's Spinning Demon to Left Hook sweep deals 6 hitpoints to the nearest opponent.

Special Ability: Devil Blaster: AP Cost: 3

Kazuya fires the Devil Blaster 4 circles forward, dealing 4 hitpoints of damage to opponents 1-2 circles away, and 2 hitpoints of damage to opponents 3-4 circles away. This goes through opponents, allowing Kazuya to hit more than one opponent. If Kazuya's Devil Blaster hits the same opponent he had a Grudge on in the same turn, 3 additional hitpoints of damage are dealt. Has 3 uses.

Special Ability: Rage Drive: AP Cost: 1*

Grab and rise with an opponent taking both characters off the board for one turn. On the second turn choose one circle (Queenwise) on the board and deal 2 * AP spent to use this move to the target and deal damage equal to the AP spent to all adjacent circles. This move deals damage to allies as well when landing. Has 1 use.

Ken is a Bruiser Character.

HP: 15

AP: 5

Movement Options: 3 circles rookwise.

Kill Option: Hell Wheel: AP Cost: 5

Ken grabs the opponent 1 circle forward, throwing them in the opposite direction 3 circles. Ken moves with the opponent 2 circles backwards. Deals 6 hitpoints of damage.

Special Ability: Flaming Shoryuken: AP Cost: 5

Ken unleashes a Flaming Shoryuken that deals 4 hitpoints of damage 1 circle forward, launching the opponent into the air for 1 turn, landing 1 circle backwards from where they were hit, taking 2 hitpoints of landing damage. Has infinite uses.

King Dedede is a Bruiser Boss Character.

HP: 23

AP: 3

Movement Options: Mix between the Knight and the King, moving only 2 Circles kingwise, jumping over opponents while doing so.

Kill Option: Dedede Hammer: AP Cost: 2

King Dedede will raise his hammer into the air and swing it downwards 1 circle forward, dealing 4 hitpoints of damage where he strikes, and creating a shockwave 2 circles forward dealing 2 hitpoints of damage.

Special Ability: Gordo Throw: AP Cost: 1/2/3

This attack has three varieties.

1 AP: King Dedede throws his signature Gordo, bouncing across the entire map hitting every other circle it travels, dealing 4 hitpoints of damage. Cannot target any character with this move more than once per turn.

2 AP: Throw 2 projectiles which each deal 4 hitpoints of damage. Each projectile must be aimed separately and cannot hit the same target twice.

3 AP: Throw 2 projectiles dealing 6 damage each. Each projectile must be aimed separately and cannot hit the same target twice.

If reflected by an obstacle return to King Dedede dealing damage equal to the Gordo's power.

When throwing multiple projectiles can only target circles directly adjacent to King Dedede. Has 3 uses.

King K. Rool is a Bruiser Boss Character.

HP: 23

AP: 3

Movement Options: 2 circles kingwise.

Kill Option: Dynamite Punch: King K. Rool punches with his boxing glove 1 circle forward, dealing 6 hitpoints of damage. This immediately breaks obstacles but NOT hazards.

Special Ability: Crownerang: King K. Rool throws his crown at the opponent three circles forward, dealing 3 hitpoints of damage. On the next turn, the crown will return 3 circles in the opposite direction, dealing 3 hitpoints of damage on the way back. When the Crown returns the opponents hit are knocked into the circles adjacent to King K. Rool. If King K. Rool is not in the area he threw it in he will not get the crown back. Instead, it will spawn randomly on one of the circles of the board (use rng website). The crown can be picked up by anyone, ally or opponent, and thrown 3 circles forward for 2 hitpoints of damage, costing 1 AP. It will then remain on the circle it hit the opponent. If thrown at King K. Rool, he will take the damage but also get his crown back. Has infinite uses.

Link (Smash) is a Bruiser character.

HP: 30

AP: 2

Movement Options: 3 Circles kingwise.

Passive Effect: Hylian Shield: Every turn, Link can change the direction he is facing, even if he is not the character moving. The direction he is facing determines if an attack in that direction hits his Shield. If it does hit his Hylian Shield, the attack will do 1 Hitpoint, no matter the strength. However, if Link doesn't protect the attack, it will do 50% more damage. Link cannot Shield twice in a row.

Kill Option: Master Sword Slice: AP Cost: 1/2

Link does a simple attack with his Master Sword 1 Circle forward that deals 6 Hitpoints. Evil's Bane: Deals 10 hitpoints to Boss characters. Can use 2 AP to swing at a second opponent, dealing 3 extra hitpoints of damage.

Special Ability: Clawshot: Link hooks an opponent with his Clawshot 4 circles forward, traveling to the hooked opponent. He can also hook onto hazards/traps without activating them. Has 5 Uses.

Little Mac is a Bruiser Character

HP: 15

AP: 5

Movement Options: 2 circles in any direction.

Kill Option: One-Two Punch: AP Cost: 1/2

Deals 3 damage for each AP spent, up to 2 AP, to one target one circle forward.

Special Ability: Rapid Strike: AP Cost: 1*

For each AP spent to use this move choose one of these options; once an option is chosen use it for all AP used. You cannot use both options at once.

1: Deal 1 damage per AP and knockback 1 circle.

2: Knockback equal to AP spent, if opponent would hit a wall from the knockback stun the target for one turn. Deals 1 damage.

Has infinite uses.

Special Ability: Rising Uppercut: AP Cost: 3

Little Mac punches upwards 1 circle forward, carrying his opponent with him. This deals 5 hitpoints of damage and launches the opponent into the air for 1 turn. Has 3 uses.

Lucario is a Bruiser Character.

HP: 18

AP: 5

Movement Options: 3 Circles kingwise.

Passive Effect: Aura: When Lucario is at his last 6 Hitpoints, he will get a sudden power boost. This power boost will increase the power of his Aura Sphere by 1 Hitpoint. It will also eliminate the need to charge Aura Sphere. Extreme Speed gains an additional 2 circles of movement on both versions. If Lucario is healed to 6 hitpoints, he loses Aura.

Kill Option: Aura Sphere: AP Cost: 3/5

Lucario will charge up Aura Sphere for 2 turns separately or in a row. He can then fire it at any time, traveling 4 Circles in any direction. Deals 3 hitpoints with 1 charge and 6 Hitpoints with 2 charges. Can spend 5 AP to skip the charging turn, but Lucario takes 3 hitpoints of recoil.

Special Ability: Extreme Speed: AP Cost: 5

Lucario will dash forward extremely fast 3 Circles forward, or 5 Circles diagonally. Where the move ends, he will attack, dealing 3 Hitpoints of damage, and will knock the opponent back 2 Circles. Has 4 uses.

Mega Man is a Bruiser Character.

HP: 15

AP: 5

Movement Options: 3 circles kingwise.

Kill Option: Mega Buster: AP Cost: 4/5

Mega Man fires 2 Lemons out of his Mega Buster 2 circles forward for 3 hitpoints of damage each. Can spend 5 AP to fire 3 Lemons with no damage reduction.

Special Ability: Flame Blast: AP Cost: 5

Mega Man uses Flame Blast, an explosion that hits on both sides of his body 1 circle, dealing 6 hitpoints of damage. Can only be used every other turn. Has 3 uses.

Special Ability: Rush: AP Cost: 1

Mega Man launches himself into the air for 1 turn with Rush, his loyal companion. Upon landing in the 3x3 area he launched himself in he will deal 2 hitpoints to that entire 3x3 area. Has 3 uses.

Mewtwo is a Bruiser Boss Character.

HP: 21

AP: 2

Movement Options: 3 circles kingwise, able to levitate over enemies.

Passive Effect: Psychic Resonance: Mewtwo keeps unspent AP throughout the game.

Kill Option: Shadow Ball: AP Cost: 2/3/4

Mewtwo will charge up a Shadow Ball for 3 Turns separately or in a row. It can then fire it at any time, traveling 4 Circles in any direction. Deals 6 Hitpoints of damage. May spend more AP to skip charging turns, respective to amount of AP spent.

Special Ability: Disable: AP Cost: 2

Mewtwo will stare deep into the eyes of the enemy 2 Circles forward, making them dizzy for 1 turn. Has 4 Uses.

Special Ability: Crystal Break: When Mewtwo has 10 or more AP you may transform Mewtwo into Shadow Mewtwo. While transformed deal 2 additional damage per attack but set health to 12. Mewtwo's health cannot be raised to 12 using this method.

