

Steve

- Steve is a character who has a unique playstyle. His variety of weapons and tools gives him similarities of Villager (from AC, not MC). His moveset consists of projectiles and disjoints, though he lacks kill power in a lot of his moves. To make up for this, Steve can camp using his specials and charge up a move similar to both Cloud's Limit and Shulk's Monado called Enchant. When Enchant is fully charged, it can be used to buff Steve's sword, bow, or glider. By enchanting one of these, Steve can improve his damage output, projectile game or his recovery! Steve is a middle-weight fast faller with excellent traction but average run speed. He has a good short hop and jump, but his double jump is not very good. Steve has an okay combo game but he is intended to play as a camping character.
- When making this moveset, I took into account the history of Minecraft and its many aspects. Some of the major aspects that I covered from the game was building, mining, swordplay, brewing, and shooting bows. While mobs, crafting and farming were aspects which I thought would be extremely important, I could not include them in the main moveset and relegated those roles to taunts, ATs and stages.

Grounded Normals

- Jab: A punch which does very little damage but comes out quickly, and a sword swing which has medium endlag but does a lot (relatively) of damage.
- F-Tilt: Swings his sword quickly forwards doing moderate damage
- D-Tilt: Does a downward swing with his sword, knocking the opponent backwards and having a chance to trip at low percents.
- U-Tilt: Swipes above him and can combo into itself or up airs.

Smash Attacks:

- F-Smash: Swings his sword forward, standard killing forward smash.
- D-Smash: Throws a harming potion down, with a wide but low hitbox. Sweetspot at the middle, but sourspot at very edge. Okay kill move but not very strong.
- U-Smash: Jumps up in the air quite a bit and does a weak slash, but has a descending hitbox that does high damage and 45 degree knockback (critical hit!)

Grabs:

- Grab: Casts the fishing rod, which can be angled and has medium range (between Toon Link's and SSB4 Link's Range). Can be used as a tether recovery from below stage.
- Pummel: Punches the opponent quickly for low damage
- F-Throw: Punches the opponent forwards and shoots them with a bow. No combo potential
- B-Throw: Moves behind the opponent and hits them with his sword. Kill throw at 140%+.
- D-Throw: Throws a potion of poison down. High damage over time, combo throw at low percent.
- U-Throw: Throws the opponent upwards and hits them with a rocket, which explodes on contact with the opponent. Throw does weak damage and knockback, firework does moderate damage and strong knockback (good knockback growth). Kills at 170%+

Aerials:

- N-Air: Steve twirls around, punching in front, then behind, repeating this 3 times total. Then he pulls out his sword for a weak final hit in front. Similar to Mewtwo's N-Air, but final hit is only in front. If Steve whiffs the final hit, he can get punished forcing the player to use it responsibly.
 - Another N-Air: Steve grabs a pickaxe and spins around several times doing damage and acts like Toon Link's Nair
- F-Air: Steve slashes in front of him for moderate damage and moderate knockback
- B-Air: Steve turns around similar to Marth and hits the opponent for moderate damage and moderate knockback. Actually is slightly weaker than F-Air, but can combo into a F-Air
- D-Air: Steve hits below him, doing a critical hit. Does higher damage and spikes weakly.
- U-Air: Steve swipes his sword above him, his weakest aerial. Can juggle reliably at low-mid percents but not a kill option
- Z-Air: Casts the fishing rod in a straight line. Can tether recover to the edge.

Specials:

- N-Special: Briefly charges up blocks in his hand in a set order (dirt, wood, brick, obsidian) and places them down 3 high. These blocks do a little damage when placed and change Steve's N-Special to a tool. When dirt is placed down, it builds a wall 3 blocks tall and shields against a small amount of damage. Steve's new weapon is his shovel, which can bury an opponent or weakly spike them. When wood is placed down, it builds as tall as dirt and shields against more damage. Steve gets an axe, which does significant damage but has quite a bit of startup. When bricks or obsidian are placed down (the strongest two), Steve gets a pickaxe which does average damage and has no effects.
- S-Special: Steve shoots an arrow which travels quickly and does a small amount of damage. It does the most damage at point blank but less further away. Cannot be charged, but can shoot other arrows on occasion. These other arrows are the Poison Arrow (does less damage on impact, but more damage over time), Slowness Arrow (slows down movement speed of the opponent for a short period of time), and Fatigue (Decreases damage done by moves for a short period of time).
- D-Special: Enchant. As Steve takes or deals damage, he gains a small amount of XP for his XP bar. When using this move when the bar is uncharged, he throws enchanting potions at himself which slowly increases his XP bar. When the bar is full, Steve can use his D-Special in order to enchant one of his items. This can be his Sword, his Bow or his Elytra. Enchanting the sword increases its damage and knockback. Enchanting his Bow increases the chance for rarer arrows and base damage for all arrows. Enchanting the Elytra increases its duration, distance and maneuverability. Can only Enchant when grounded.
- U-Special: Elytra Flight. Steve pulls out his Elytra and starts gliding in the direction he was facing (can be B-Reversed like most recoveries). He can glide for a few seconds, but during this time can activate a firework rocket to give him a speed boost, which at the end explodes for slight damage and knockback. Steve becomes helpless after using the rocket, but if he does not use it the Elytra will emit particles and gain its "broken" texture

from the game. The player will suffer some endlag and retain the ability to use moves other than Elytra (this is similar to a character like Game And Watch after using Fire). Elytra is repaired when Steve gets hit (similar to Villager, the duration and distance will be decreased if recovery is spammed/used repeatedly), when he snaps onto a ledge, or when he lands on the ground.

Taunts:

- Up-Taunt: Raises his sword, which then glints with enchantment.
- Down-Taunt: Places a crafting table in front of him, and throws ingredients down for a random item. These craftables include the Cake, Mineral Block (Gold, Emerald, Diamond or Iron), Golden Apple, Chest and Beacon. After crafting, Steve holds up the item and then pockets it, never to be seen again.
- Side-Taunt: Steve eats a random food item, healing 1% no matter what kind of food it is. The foods eaten are either bread, steak, or an apple.

Assist Trophies:

- Creeper: The creeper comes out of the assist trophy and then starts walking slowly towards the closest opponent. When the creeper gets close and stays close, it explodes doing massive damage.
- Enderman: It teleports behind any opponent that faces it (sort of like Mewtwo's disable) and attacks. When the enemy turns around, the Enderman has a few frames to be hit before it teleports behind again. It disappears by teleporting away.
- Iron Golem: When coming out of its trophy, the Iron Golem assembles itself block by block, moving slowly and flinging enemies upwards with high damage and knockback. It does not take knockback.

Stages:

- Skyblock: A stage set in the sky where generic players start with a tree and a chest and use it to build up the island. The tree and chest are stage elements in the foreground so you can tech off of them and be blocked by them. Generic players then modify the stage to build a house and farm, before TNT blows up the house and they start over. Hazards off makes the tree and chest remain in the foreground, but the animations are played in the background and the TNT does not damage players. Omega and Battlefield will have everything in the background.