

Platform Setups

Platlock Setups

What is a "platlock"?

A platlock is when you get a jablock on a platform. These are much easier to set up for than a normal jablock because it can be easily done out of a throw at low percents. These also tend to net a lot of early % or sometimes even a stock for a generally low cost. The main downside is that they tend to require a misstech, leading them to be somewhat unreliable against more experienced players.

How do I platlock?

Hero's most reliable move for setting up platlocks is Dthrow. A good percentage of the cast gets platformed from dthrow at 0 or near 0, allowing for big damage at early percents off a single grab.

What Moves should I platlock with?

Dair tends to be the easiest because you can do it during your jump to the platform. Jab is also possible but it will whiff on characters with lower knockdown profiles. Dair does have a specific percent window in which it will Lock. Maximum %s for dair locks can be found [here](#)

What Options does Hero have out of platlocks?

This section will be mostly focusing on platlock combos. These will be ordered in order of most to least useful.

27.6 31.3 16.9 Outer hit 14.3 inner hit

Dthrow->Dair->Jab1->Fsmash (54.4%, 77.5% with crit) Kills with crit. Fsmash has a variable window between 1 and 3 frames depending on the character's knockdown profile.

Dthrow->Dair->Jab1->Dsmash (35.6%/60.4% no tipper, 38.2%/67.1% Tipper)

Dthrow->Dair->Jab1->Kafrizz (70.5%) Kills lightweights/featherweights sometimes

Dthrow->Dair->Jab1->Kazap (76%) Kills on everything but heavyweights and regular getup shield.

Platform Extensions

What is a Platform Extension?

A platform extension is exactly what it sounds like, you extend a combo using the platform.

These are not the same as a platlock because the intention is not to jablock them on the platform. Instead, the platform is used as a tool to continue a combo.

What Moves Usually set up for extensions?

Generally Up Air under a platform is going to be the go to for platform extensions. There are some occasions where you're going to use Dthrow, Dair through a platform, or frizz, but this is not a common thing.

What are some practical uses for platform Extensions?

-Oomph Uair->Dair->Usmash (Kill confirm around 30%) [Ant's Video on this](#)

-Dair Through Platform->Usmash (Kill confirm at 80+%, doesn't work vs short characters) [Video](#)

-B Reverse Frizz->Usmash (Kill Confirm at 100+%)

Where are Woosh Platform extensions?

While Woosh Platform extensions are in fact platform extensions, Woosh deserves to have its own section with more fleshed out stuff than it would get here. See the sidebar for where woosh is and click that. You'll find everything there

Platform Techchases

What is a Platform Techchase?

A platform techchase is when you follow a player's tech options while they are on a platform. These options are Neutral Getup, Getup Attack, Roll In, and Roll Away. All misstech options can be reacted to and thusly punished

What Moves set up for a Platform Techchase?

Typically you want to use Dthrow or Frizz. There are other moves like nair and uair that can do it but these are generally less useful for creating tech chases and more useful for getting true combos. Guaranteed Damage is usually better than Sometimes Big Damage.

What Moves Cover what?

All of Hero's moves that can reach the platform can cover any of the options they take. That said Some options cover more options at a time but usually have less reward. The moves below are ranked according to how much they reward hero for landing them in this scenario

Frizzle

Uair

Frizz

Nair \

Utilt > Go to's to cover everything

Kafrizz /

Usmash> Kills around 30 with a crits

How do I cover their tech/misstech option?

You have to react to which way they move. You can also read an option, but this is far less consistent. Usually its best to watch for a roll since those are easier to react to when first learning this. After you know what you're watching for you can react to what they aren't doing, like watching for a roll and when they don't, covering the neutral getup/tech in place instead.

Hero FAQ

FAQ Introduction

What is an FAQ?

An FAQ is a collection of frequently asked questions about a topic.

What is the purpose of an FAQ?

FAQ's are usually meant to be a simple place to direct people about common questions so people don't need to answer them repeatedly with roughly the same answer every time.

Can I submit Questions to the FAQ?

You can! Just message HotsyTotsy on discord or over twitter. Her links will be at the end of the document.

BNBs

A BNB is a Bread and Butter combo, or the combos that really make up the character's basic combo game. These are the first things you should learn when learning a new character. Below is a list of these combos organized by the %s they work at and what move initiated them. These are all tested on Mario.