Piranha Plant is a Bruiser Character.

HP: 20

AP: 3

Movement Options: 1 circle kingwise.

Kill Option: Ptooie: AP Cost: 3

Piranha Plant shoots a spiked ball 1 circle forward, dealing 6 hitpoints of damage. Piranha Plant also has the option to hold Ptooie for a second turn and launch the spiked ball 5 circles in any direction, or when the barrier of the board is reached. The ball will only hit the last circle, dealing 7 hitpoints of damage.

Special Ability: Poison Breath: AP Cost: 3

Piranha Plant charges Poison Breath for three turns separately or in a row. 1 charge: Travels 1 circle forward, dealing 2 hitpoints of damage on that circle for 2 turns. 2 charge: Travels 1 circle forward, dealing 4 hitpoints of damage for 2 turns. 3 charge: Travels 2 circles forward, dealing 6 hitpoints of damage for 2 turns on that circle. Has 2 uses.

Pyra is a Bruiser Character.

HP: 18

AP: 4

Movement Options: 1 circle kingwise.

Kill Option: Flare Smash: AP Cost: 4

Pyra will swing her sword violently forwards two circles, dealing 6 hitpoints of damage. This can hit multiple opponents if lined up well.

Special Ability: Swap: AP Cost: 1

Pyra can swap to Mythra, transferring unused AP to Mythra.

Mythra is a Feather character.

HP: 9

AP: 4

Movement Options: 5 circles in any direction.

Kill Option: Lightning Smash: AP Cost: 1

Mythra swings her sword forward 2 circles, dealing 1 hitpoint of damage to every opponent hit.

Special Ability: Swap: AP Cost: 1

Mythra can swap to Pyra, granting Pyra 1 AP in the process. Both swaps have infinite uses.

IMPORTANT: When either Pyra or Mythra dies, the other is the only one that can be used. Health does not carry over to the other character. Although you can only have one of them on the field at a time, they count towards two character slots.

Ridley is a Bruiser Boss Character.

HP: 15

AP: 8

Movement Options: 2 circles in any direction while flying over obstacles.

Kill Option: Wing Blitz: AP Cost: 5

Ridley soars towards the opponent 3 circles forward, knocking them back 2 circles and dealing 6 hitpoint of damage.

Special Ability: Space Pirate Rush: AP Cost: 1*

Ridley grabs the opponent 1 circle in any direction and drags them across the ground, dealing damage and traveling equal to AP spent, while dealing an additional 3 hitpoints of damage to any opponent caught in the crossfire. Has 2 uses.

Roy is a Bruiser Character.

HP: 18

AP: 3

Movement Options: 3 Circles diagonally.

Kill Option: Binding Blade: AP Cost: 3

Roy swings the Binding Blade 1 Circle forward, dealing 6 Hitpoints of damage.

Special Ability: Flare Blade: AP Cost: 1/5

Roy will charge up a Flare Blade for 5 Turns separately or in a row. He can then release it at any time in front of him 1 Circle, dealing 10 Hitpoints of damage. Can spend 5 AP to skip all charging turns, but Roy takes 5 hitpoints of recoil. Has 1 Use.

Simon is a Bruiser Character.

HP: 15

AP: 4

Movement Options: 3 circles kingwise.

Kill Option: Vampire Killer: AP Cost: 2

Simon cracks his whip forward 3 circles, dealing 3 hitpoints of damage. However, it will only deal damage at the tip, 3 circles forward.

Special Ability: Axe: AP Cost: 4

Simon throws an axe at the opponent two circles forward or diagonally left or right 2 circles. Deals 6 hitpoints of damage. Axe can also hit opponents that are in the air, knocking them down and stunning them for 1 turn. Has 3 uses.

Yarn Yoshi is a Bruiser character.

HP: 18

AP: 1

Movement Options: Same as a Knight, however Yarn Yoshi has the option to move 2 Circles and then either 1 OR 2 Circles.

Kill Option: Flutter Kick: AP Cost: 1

Yarn Yoshi will jump at the opponent 1 circle forward and Flutter Kick them. Deals 6 Hitpoints.

Special Ability: Yarn Egg Throw: AP Cost: 1

Yoshi swallows an opponent 2 circles in any direction and turns them into an egg. On the next turn, Yoshi has the option to throw the egg 3 circles in any direction, dealing 3 Hitpoints to both the swallowed opponent and the opponent hit. Has 2 uses.

Support

Bayonetta is a Support Character.

HP: 12

AP: 3

Movement Options: Same as a knight with the ability to move two circles in the second half of the movement.

Passive Effect: Witch Time

When Bayonetta enters the DDZ, she automatically creates a zone where time works differently in a 5x5 area around Bayonetta. Whenever an opponent enters this area, their Movement Options are halved, with the lower number being accepted on odd numbered Movement Options. This also doubles the AP cost of all moves on that character. This effect lasts 3 turns, or until Bayonetta exits the 5x5 area.

Kill Option: Tetsuzankou: AP Cost: 3

Bayonetta grabs her opponent 1 circle forward, launching them 2 circles away and dealing 1 hitpoint of damage.

Special Ability: Heel Slide: AP Cost: 3

Bayonetta slides 3 circles in one direction, if an opponent is hit during this initial slide launch them airborne. Deals 1 damage initially and 1 additional damage when the opponent lands. Has infinite uses.

Callie is a Support Character.

HP: 12

AP: 1

Movement Options: 4 circles kingwise.

Passive Effect: Ink Slick

All enemies move one extra circle in the last direction they traveled at the end of their turn.

Kill Option: Inkbrush: AP Cost: 1

Callie hits the opponent in front of her with an Inkbrush 2 Circles forward, dealing 1 Hitpoint of damage.

Special Ability: Concert: AP Cost: 1

Callie will start singing one of her signature songs in a 3x3 area around her, making all opponents surrounding her start to dance uncontrollably for 1 Turn. Has 3 Uses.

Chrom is a Support Character.

HP: 12

AP: 3

Movement Options are 3 circles in any direction.

Passive Effect: Rallying Chant

Whenever Chrom takes damage all allies gain 2 additional AP the next turn. This stacks with each time he is attacked a turn. I.E hitting him 3 times in a turn will give all allies 6 additional AP for the next turn.

Whenever Chrom is defeated summon Roy for one turn in his place, Roy will have 8 AP during this turn and can move queen-wise.

Kill Option: Falchion: AP Cost: 3

Chrom swings the Falchion 1 Circle forward, dealing 1 Hitpoint of damage.

Special Ability: Flare Blade: AP Cost: 3

Chrom will charge his flare blade with a maximum of six turns. Every turn he charges the flare blade will increase the distance his opponent is knocked back, with the first turn knocking back 2 circles. This also deals 1 hitpoint of damage. Has infinite uses.

Diddy Kong is a Support Character.

HP: 12

AP: 3

Movement Options: 5 circles kingwise.

Passive Effect: Banana of Charity:

Once per turn Diddy Kong may choose one ally. If an ally is chosen this way, Diddy Kong may remove attack cost from this ally's non-damaging attacks or increase that ally's AP for the turn by 3. If this ability is used Diddy Kong cannot attack or move this turn. If Diddy Kong moves or attacks before using this ability it becomes unavailable for the rest of the current turn.

Kill Option: Monkey Flip: AP Cost: 3

Diddy Kong throws himself at the opponent 2 circles forward, with the option to either do a kick or a grab. The kick will deal 1 hitpoint of damage and knock the opponent back 2 circles. The grab will break through obstacles. Once Diddy Kong grabs the opponent, he will pummel them and jump off, dealing 1 hitpoint of damage. Diddy Kong will then go back to where he used Monkey Flip from.

Special Ability: Banana/Banana Peel: AP Cost: 3

Diddy Kong will pull out a banana for either himself or his ally in an adjacent circle. Diddy Kong/Allies can eat this banana at any time during their turn to heal 1 hitpoint. Once eaten, it becomes a banana peel that can be thrown 2 circles in any direction. This banana can be thrown directly at an opponent to make them trip for 1 turn, or can be placed as a hazard that will remain on the board for 2 turns. Has 3 uses.

Dr. Mario is a Support Character.

HP: 9

AP: 3

Movement Options are 4 circles diagonally.

Passive Effect: Proper Prescription

Dr. Mario chooses one opponent at the beginning of his turn. This opponent will be forced to attack one random opponent with the move "Flail". The next turn that opponent cannot be targeted again and the opponent will gain 3 health points.

Flail: AP Cost: 1* AP

Flail deals 1 damage, then places the user next to the target and uses all AP of the user.

Kill option: Poisonous Injection: AP Cost: 3/6

Dr. Mario skews the numbers in a medication for 2 turns separately or in a row, then injects it into an opponent. This concoction will sap 1 Hitpoint from the character each turn they use an attack for 3 turns. Can spend an additional 3 AP to use instantly, when used in this way forces the target to use "Flail". Has 3 uses.

First Aid: AP Cost: 3

Dr. Mario runs to an injured ally and restores their Hitpoint by 3. Dr. Mario can travel 5 Circles to heal an ally. He cannot heal himself. Has 3 uses.

The Ice Climbers are a Support Character.

HP: 12* (6 per Climber)

AP: 6* (3 per Climber)

Movement Options: 3 circles kingwise with the ability to climb over opponents, allies, etc.

Kill Option: Hammer Sweep: AP Cost: 3/6

The Ice Climbers swing their hammers down in both directions, hitting 1 circle in front and behind them for 1 hitpoint of damage. When one of the Climbers is killed, Hammer Sweep will only hit on one side and costs 3 AP instead of 6.

Special Ability: Blizzard: The Ice Climbers unleash a cold mist from their mittens 2 circles forward, dealing 1 hitpoint of damage and freezing the opponent for 2 turns on the first circle. When one of the Climbers is killed, Blizzard only goes 1 circle forward and costs 3 AP instead of 6. Has 2 uses.

Special Ability: Snow Warning: AP Cost: 6

It begins snowing, halving damage on allies from all sources for three turns unless Ice Climbers take damage from fire or Charizard Mega evolves. Has 1 use.

Isabelle is a Support Character.

HP: 9

AP: 3

Movement Options: 3 circles in any direction.

Passive Effect: Perfect Secretary

All allies (Other than Isabelle) keep unused AP from turn to turn. Once Isabelle is defeated all allies enter a rage and deal 1 extra hitpoint of damage per attack.

Kill Option: Party Popper: AP Cost: 3

Isabelle uses a Party Popper 1 circle diagonally, dealing 1 hitpoint of damage.

Special Ability: Lloid: AP Cost: 3

Isabelle plants a Lloid Rocket down 1 circle forward for 3 turns. This rocket will launch the opponent into the air for 1 turn, dealing 1 hitpoint of damage when the opponent steps on it. Isabelle can also plant Lloid directly on an opponent. Has 5 uses.

Ivysaur is a Support Character.

HP: 9

AP: 3

Movement Options: 4 Circles kingwise.

Passive Effect: Spore Cloud

All non-pokemon enemies take double damage to fire, and ice damage types. Once Ivysaur is defeated these enemies instead take half damage from these damage types.

Kill Option: Vine Whip: AP Cost: 3

Ivysaur unleashes its large Vine-like tentacles and hits the closest opponent 4 Circles in any direction, dealing 2 hitpoints. Ivysaur cannot move and Vine Whip on the same turn.

Special Ability: Leech Seed: Ivysaur latches seeds onto an opponent 1 circle in any direction and drains their health by 1 Hitpoint every turn they attack. The seeds can heal allies by 1 Hitpoint. Lasts 3 turns. Has 2 Uses.

Jigglypuff is a Support Character.

HP: 9

AP: 3

Movement Options: 2 Circles in any direction. If Jigglypuff comes across an obstacle, she can jump over it. Increase Jigglypuff's movement by 2 circles when she comes across an obstacle.

Passive Effect: Eviolite: Jigglypuff takes half damage from all attacks.

Kill Option: Rest: AP Cost: 3

Jigglypuff falls asleep on the opponent, dealing 6 Hitpoints of damage if she is in front of them. She will be asleep for 2 turns afterward, where she will heal 3 Hitpoint of damage each turn. If Jigglypuff is hit out of her sleep, she will not heal. Will launch the opponent 4 Circles back.

Special Ability: Sing: AP Cost: 3

Jigglypuff will Sing a little song that will put all opponents 1 Circle in front and to the sides of her to sleep for 1 turn. Has infinite uses.

Palutena is a Support Character.

HP: 12

AP: 3

Movement Options: 3 Circles in any direction.

Passive Effect: Shield of the Goddess

Enemies take 1 recoil from all projectiles they use.

Kill Option: Autoretitle: AP Cost: 3

Palutena aims at her opponent in a 3x3 area in front of her. Autoreticule will target the closest opponent in this area and fire a projectile at them, dealing 1 hitpoint of damage.

Special Ability: Palutena's Blessing: AP Cost: 3

Palutena can bless an ally, allowing them to move two more circles than they would be able to normally for 2 turns, additionally they gain 2 more AP per turn. Palutena can bless her ally from anywhere on the board. Has 1 use.

Pokémon Trainer is a Support Character.

HP: 1

AP: 3

Movement Options: 3 circles in any direction.

Passive Effect: The Very Best

All allied Pokémon characters gain 4 more AP per turn than usual. Pokémon Trainer can only be defeated once all other Pokémon are defeated.

No Kill Option.

Special Ability: Command: AP Cost: 1*

Use any move on an allied Pokémon character dealing halved damage, you must have enough AP on Pokémon Trainer to use the selected move. This doesn't use the Pokémon's AP to use.

Special Ability: Swap: AP Cost: 3

Swap any allied Pokémon character on the board with any other Pokémon character on the board.

Olimar is a Support Character.

HP: 6

AP: 3

Movement Options: 3 Circles in any direction.

Passive Effect: The Right Tool for the Job

All enemies within 2 circles of Olimar take 1 damage per turn. Additionally, Olimar will always deal double damage to any enemy with weaknesses and resistance mechanics.

Kill Option: Pikmin Throw: AP Cost: 3

Olimar throws a Pikmin at the opponent 4 circles in any direction, surpassing and breaking obstacles, latching onto the opponent. Deals 1 hitpoint of damage every turn the opponent doesn't knock the Pikmin away by moving/attacking. Choose one of these two options to burn to get rid of the Pikmin and play as usual.

Special Ability: Pikmin Heal: AP Cost: 3

Olimar uses his Pikmin to gather fuel for his teammate, healing them by 1 hitpoint. If Olimar has broken any obstacles, he can use it as healing fuel, increasing the heal by 1 hitpoint. Olimar can heal from anywhere on the board. Has 3 uses.

R.O.B. is a Support Character.

HP: 12

AP: 3

Movement Options: 4 Circles rookwise hovering over opponents and obstacles.

Passive Effect: Well-Oiled Machine

All allies who gain 5 or more AP per turn deal an additional damage per AP over 5 they gain per turn.

Kill Option: Robo Beam: AP Cost: 3

R.O.B. fires his Robo Beam 5 circles in any direction, dealing 1 hitpoint of damage and going through opponents.

Special Ability: Alloy: AP Cost: 3

R.O.B. coats his teammate in a metal alloy that will protect them from 2 hitpoints of damage the next time they take damage. Has 3 uses.

Steve is a Support Character.

HP: 9

AP: 3

Movement Options: 4 Circles diagonally.

Passive Effect: Creative Mode

Once per turn Steve may choose one of the following options:

1. Potion of Strength: Target ally deals 1 additional damage per attack. Steve cannot use this ability and attack in the same turn.
2. Menu: Steve may place one block for free this turn.
3. Nether Highway: Steve-Alex may use a Nether portal to travel to any unoccupied space on the board. Takes 2 turns to travel, and Steve has a 15% chance to take 3 damage while traveling.

Kill Option: Minecart: AP Cost: 3

Steve rides his Minecart 2 circles forward, dealing 1 hitpoint of damage. Steve will then exit the Minecart, which will travel another 3 circles, carrying the opponent. Minecart will bounce off of obstacles.

Special Ability: Blocks: AP Cost: 3

Steve can place three blocks as he does his normal movement, each block containing 2 hitpoints. These blocks, well, block opponents and allies from crossing them. Has 2 uses. Characters with aerial movement can go over these blocks.

Toad is a Support Character.

HP: 12

AP: 3

Movement Options: Knight with double the movement availability. See Luigi

Passive Effect: Royal Guard

Other Mario characters take half damage from all sources while Toad is alive. Toad takes 1/3 of the damage that is inflicted on characters that this Passive Effect affects.