Low Percent (0-40%)

Every aerial combo starter assumes it was a falling aerial. Fair combos assume close fair.

Dthrow

Dthrow->Nair (17.1% 1v1 Multiplier) Works from 0-55%. Best Throw combo at low percents.
Dthrow->Uair (15% 1v1 Multiplier) Works from 0-40%. Not true on all characters. Optimal on those it hits. That list can be found Here. [Ant's list of characters this works on](#)

Nair

Falling Nair->Nair (19.6% 1v1 Multiplier) works from 0-40%. Best nair combo at low%.
Falling Nair->Fair (24.1% 1v1 Multiplier) works from 0-50%. Inconsistent below 10%

Falling Nair->Jab (23.9% 1v1 Multiplier) Works from 0-25%. Jab stops linking consistently past 20%

Fair

Falling Fair->Dsmash (29%/48% 1v1 Multiplier) works from 0-10%. Strongest low% combo outside of uair strings.

Mid Percent (40-90%)

Dthrow

Dthrow->Fair (20.1% 1v1 Multiplier) True from 40-60%. Will typically work after it is true.

Dair

Dair->Usmash (37.8%/55.4% 1v1 Multiplier) True from 35-65%. Works slightly longer with Shorthop dair. Kill confirm if crit. Damage varies based on part of usmash hit.

Uair

Uair->Bair (26.4% 1v1 Multiplier) True from 25-80%. Kill confirms with oomph in the last quarter of the stage from 50-70%.

Uair->Fair (23.9% 1v1 Multiplier) True from 10-75%.

Uair->Kafrizz(46.7% 1v1 Multiplier) True from 0-60%. Kill confirms past 50% in the last 3rd of the stage.

High Percent (90+%)'

Pretty much all high% combos are accel based kill confirms. For more info on accel combos please see the accel section of the sidebar. Otherwise, a few of the more important ones can be found here.

Accel Frizz

Accel Frizz->Usmash (31.5%/55.5% 1v1 Multiplier) True from 45%-110%. Kill confirms with crit at 45%. Kill confirms w/o crit at 88%

Accel Frizz->Fair (24% 1v1 Multiplier) True from 20% onward. Kill confirms at 130.

Accel Frizz->Bair (28.9% Tip 1v1 Multiplier) True from 50% onward. Kill confirms starting at 110%

Stage Choices

Town and City

TnC has a lot going for it for us. For one the stage is very long and large. This allows hero to create space much easier than on other maps. He also has multiple platforms to escape to with woosh. This allows him to reset neutral much easier and then gain advantage through creating space. Hero also gets to roll for zoom fairly uncontested due to how far the blastzones are from the stage. The only issue with the stage is during transitional periods when the stage is virtually just FD, which is hero's worst stage.

Battlefield

Battlefield is similar to TnC in a lot of ways. Its a big stage with many places for hero to escape to. However, Battlefield gives opponents easy places to go to avoid our menu options. On top of that the stage being covered with platforms can sometimes make it hard to land. However this is abusable on our side as well due to utilt covering 2/3rds of a battlefield platform.

Kalos

Kalos is also similar to TnC. Its a large flat stage with many places for hero to woosh to and hold advantage. Main issue is the center stage area of the stage, where you are effectively just on FD, which forces you to play without a safe place to land. This lends to hero playing somewhat close to the ledge. Generally not a good stage to bring zoners to.

Pokemon Stadium 2

Ps2 is generally considered to be the smash ultimate quintessential neutral stage. The stage doesn't really benefit hero or hinder hero in any real way. Its just a stage you are fine with playing on. This stage is mostly a comfort pick. If you're fine with playing here you'll probably just be fine in general.

Smashville

Smashville is situationally very good for hero. Its a small stage with a single large platform in the middle. Normally, hero wants to create space and hold onto that space. However, being under the central platform on SV with menu open allows for some insane amounts of stage control. Generally don't take the faster rushdowns here like Fox or Roy and friends. This is likely the best stage for Hero to take Pikachu to, who is one of our worst MUs.