Kill Option: Turnip Throw: AP Cost: 3

Toad plucks a Turnip from the ground and throws it 2 Circles in any direction. Deals 1 Hitpoint of damage.

Special Ability: Mushroom Shield: AP Cost: 3

When the opponent has the chance to attack an ally, Toad will jump in front of the enemy and take the hit for them, pushing them out of the way in whatever direction Toad came from 1 circle, taking half the damage of the attack, down to a minimum of 1. This works until Toad is killed.

Toon Link (30th Anniversary) is a Support Character.

HP: 9

AP: 3

Movement Options: 5 Circles rookwise with the ability to jump.

Passive Effect: Triforce of Courage

All Zelda characters deal 1 additional damage per attack, gain 2 additional AP per turn, and move up to 3 extra spaces in the last direction of travel they take each turn.

Kill Option: Hero's Sword Slice: Toon Link does a simple attack with his Hero's Sword 1 Circle, dealing 1 Hitpoint of damage.

Special Ability: Wind Waker: AP Cost: 5

Toon Link will conduct two different songs with his Wind Waker. These songs are the Song of Healing and the Wind's Requiem. The Song of Healing will heal an ally 2 hitpoints, but will also take 2 turns to charge separately or in a row. The Wind's Requiem will summon a Tailwind, reducing or increasing the Movement Options of every character on the board depending on which way the Tailwind is facing. Will stay in effect as long as Toon Link is alive. These songs have a combined 3 uses.

Wii Fit Trainer is a Support character.

HP: 9

AP: 3

Movement Options: Queen.

Passive Effect: Personal Trainer

All Allies have 5 additional health until Wii Fit Trainer is defeated, once she is defeated all standing allies gain 3 health.

Kill Option: Warrior: AP Cost: 3

Wii Fit Trainer will take the pose of Warrior 1 circle forward and 1 circle behind her, hitting on both sides and dealing 1 hitpoint.

Special Ability: Sun Salutation: AP Cost: 3

Wii Fit Trainer charges Sun Salutation for two turns separately or in a row. 1 charge: goes forward 4 circles and pushes the opponent away 2 circles. 2 charge: deals 1 hitpoint of damage and heals her teammates in the 3x3 area she released it by 1 hitpoint. Has 3 uses.

Yoshi is a Support Character.

HP: 12

AP: 3

Movement Options: 6 Circles rookwise.

Passive Effect: Egg Armor

Allies cannot be buried, paralyzed, or otherwise have their movement restricted in any way.

Does not prevent slipping or additional movement.

Alternatively: Flip a coin to see if your stunning effect comes into play with Heads being success and Tails being failure.

Kill Option: Egg Throw: AP Cost: 3

Yoshi throws an egg 4 circles in any direction, dealing 1 hitpoint of damage.

Special Ability: Dino Carry: AP Cost: 3

Yoshi can have an ally jump on his back for the next turn. Yoshi can move 5 circles rookwise in this state, carrying his ally with him. His ally can then Use their own movement options in order to close a normally tough distance. You have the option to get off of Yoshi on either the left or right side, unless one side is blocked. If both sides are blocked, get off of Yoshi behind. Has 4 uses.

Young Link is a Support Character.

HP: 9

AP: 3

Movement Options: 3 Circles in any direction.

Passive Effect: Fallen Timeline

If Young Link is defeated summon Ganondorf (Smash) in his position for one turn, Ganondorf summoned in this way may move queenwise and has 5 AP.

Every turn Young Link is alive he gains 1 more AP per turn up to 6 AP per turn.

Kill Option: Kokiri Sword: AP Cost: 3

Young Link swings his Kokiri Sword at the opponent 1 circle forward, dealing 1 hitpoint of damage.

Special Ability: Lon Lon Milk: AP Cost: 3

Young Link gives his ally a bottle of Lon Lon Milk, which they can use at any point during their turn with no extra cost to heal 1 hitpoint of damage. Young Link can also use the milk. Young Link must be adjacent to his ally to give them a bottle. Has infinite uses.

Zelda (Smash) is a Support Character.

HP: 9

AP: 3

Movement Options: 3 Circles kingwise.

Passive Effect: Triforce of Wisdom

Each allied Zelda character gains 2 additional AP per turn.

Kill Option: Din's Fire: AP Cost: 3

Zelda fires a flaming ball at her opponent 4 circles forward, with the ability to curve the fire on the last 2 circles in a 2x3 area. This deals 1 hitpoint of damage and knocks opponents back 1 circle.

Special Ability: Nayru's Love: AP Cost: 3

Zelda spins rapidly in a 1x3 area in front of her, pushing opponents back 2 circles. This also deals 2 hitpoints of damage to obstacles with hp. Has 3 uses.

Feather

Boo is a Feather Character.

HP: 7

AP: 3

Movement Options: 5 Circles kingwise with the ability to phase through allies, opponents, and obstacles.

Passive Effect: Ghost's Toll

Any on defeat effects that apply to characters defeated by Boo are disabled. I.E Roy isn't summoned by Chrom if Boo defeats Chrom.

Kill Option: Jumpscare: AP Cost: 1*

Boo Disappears from the board for one turn, then reappears behind a target chosen on Boo's turn. Write down the chosen target, and the attacking point for boo to reappear on. Reveal that target and location when attacking. Deals damage to target equal to the AP spent to use and stuns for 2 turns, only connects with the target if you successfully reappear on the target. If the target moves into the attacking spot set by boo during their turn deal 2* AP spent instead.

Special Ability: Possession: AP Cost: 6

Boo disappears from the board for three turns and takes control of one of the opponent's characters for this duration. Passive Effects of the controlled character apply to your characters for the duration of Possession. Has 1 use.

Daisy is a Feather Character.

HP: 9

AP: 3

Movement Options: 6 Circles in any direction.

Kill Option: Football (Soccer) Kick: AP Cost: 3

Daisy sports (haha) her football cleats and kicks the opponent 1 circle in any direction, knocking them back 1 circle. Deals 3 hitpoints of damage.

Special Ability: Football: AP Cost: 1*

Daisy kicks a football infinite circles in any direction, dealing 1 hitpoint of damage. Can spend extra AP to shoot 1 more ball per AP spent. After kicking Daisy can move another 2 circles in any direction, cannot increase movement after kicking by spending extra AP. Has infinite uses.

Dark Pit is a Feather Character.

HP: 6

AP: 1

Movement Options: 5 Circles bishopwise while flying.

Kill Option: Silver Bow: AP Cost: 1

Dark Pit fires a Silver Arrow at the opponent 5 Circles forward, dealing 1 Hitpoint of damage.

Dark Pit can also curve the arrow at the last Circle left or right.

Special Ability: Power of Flight: AP Cost: 5

Dark Pit retreats by flying away with his Power of Flight 6 Circles in any direction, and when landing, will deal 1 Hitpoint of damage to an opponent in front of where he lands. Can be used an infinite number of times.

Special Ability: Electroshock Arm: AP Cost: 3/5

Gathers dark electric energy for one turn then dashes forward 5 circles knocking back any enemies in his path 1 circle. Deals 5 damage to the first opponent hit and 2 to any other opponent. May spend 5 AP to skip the charging turn. Has infinite uses.

Duck Hunt Duo is a Feather Character.

HP: 9

AP: 5

Movement Options: 4 Circles in any direction.

Passive Effect: Player Character

The player may target enemies behind obstacles with Duck Hunt Duo.

Kill Option: Zapper: AP Cost: 1

Duck Hunt dodges an NES Zapper attack 2 circles forward, dealing 1 hitpoint of damage.

Special Ability: Wild Gunman: AP Cost: 3

Duck Hunt summons a Wild West Gunman 1 circle in front of them. This Gunman has a 4/5 chance to fire on the next turn 4 circles forward, dealing 1 hitpoint of damage. There is a 1/5 chance that the Gunman will immediately fire 4 circles forward, dealing 2 hitpoints of damage. The Gunman will serve as a barrier that has 1 hitpoint itself. Once this hp is depleted the Gunman will disappear for 2 turns. Has infinite uses.

Falco is a Feather Character.

HP: 6

AP: 5

Movement Options: 5 Circles diagonally while jumping.

Kill Option: Blaster: AP Cost: 1

Falco fires a Blaster shot 4 Circles in any direction Rookwise. This disrupts any charging the target may have been doing and prevents the use of charge moves for 1 turn. Deals 1 Hitpoint of damage.

Special Ability: High Jump: AP Cost: 3/4/5

Falco will jump into the air for 2 turns. After 2 turns, he will land within the 3x3 area he jumped from, dealing 1 Hitpoint of damage to the opponent. The attack will also push the opponent out of the way. After landing, Falco can move how he normally does. May spend an additional AP

per skipped turn to skip one or both air turns. When spending 5 to attack instantly deal 5 damage instead. Has Infinite uses and may be used every 2 turns.

Fox is a Feather Character.

HP: 9

AP: 3

Movement Options: 5 Circles in any direction.

Kill Option: Blaster: AP Cost: 1

Fox fires his blaster 4 circles forward, dealing 2 hitpoints of damage.

Special Ability: Fire Fox: AP Cost: 3

Fox ignites as he charges power for one turn dealing 1 hitpoint of damage to all adjacent circles. After 1 turn of charging, he flies forward 5 circles in any direction dealing 4 damage to everything in his path. This move cannot be interrupted by obstacles. 3 uses.

Special Ability: Tornado Kick: AP Cost: 3

Fox does a flurry of kicks 3 circles in any direction, dealing 1 hitpoint of damage. Fox can use this move, and if it connects will reset his movement options, allowing him to get away after hitting. Has 3 uses.

Greninja is a Feather Character.

HP: 9

AP: 5

Movement Options: Queen.

Passive Effect: Battle Bond

If paired with Pokémon Trainer Greninja becomes Ash-Greninja dealing 2 additional damage per attack and gaining 5 Health.

Kill Option: Water Shuriken: AP Cost: 1/2

Greninja will charge up a Water Shuriken for 2 turns separately or in a row. He can then fire it diagonally 3 Circles, going through opponents and dealing 3 Hitpoints of damage to each. If Greninja fires it without charging it, it won't deal any damage, but will make the opponent flinch for 1 turn. He can move and charge in the same turn, but can't move and fire in the same turn. May spend additional AP to skip charging turns.

Special Ability: Shadow Sneak: AP Cost: 5 per active turn

Greninja will vanish for 1 turn, then will travel 3 Circles in any direction Rookwise, dealing 6 Hitpoints of damage to the opponent in front of him or behind him. This surpasses any obstacles/opponents. Has 4 Uses.

Meta Knight is a Feather Character.

HP: 9

AP: 5

Movement Options: 5 Circles in any direction.

Kill Option: Galaxia: AP Cost: 1

Meta Knight rapidly swings the Galaxia 1 circle forward, dealing 2 hitpoints of damage.

Special Ability: Dimensional Cape: AP Cost: 5

Meta Knight shrouds himself in his cape, which allows him to warp to anywhere on the board.

He also has the option to wait 1 turn and attack in the area he disappeared in, dealing 3 hitpoints of damage. Has 4 uses.

Mii Swordfighter is a Feather Character.

HP: 9

AP: 3

Movement Options: 4 Circles diagonally, 3 Circles rookwise.

Kill Option: Airborne Assault: AP Cost: 1

Mii Swordfighter will lunge at the opponent 4 Circles forward, dealing 2 Hitpoints of damage.

The hit will knock Mii Swordfighter back 1 Circle.

Special Ability: Gale Strike: AP Cost: 3

Mii Swordfighter will send a Gale Strike at the opponent 3 Circles diagonally, sending the opponent upwards into the sky for 1 Turn and dealing 2 hitpoints of damage. When they land, they will take 2 more Hitpoints of damage. Has 4 Uses.

Min Min is a Feather Character.

HP: 6

AP: 2

Movement Options: 5 Circles in any direction.

Kill Option: Dragon Arm: AP Cost: 1

Min Min fires her Dragon Arm, traveling 4 circles forward, with a final laser at the end traveling an extra circle directly in front of Min Min. This deals 3 hitpoints of damage.

Special Ability: ARMS Jump: AP Cost: 1

In order to escape a sticky situation, Min Min will propel herself in the air with her Arms, traveling 6 circles in any direction and jumping over opponents/allies and obstacles. Has infinite uses.

Mr. Game & Watch is a Feather Character.

HP: 3

AP: 2

Movement Options: 5 Circles in any direction.

Kill Option: Torch: AP Cost: 1

Mr. Game & Watch attacks with his Torch 1 circle in any direction, dealing 4 hitpoints of damage.

Special Ability: Fire!: AP Cost: 1

Mr. Game & Watch launches himself into the air for 1 turn, landing wherever on the board he wishes. The launch deals 3 hitpoints of damage the circle in front and behind Mr. Game & Watch. Has infinite uses.

Pichu is a Feather Character.

HP: 9

AP: 3

Movement Options: Queen.

Kill Option: Headbutt: AP Cost: 1

Pichu will run up to the opponent and Headbutt them. However, since Pichu is super light, the attack will knock it back 3 Circles. Deals 2 Hitpoints of damage.

Special Ability: Thunder: AP Cost: 2

Pichu will summon Thunder from the sky and hit itself with it, creating a shockwave 1 Circle in front of it and 1 Circle on each of its sides. This will damage Pichu 1 Hitpoint everytime it uses it. Deals 6 Hitpoints of damage. Has 3 uses.

Pikachu is a Feather Character.

HP: 9

AP: 3

Movement Options: Queen.

Passive Effect: Lightning Rod

Disable all AP boosting effects while Pikachu is on the field.

Kill Option: Thunder Jolt: AP Cost: 1

Pikachu launches a jolt of lightning at the opponent, dealing 2 Hitpoints. Thunder jolt can go infinite circles in any direction.

Special Ability: Quick Attack: AP Cost: 3

Pikachu gets himself out of a bad situation by using Quick Attack, a move that deals 1 Hitpoint of damage by zipping past the opponent 6 circles in any direction. Pikachu can move after doing this attack. Has 4 Uses.

Pit is a Feather Character.

HP: 6

AP: 6

Movement Options: 4 Circles diagonally while flying.

Kill Option: Palutena Bow: AP Cost: 2 per volley

Pit fires an Arrow at the opponent in the 3x3 area in front of him, dealing 1 Hitpoint of damage.

Special Ability: Power of Flight: AP Cost: 6

Pit retreats by flying away with his Power of Flight 5 Circles in any direction, and when landing, will deal 1 Hitpoint of damage to an opponent in front of where he lands. Can be used an infinite number of times.

Special Ability: Upperdash Arm: AP Cost: 2/3

Gathers his strength for one turn then dashes forward 5 circles knocking back any enemies in his path 1 circle. Deals 2 damage to the first opponent hit and 1 to any other opponent. May spend 3 AP to skip the charging turn. Has infinite uses.

Sephiroth is a Feather Character.

HP: 9

AP: 3

Movement Options: 3 Circles in any direction.

Kill Option: Masamune: AP Cost: 3

Sephiroth swings the Masamune in a 2x3 area in front of him, dealing 3 hitpoints of damage to all that are hit.

Special Ability: Shadow Flare: AP Cost: 3

Sephiroth fires a Shadow Flare 2 circles diagonally, infecting the opponent. It will damage the opponent for 1 hitpoint at the end of the next turn. The opponent cannot move into the vicinity of their allies, if so then their allies in adjacent circles will take 1 hitpoint of damage as well. Has 3 uses.

Special Ability: Supernova: AP Cost: 3

Sephiroth gathers the energy of all others on the board, reducing AP on every other character by 2. After one charging turn Sephiroth releases a Supernova that deals 7 damage to any opponent with 5 or more AP when the attack is used. If a target has 7 or more AP when they take damage from this attack stun them for 1 turn as well. Has 1 use.

Sheik is a Feather character.

HP: 6

AP: 3

Kill Option: Needles: AP Cost: 1

Sheik throws a set of Needles which can travel the same as a queen. Deals 1 Hitpoint of damage.

Special Ability: Smoke Bomb: AP Cost: 3

Sheik is a Feather character, meaning she will be killed very quickly. Sheik will throw a Smoke Bomb, allowing her to flee to her team's quarter of the board (the 2x11 area in which the characters start). Has endless uses.

Special Ability: Great Unmasking: AP Cost: 3

Swap Sheik to Zelda for three turns or until the controlling player would like to cancel the transformation.

Zelda will enter with full health and Sheik will return to the board with full health. Has 1 use.