Yoshi's Story

Yoshi's story is another one of the situationally good stages for Hero. It gives him good places to escape to but has the downside of being rather small and not really allowing you to create

space. This is good for things like buffs but bad vs a lot of characters that want to get in and pressure menu. It also has the same downsides as Battlefield in that it gives them a place to wait out your menu.

Don't take the ladder characters here, specifically Mario or Fox.

Lylat

Lylat is neither good nor bad for hero. The stage is just sorta whacky in enough ways that it makes for an interesting counterpick. This is due to a variety of factors, mainly having to do with the slants and the platform heights. The slants allow hero to throw some menu projectiles at them and have them activate. This creates a pseudo no go zone on lylat with specific spells in your menu.

Final Destination

FD is hero's worst stage in general. This is mostly due to a total lack of platforms and thus a lack of escape options. As a result this stage is almost always an auto ban. The only time you would go to this stage is vs characters you already beat on other stages.

General Gameplan

What is a General Gameplan?

A general gameplan is what a character looks to achieve. This can be many things. Usually a general gameplan is a road map to getting advantage and leveraging it instead of a cut and dry "Here's how you take the stock".

What is Hero's General Gameplan then?

Hero as a character looks to pull buffs. This means you need to go through menu and menu is fairly unsafe unless you have space to work with. As a result Hero's gameplan is more or less to gain space to use menu so he can get and use his buffs.

How Do I Execute On His Gameplan?

Hero has a lot of very large hitboxes. This allows hero to somewhat easily keep characters outside of his zone, allowing him to pull for buffs. When a character gets into his zone, he has a very quick get off me option inWoosh (his up b). This allows him to reset the situation and regain space to pull buffs in.

It's worth noting that his gameplan isn't always totally feasible, namely vs the fast characters that look to overwhelm you. This is why its called a general gameplan, because it is generally what you want to achieve but sometimes it will have to change.

Shield Breaks

Hero has a ton of ways to break shields, usually involving some sort of buff. Below is a full list of all of Hero's Shieldbreaks sorted by the buff that enables them.

No Buffs

Hatchet Man Sweetspot

Oomph

Crit Fsmash

Crit Usplash

Hatchet Man

Kazap

Psych Up

Slight Charge Fsmash

Fsmash Crit

Slight Charge Usplash

Upsplash Crit

Dsmash Both Hits

Dsmash Tipper Crit

Strong Flame Slash

Hatchet Man

Oomph+Psych Up

Full Hop Strong Bait

Strong Bait

Fsmash

Fsmash Crit

Usplash

Usplash Crit

Tipper Dsmash

Dsmash Both Hits

Dsmash Crit Both Hits

Ftilt Both Hits

Dash Attack

Kaclang
Flame Slash
Kacrackle Slash
Kazap
Hatchet Man

Shield Break Punishes

So You've broken their shield, What's next? Hero has a plethora of ways to punish people post shieldbreak. The Best option varies based on how much MP you have remaining and their %. However it is almost always correct to open Menu to try and find a buff, as a buff will help secure an early stock. Below is a list of the best options Post shieldbreak

Kazap

Kazap has the lowest consistent Kill % of any move in Hero's kit, Starting to kill around 25% at the ledge with no buffs or 10% with Oomph active. However this requires you to have 42 extra MP lying around. It is still the best option at lower %s

Fsmash

Fully Charged fsmash with no buffs starts killing at 35% at the ledge. However it gets much better with any buff, with Psych Up bringing the kill% down to 15% and oomph taking it to 25%. Full Charge Crit Fsmash will also kill the opponent at 0, making it the highest possibility for a 0% kill of any of hero's moves.

Basic Options

This section mostly goes over your best options for specific events. This is gonna be things like OOS, Edgeguarding, 2 framing, Kill options, the like. They will be in order of usefulness. This also will not usually include menu options outside of buffs barring 2 Framing.

OOS

Up B, Grab, Nair, Dair.

Raw Kill Options

Psyche Up Utilt, Psyche Up Uthrow, Bair, Fsmash, Kafrizz
For kill setups see BNBs or the Accel section.

2 Framing

Dtilt, Flame/Kacrackle Slash, onstage woosh, Smash

Edgeguarding

Fair, Swoosh, Zap, Dair, Frizzle

Hero Mains To Watch

Below is a list of some of our better representatives with vods that do well with Hero in bracket.