Sonic is a Feather Character.

HP: 9

AP: 5

Movement Options: Queen while jumping.

Passive Effect: Gaining Momentum

Sonic can keep 2 unspent AP per turn, AP gained this way doesn't disappear unless destroyed by an enemies ability or if Sonic uses it.

Kill Option: Homing Attack: AP Cost: 5

Sonic will rise up into the air for 1 turn, he will swoop down the next turn, dealing 5 Hitpoint of damage to the opponent closest to him within a 5x5 circle radius. Sonic can dash away 4 circles rookwise after doing this attack. If the attack fails to connect stun Sonic for the next turn.

Special Ability: Sonic Speed!: AP Cost: 5

Sonic is a fast boy. So fast, him running around damages opponents. Sonic will dash to anywhere on the board, dealing 1 Hitpoint of damage to every opponent that is in the way of where Sonic was going. This makes Sonic very exhausted, and can't move on the next turn. Sonic cannot do Homing Attack and Sonic Speed! on the same turn. Has infinite uses.

Special Ability: Corrupted Gems: AP Cost: 10

Unleash Sonic, changes character to the following:

Sonic (Unleashed) is a Bruiser Character.

HP: 18

AP: 1

Movement Options: 3 circles kingwise.

Kill Option: Wereclaw: AP Cost: 1

Deals 6 hitpoints of damage in the 1x3 area in front of him.

Special Ability: Howl: AP Cost: 1

Increase ally damage by 2 damage per attack this turn. Return Sonic (Unleashed) to Sonic after five turns or if he is defeated. If he is defeated as Sonic (Unleashed), Sonic is also defeated.

Squirtle is a Feather Character.

HP: 9

AP: 5

Movement Options: 5 Circles in any direction.

Passive Effect: Hydro Shell

Squirtle is immune to fire-based attacks.

Kill Option: Withdraw: AP Cost: 1

Squirtle retreats into its shell and spins itself forward 3 circles, dealing 1 hitpoint of damage.

Squirtle is fully invincible to all obstacles and damage during this attack. Squirtle will bounce off of obstacles.

Special Ability: Water Gun: AP Cost: 5

Squirtle charges Water Gun for 1 or 2 turns. 1 charge: Deals 1 hitpoint of damage but sprays the opponent back 3 circles. 2 charge: Deals 3 hitpoints of damage and sprays the opponent back 7 circles. Has 4 uses.

Zero Suit Samus is a Feather Character.

HP: 9

AP: 3

Movement Options: Queen.

Kill Option: Paralyzer: AP Cost: 1

Zero Suit Samus fires a stunning projectile 2 circles diagonally, dealing 1 hitpoint of damage and paralyzing the opponent for 1 turn. Can only paralyze one opponent at a time with this attack. Can only paralyze every other turn

Special Ability: Flip Jump: AP Cost: 3

Zero Suit Samus can quickly escape a tight spot by jumping over the opponent 4 circles in any direction. Upon landing she will bury the opponent she landed on for 1 turn. Has 3 uses.

Special Ability: Suit Up: AP Cost: 3

Zero Suit Samus summons her ship to leave the field for 1 turn, when she returns the following turn she is in her full suit. Replace Zero Suit Samus on the board with Samus. This transformation lasts 3 turns or until Samus is defeated. When Samus is defeated, Zero Suit Samus returns to the field with 3 HP. Has one use.

Technical

Corrin is a Technical Character.

HP: 12

AP: 4

Movement Options: 5 Circles kingwise.

Kill Option: Dragon Fang Shot: AP Cost: 2/4

Corrin charges her Dragon Fang Shot for two turns separately or in a row. 1 charge: Travels 3 circles in any direction and deals 3 hitpoint of damage. 2 Charge: Travels 4 circles in any direction, deals 3 hitpoint of damage, and stuns the opponent for 1 turn. Any enemies within one circle of Corrin are knocked back and take 1 damage when the full charge dragon fang shot is used. May spend an additional 2 AP to skip the charging turn. Has the Water and Electric properties for the projectile.

Special Ability: Dragon Lunge: AP Cost: 2

Corrin pins the opponent 2 circles forward, stunning them. This only works on the second circle, dealing 1 hitpoint of damage and pins them for one turn. Afterwards, Corrin can launch herself forward or back 1 circle. Pinning is not affected by any abilities that would otherwise allow the opponent to move freely. Has infinite uses.

Cloud is a Technical Character.

HP: 12

AP: 1

Movement Options: 4 Circles kingwise

Passive Effect: Higher Limit Potential

When Cloud starts his turn, he gains 1 additional AP per character in play that would gain 6 or more AP per turn. Every time Cloud deals or receives damage, his Limit Meter charges by 1. After 9 charges Cloud's Blade Beam will travel 5 circles in any direction and will deal 6 hitpoints of damage, while Cross Slash destroys barriers and hazards instantly, as well as breaking

through armor and knocking the opponent back 3 circles. After 1 use of a Limit move, Cloud will reset to his normal state.

Kill Option: Cross Slash: AP Cost: 1/2/3/4/5/6

Cloud unleashes a flurry of slashes 1 circle forward, dealing 1 hitpoint of damage per AP spent to use this move up to 6 AP per turn.

Special Ability: Blade Beam: AP Cost: 5

Cloud fires the Blade Beam 3 circles in any direction, dealing 3 hitpoints of damage. Has infinite uses. Has 3 limit uses.

Hero is a Technical Character.

HP: 12

AP: 7

Movement Options: 4 Circles rookwise.

Passive Effect: Heroic Advance!

Hero will passively gain Mana every turn he is alive, gaining an extra Mana point every time he hits an opponent. He may spend 1 AP per turn to gain an additional Mana if he is below 3 Mana. If Hero has 3 or more Mana, he may spend 4 AP to gain 1 additional Mana per turn up to a limit of 7 Mana. Hero may not have more than 7 Mana at a time. If a spell were to cost more than 7 Mana Hero must pay 7 AP to cast the spell.

Kill Option: Heavy Swing: AP Cost: 3

Hero does his signature slashing attack 1 circle in any direction, dealing 3 hitpoints of damage. Roll a 10 sided die, with a result of 10 deal 3 additional damage, knock back the target to the board wall in the direction of attack and gain 7 additional AP that persists until the end of the next turn.

Special Ability: Menu: AP Cost: 1

Hero will pull up his menu, containing four spells:

Psyche Up: Increases his next attack by 1 hitpoint.

Kaboom: Fires a projectile that sucks opponents in and blows them up, dealing 7 hitpoints of damage. Kaboom will travel 3 circles forward before sucking opponents in all around it in a 3x3 area before the explosion. Kaboom will be interrupted by a teammate/opponent in the way, as well as barriers such as Arcfire.

Snooze: Fires a projectile that puts the opponent to sleep on contact, traveling 4 circles and putting them to sleep for 1 turn.

Accelerate: Doubles hero's movement options, allowing him to move 7 circles as a rook does. This lasts two turns.

All these menu options cost Mana.

Mana costs:

Psyche Up: 3 Mana

Kaboom: 8 Mana
Snooze: 2 Mana
Acceleratle: 4 Mana

Inkling Girl is a Technical Character.
HP: 12
AP: 6
Movement Options: 3 Circles kingwise.

Passive Effect: Pooling Ink
If any character on the board were to gain less than 3 AP per turn set that AP gain to 3 AP per turn. This is that character's base AP gain for the duration of this effect. (The base AP can be boosted to higher than 3.)

Kill Option: Splattershot: AP Cost: 3
Inkling Girl will fire her Splattershot 3 Circles in front of her, dealing 1 Hitpoint of damage.

Special Ability: Squid Swim: AP Cost: 6
Inkling Girl's Splattershot leaves a trail of Ink where she fired it, allowing her to Swim through it and under opponents, letting her move as far as the Ink trails go. The Ink will disappear 2 Turns after the Splattershot is fired. Every other turn that Inkling swims through the Ink, it will heal her by 1 Hitpoint. This Ink trail will also halve the Movement Options of any opponent that steps into the Ink for that turn (see <#1371643931502055434>). Has infinite uses.

Joker is a Technical character.
HP: 9
AP: 5
Movement Options: 3 Circles in any direction.

Passive Effect: Arsene
Once Joker has absorbed four attacks in Rebel's Guard or any attack that deals damage to him, Arsene will appear. This will increase the damage of Joker's Dagger by 2 hitpoints. Joker will additionally gain usage of his gun.

Gun: AP Cost: 1
Joker will fire his gun 3 circles diagonally, dealing 1 hitpoint of damage. Has infinite uses.

Kill Option: Dagger: AP Cost: 5
Joker stabs with his Dagger 1 Circle forward, dealing 3 hitpoints of damage.

Special Ability: Rebel's Guard: AP Cost: 3/4/5

Counter mechanic where Joker can absorb attacks to take no damage for 1, 2 or 3 turns based on the amount of AP spent to use it. so long as that attack deals 5 or less hitpoints. Any extra damage Joker will take. Being hit by any attack in this state charges his Rebel's Gauge by 25%. Joker cannot act again until the turn after he finishes using Rebel's Guard.

Special Ability: Heat Riser: AP Cost: 5

Joker raises his defense, speed, and power greatly until the end of next turn! Joker has 3 more hitpoints, can move double his normal range, and deals 2 more hitpoints of damage per attack. Has 2 uses.

Kirby is a Technical Character.

HP: 12

AP: 3

Movement Options: 3 circles in any direction while floating (jumping over stuff).

Kill Option: Imma Fireball: AP Cost: 3

Kirby envelops himself in a flaming ball and charges towards the opponent 2 circles in any direction. The first circle will deal 1 hitpoint of damage and will knock opponents back 4 circles, whereas the second circle will deal no damage and knock opponents back 2 circles.

Special Ability: Inhale/Copy: AP Cost: 3

Kirby inhales a target 1 circle forward, swallowing them, which puts the target behind Kirby and deals 1 hitpoint of damage. Kirby gains the ability to use the inhaled target's Highest AP cost attack without spending AP, as well as their main Kill Option. Kirby does keep his own Movement Options, however. Kirby will lose this Copy ability when the player wants to get rid of it or when Kirby takes 2 hitpoints of damage. Inhale has infinite uses, while Copy has 3 uses. You must use Copy if you Inhale while Copy is available.

Lucas is a Technical Character.

HP: 9

AP: 5

Movement Options: 4 Circles in any direction.

Passive Effect: PSI Magnet

Whenever Lucas is targeted by a projectile, he takes no damage for the remainder of the turn and heals 2 hitpoints but cannot move or use moves on his next turn.

Kill Option: PK Fire: AP Cost: 5

Lucas fires a PK Fire 3 Circles forward, dealing 1 Hitpoint of damage and knocking the opponent back 1 Circle. The fire from the attack will linger on the circle it hit the opponent for the next turn, dealing 1 Hitpoint of damage to those who step in.

Special Ability: PK Starstorm: AP Cost: 10

Lucas can heal his non-boss allies for 10 hitpoints of damage, so long as they are in any of Lucas's adjacent and adjacent diagonal circles. Lucas can also heal his allies of status conditions. Has 4 uses.

Mii Gunner is a Technical Character.

HP: 12

AP: 5

Movement Options: 5 Circles Rookwise while jumping.

Passive Effect: Epic Cosplay!

Any ability that affects series specific characters affects this character as well!

Kill Option: Charge Blast: AP Cost: 5/6/7

Mii Gunner will charge up a Charge Blast for 2 Turns separately or in a row. They can then fire it any time 4 Circles forward, dealing 1 Hitpoint of damage and immobilizing them for 1 Turn. Spend an additional AP per turn that you want to skip to instantly charge for those turns.

Special Ability: Bomb Drop: AP Cost: 2/5

2 AP: Mii Gunner will drop a bomb on the ground 1 Circle forward. It will blow up 1 Turn later, covering the whole area around it, and dealing 2 Hitpoints of damage to all that it hit. Has 3 Uses.

5 AP: Mii Gunner will drop a bomb on the ground 1 Circle forward. It will blow up 1 Turn later, covering the whole area around it, and dealing 2 Hitpoints of damage to all that it hit. Has Infinite uses.

Ness is a Technical Character.

HP: 9

AP: 5

Movement Options: 4 Circles in any direction.

Passive Effect: Home Run!

Whenever Ness is targeted by a projectile he takes no damage and returns double the damage back at the attacker. Ness is invulnerable to damage until the end of this turn. Ness cannot attack or move until his next turn.

Kill Option: PK Fire: AP Cost: 5

Ness's PK Fire will travel 2 circles in any direction and will linger on the opponent's circle on contact for 2 turns. Deals 1 hitpoint of damage every turn the opponent stays on the fire.

Special Ability: PK Thunder/PK Thunder Tackle: AP Cost: 3/2

Unlike most projectiles, PK Thunder can truly be moved in any direction, traveling 5 circles and stunning whoever it hits, dealing 1 hitpoint of damage. Ness can also hit himself with PK Thunder for 2 AP, and if successful, will travel 3 circles forward, dealing 2 hitpoints of damage and knocking back the target 3 circles in the direction of attack. Has infinite uses.

PAC-MAN is a Technical Character.

HP: 12

AP: 3

Movement Options: 5 Circles rookwise.

Passive Effect: Stage Clear!

PAC-MAN may keep unused AP from his previous turns up to 5 AP maximum. He may not have more than 7 AP at any time.

Kill Option: Bonus Fruit: AP Cost: 1/2/3

PAC-MAN charges his Bonus Fruit which has 5 stages. 1: A cherry that moves 2 circles in any direction, dealing 1 hitpoint. 2: An orange that moves 4 circles in any direction dealing 1 hitpoint of damage. 3: An apple that goes 4 circles in any direction and transcends obstacles. 4: A bell that stuns the opponent for two turns, traveling up to 3 circles in any direction. 5: A key that travels infinite circles and deals 2 hitpoints of damage. This also goes through opponents, obstacles and stuns any targets that are hit for one turn.

Each charge requires 1 AP, up to 3 charges a turn. If you have AP while it is your opponent's turn you may begin charging on your opponent's turn. If you take damage while charging Bonus Fruit, you drop the fruit and must charge from zero to use this ability again.

Special Ability: Fire Hydrant: AP Cost: 5

PAC-MAN places a Fire Hydrant below him. This acts as a barrier for opponents and projectiles alike. This Hydrant will stay on the map until it is destroyed and launched 4 circles in any direction dealing 5 water or steel type damage (decided by the player with PAC-MAN on their team) to anything hit by the hydrant. The hydrant has 30 hitpoints. Every other turn, water will come out of two adjacent circles, pushing opponents and teammates 1 circle. Fire type Pokémon take 10 hitpoints of damage and have their damage halved for two turns when hit by the water from the fire hydrant. Has 2 Uses.

Richter is a Technical Character.

HP: 12

AP: 3

Movement Options: 4 Circles in any direction.

Passive Effect: [Die monster. You don't belong in this world!](#)

Richter's attacks deal double their normal amount of damage against evil characters (up to the players interpretation, otherwise includes Wolf, Bowser, Bowser Jr., Dark Samus, Ganondorf, Kazuya, King K. Rool, Piranha Plant, Ridley, Bayonetta, Boo, Dark Pit, Sephiroth, and Wario).

Kill Option: Uppercut: AP Cost: 3

Richter uses his dagger 1 circle forward to launch his opponent into the air for 1 turn. This deals 3 hitpoints of damage.

Special Ability: Holy Water: AP Cost: 3

Richter drops Holy Water 1 circle forward that creates a pillar of fire for the next turn. Any opponent that steps into the circle will take 1 hitpoint of damage. Has infinite uses.

Robin is a Technical Character.

HP: 12

AP: 6

Kill Option: Bronze Sword/Levin Sword: AP Cost: 3/6

At the beginning of the game, Robin has the Bronze Sword. Every other turn, Robin's Bronze Sword will become the Levin Sword. If Robin hits the opponent with the Bronze Sword 1 Circle forward, it will deal 2 Hitpoint of damage. If he hits the opponent with the Levin Sword 1 Circle forward, it will deal 4 Hitpoints of damage and immobilize the opponent for 1 Turn.

Special Ability: Arcfire: AP Cost: 3

Robin will set up an Arcfire 2 Circles in front of him for 2 Turns. Any opponent that walks into the Arcfire will take 2 Hitpoints of damage. Has Infinite Uses.

Rosalina & Luma are Technical Characters.

HP: 18 (Rosalina has 12 and Luma has 6)

AP: 9

Movement Options: 4 Circles in any direction.