Silvio
Skilly
Opana
Hope
Meden
Parappa
Sno
Gomakenpi
Salem
Vivi
Brand
APC
Tsu
Gayo
Trela
T
Luchalitten

How do I get better at Reading Menu?

The answer to this question is really simple. Read more. This can be a book, a news article, or just literally anything. Reading menu quickly is just a matter of being able to read quickly. There are some sort of shortcuts you can take such as only looking at the first 3 letters of the move. However if you're already that far, just read the whole thing. Reading is a good life skill to have so getting better at it is just gonna help you generally.

Grounded Normals

**All damage listings have the 1v1 Multiplier incorporated into them

Jab

Basic Info

-Jab 1

Frame 6

Active Frames 6-7

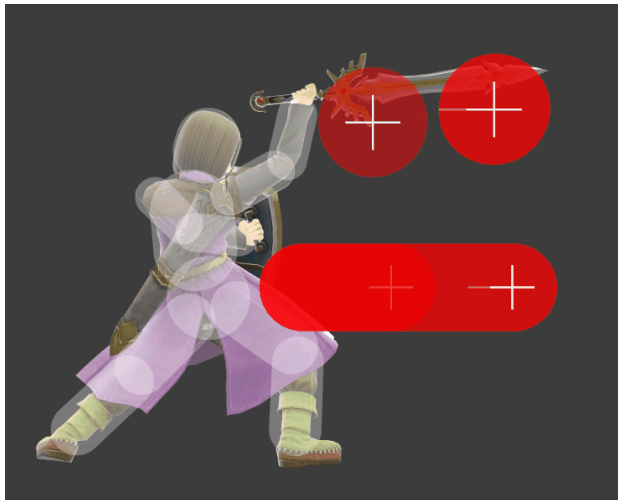
Damage: 3.7% 1v1 Multiplier

With Oomph: 6%

Shield Safety: -15

MP Recovery on hit: 2MP

MP Recovery on shield: 3MP



-Jab 2

Frame 6

Active Frames 6-7

Damage: 3.7% 1v1 Multiplier

With Oomph: 6%

Shield Safety: -15

MP Recovery on hit: 2MP

MP Recovery on shield: 3MP



-Jab 3

Frame 7

Active Frames 7-9

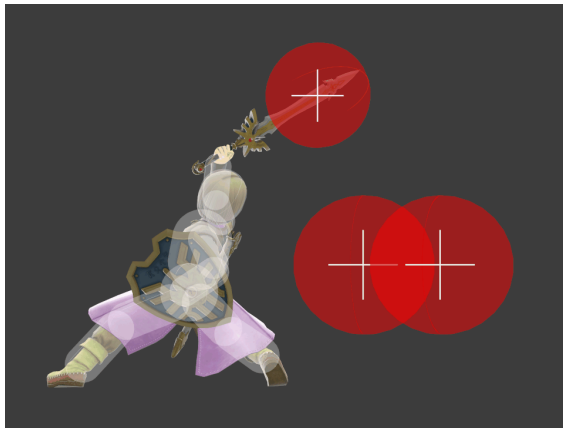
Damage: 5% 1v1 Multiplier

With Oomph: 8%

Shield Safety: -25

MP Recovery on hit: 4MP

MP Recovery on Shield: 4MP



Total Damage: 12.6%

With Oomph: 20.1%

Basic Usage

-Neutral

Jab is one of hero's best neutral options. It's fast, non-committal, Recovers a lot of MP, and is relatively safe on shield. As a result, the grounded part of hero's neutral tends to lean pretty heavily into it.

-Anti Air

Jab hits pretty high while also Being pretty fast and disjointed, making it a pretty strong anti air. Jab 2 is also a semi spike, meaning it pulls them out of the air and allows for followups, like grab.

-Jab Locks

Jab is our primary tool for jab locking people. This has some problems however that will be explained in the Jank section.