Kill Option: Luma Shot: AP Cost: 1

Rosalina fires her Luma 4 circles forward, dealing 1 hitpoint of damage. After firing, Rosalina can recall her Luma for 1 AP.

Special Ability: Luma Command: AP Cost: 1 AP for Rosalina and 1 AP for Luma.

Rosalina's Luma can attack on its own by moving up to 3 circles in any direction from Rosa, dealing 1 hitpoint of damage 1 circle forward. Rosalina will attack at the same time, dealing 1 hitpoint of damage forward. If the Luma is two circles in front of Rosalina, and the opponent is caught in between them, they'll take two hitpoints of damage from Rosalina's attacks. Has infinite uses.

Samus is a Technical Character.

HP: 12

AP: 6

Movement Options: 5 Circles kingwise.

Passive Effect: Chozo Knowledge

If Samus were to be stunned, buried, or have her movement limited or changed in any way once per turn she may choose to become Zero Suit Samus. She carries over unused AP when transforming. When transforming set her Health to Zero Suit Samus's base Health. When changing to Zero Suit Samus she spawns with three suit pieces that can be thrown once each. Each piece deals 3 steel type damage. 1 AP to throw one piece three circles in any direction.

Kill Option: Missiles: AP Cost: 3

Samus can use two different kinds of missiles, the first of which can home in on opponents anywhere in a 3 circle radius. The second type of missile will travel 5 circles rookwise. Both missiles hit for 3 hitpoints of damage.

Special Ability: Screw Attack: AP Cost: 6

Deals 3 hitpoints of damage 1 circle in any direction. This sends the opponent into the air for the next turn. Deals 1 hitpoint of falling damage the next turn. Has Infinite uses.

Shulk is a Technical Character. He has 4 hitpoints.

HP: 12

AP: 5

Movement Options: 3 Circles kingwise.

Kill Option: The Monado: AP Cost: 3

Shulk slashes his Monado sword diagonally 1 circle, dealing 2 hitpoints of damage.

Special Ability: Monado Arts: AP Cost: 2

Shulk's Monado grants him the use of 5 arts.

Jump: Shulk can now jump over opponents, teammates, and obstacles/hazards when moving.

Speed: Shulk can now move 6 circles kingwise.

Shield: Shulk will gain 3 health while only being able to move 1 circle kingwise.

Buster: Shulk's Monado will deal double damage, while taking an additional 2 more damage per hit as well.

Smash: Shulk's Monado will knock the opponent back 2 circles while dealing 2 additional damage, while taking an extra hitpoint of damage as well and being knocked back 2 circles himself.

Each Monado Art can be swapped directly into another, with one swap allowed per turn.

However after an art has been used, it will not be usable for another 4 turns. Has infinite uses.

Snake is a Technical Character.

HP: 15

AP: 5

Movement Options: 3 Circles in any direction.

Kill Option: Silent Takedown: AP Cost: 5

Snake grabs the opponent 1 circle forward and lays them on the ground, immobilizing them for 1 turn. Deals 1 hitpoint of damage.

Special Ability: C4: AP Cost: 4. 1 AP to activate C4

Snake places a C4 down directly on the circle he is standing. In the next 5 turns, he can blow up the C4 as his attack, covering the entire 3x3 area around it, dealing 3 hitpoints of damage.

Snake can also directly attach the C4 to an opponent in any adjacent circle. Can have two C4 on the battlefield at a time. Can only have one C4 attached to a target at a time. Has infinite uses.

Sora is a Technical Character.

HP: 12

AP: 6

Movement Options: 4 Circles kingwise while jumping.

Kill Option: Magic: AP Cost: 6

Sora starts by using Firaga, a fireball that travels 3 circles in any direction and deals 1 hitpoint of damage. Then Thundaga, a long ranged set of three thunderbolts that travel every other circle starting with the one 2 circles in front of Sora. These three thunderbolts travel 6 circles in all and deal 3 hitpoints of damage per strike. Finally he uses Blizzaga, a short ranged freeze attack that travels 1 circle forward and freezes the opponent for 1 turn. These three spells rotate upon usage in the order of Firaga, Thundaga, and Blizzaga.

Special Ability: Sonic Blade: AP Cost: 2 per dash

Sora dashes forward up to three times with his Keyblade, 3 circles forward and twice 3 circles in your direction of choice. Deals 1 hitpoint of damage per movement.

Villager is a Technical Character.

HP: 9

AP: 5

Movement Options: 2 Circles in any direction.

Kill Option: Lloid Rocket: AP Cost: 3/5

Villager places down a Lloid Rocket. On the next turn, it flies 5 circles forward, dealing 3 hitpoints of damage, with 2 hitpoints of damage dealt on the fifth circle. May spend an additional 2 AP to immediately fire the rocket.

Special Ability: Timber: AP Cost: 2/5

Villager plants a sapling in the ground 1 circle in front of him. He can then water it on the next turn, sprouting a tree. The sprouting deals 1 hitpoint of damage in every adjacent circle where the tree sprouted. This tree will stay on the board for 3 turns. However, Villager can cut the tree down, falling forward 1 circle and dealing 6 hitpoints of damage. 2 AP to plant the tree, an additional AP to water the tree, and an additional 2 AP to chop the tree. The tree has 3 hitpoints. Roll a d20 when the tree falls, on a 20 result a cherry falls from the tree and heals villager or an adjacent ally to full health. Additionally, Villager can place Lloid Rocket on the tree, creating an immediate explosion that deals 1 hitpoint of damage in every adjacent diagonal circle. Has 4 uses.

Wario (Smash) is a Technical Character.

HP: 13

AP: 3

Movement Options: 5 circles rookwise.

Passive Effect: Greedy: AP Cost: 1*

Wario may spend AP he does not have to deal extra damage equal to AP spent. However, Wario will take recoil damage equal to 1.5 times AP spent.

Kill Option: Chomp: AP Cost: 2

Wario bites down on his opponent 1 circle forward, dealing 2 hitpoints of damage and tossing them away 2 circles. This will also heal Wario equal to half the HP dealt by Chomp.

Special Ability: Waft: AP Cost: 1/2/3

Every turn the game goes on Wario's Waft will gain 1 charge. At any amount of charge (except 0), Wario can set off his Waft. At 1 charge (costing 1 AP), Waft deals 1 hitpoint of damage 1 circle forward, stunning the opponent for 1 turn if you land Tails on a Coin Flip. At 2 charges (costing 1 AP), Waft deals 1 hitpoint of damage all around him, launching himself into the air for 1 turn. At 3/4 charges (costing 2 AP), Waft deals 3 hitpoints of damage all around him and launches himself to his team's half of the board (the 11x6 area on his side of the board), taking one turn in the air to do so. At full charge (5 charges, costing 3 AP), Waft deals 5 hitpoints of damage all around him, launching him up even higher allowing him to land anywhere on the board he desires. Upon landing Wario creates a shockwave that deals 1 hitpoint of damage all around him to both opponents and allies. The use of Chomp increases Waft's charge by 1 for every time Chomp is used. Has infinite uses.

Wedding Mario is a Technical Character.

HP: 12

AP: 3

Movement Options: 4 Circles kingwise.

Kill Option: Cap Throw: AP Cost: 1

A simple cap throw that deals 1 Hitpoint of damage. Travels 3 Circles in any Rook direction.

Special Ability: Capture: AP Cost: 3

Wedding Mario throws his cap in the same way as his Cap Throw but it will Capture the opponent, letting him move the opponent for one turn, but can't make the opponent Kill. Has 4 uses.

Wolf Link & Midna are a Technical Character.

HP: 12

AP: 6

Movement Options: 6 Circles diagonally.

Passive Effect: Hero's Connection with Fate

When Wolf Link & Midna are defeated summon Young Link in their place for one turn. If Young Link is somehow killed in this one turn, Ganondorf (Smash) will not be summoned.

Kill Option: Tail Spin Attack: AP Cost: 1*

Wolf Link Spin Attacks with his tail 4 ways diagonally 1 Circle. Deals 1 Hitpoint of damage per AP spent.

When dealing 5 or more damage with this attack Wolf Link & Midna will take double damage the next turn.

Special Ability: Twilight Portal: AP Cost: 8

Midna summons a Twilight Portal and warps herself and Wolf Link anywhere on the board. She can also warp allies and opponents anywhere on the map to safety or doom, other than the King/Queen. Has 3 Uses.