Jank

-Jab Blindspot

Jab has a blindspot at the very bottom of the attack. This only comes into play (usually) when trying to jablock a character, as it whiffs 80% of the cast when they are lying down. Other notable things this whiffs are low crouches (Kirby/Snake/Wii Fit) and pancakes (pika/pichu)

-Jab 2 Semi Spike

Jab 2 is a semi spike, or a move that is meant to combo into the rest of a move and as such pulls the character towards the ground. When hitting Jab 2 vs an aerial opponent you can confirm it into a grab. This is especially useful because falling nair combos into jab which will in turn give you a grab.

Ftilt

Basic Info

-Ftilt 1

Frame 9

Active Frames 9-11

Invuln Frame 9-11

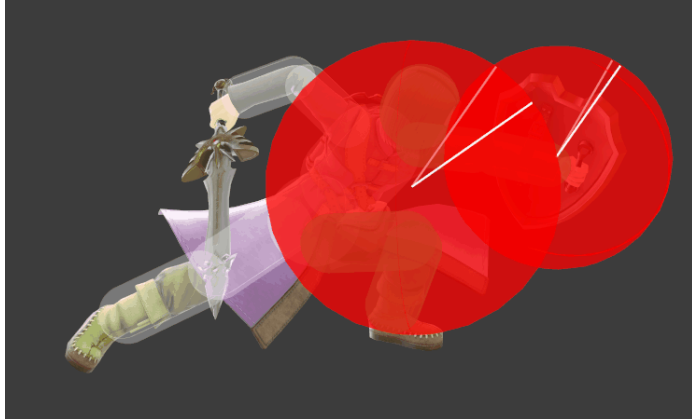
Damage: 6.3% 1v1 Multiplier

With Oomph: 10%

Shield safety: -21

MP Regen on hit: 4

MP Regen on shield: 4



-Ftilt 2

Frame 17 (9 frame startup of Ftilt 1+8 Frames of ftilt 2)

Active frames 8-9

Damage: 10% 1v1 Multiplier

With Oomph: 16.2%

Shield Safety: -31

MP Regen on hit: 7

MP Regen on Shield: 7



Basic Usage

-Threatening Behind Hero

Ftilt is the fastest and simplest way of hitting behind hero. Its decently disjointed so it covers people running away from you. Behind hero on the ground is considered a blindspot so having a move that threatens this is important.

-Strong Burst Option

Because of Pivot Cancelling, ftilt becomes a really strong burst option. Pivot cancelling adds a full extra unit to ftilt, allowing it to hit people from distances we couldn't before.

Niche Usage

-I-Frame abuse

Because of the invincibility frames on Ftilt 1 this move can be used to straight beat out pretty much any other move, assuming that move is not transcendent. The reason this is more niche is because ftilt is only invincible for 3 frames, meaning this requires a pretty hard read on your opponent's attack timing.

Utilt

Basic Info

Frame 8

Active Frames 8-11

Damage (Weak hit): 11.1% 1v1 Damage Multiplier

With Oomph: 18.1%

Damage (Strong Hit): 13.8%

With Oomph: 22.1%

Shield Safety: -23

MP Regen: 10 MP



Basic Usage

-Anti Air

Utilt is one of the best anti-airs in the game. This is largely due to the bulk of the hitbox being above hero, creating a no go zone of sorts. It also is pretty strong and sends at a good angle to reset their landing situation. This move also covers the entire battlefield platform, keeping them from having safe places to land coming down.

-Killing

Psych Up Ult is Hero's best consistent kill move, closing stocks around 100% on mtdweights. Its also fast and large, meaning it can be done on reaction.

Dtilt

Basic Info

Frame 6

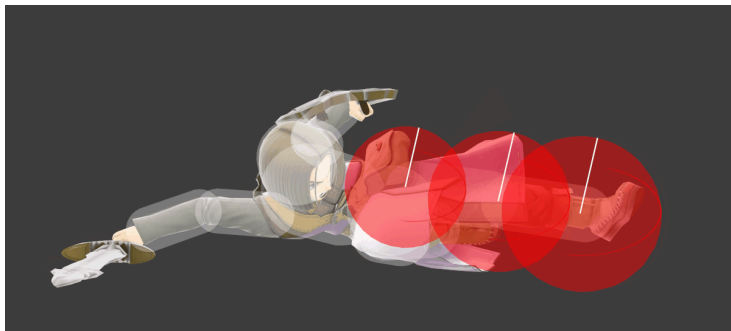
Active frames 6-10

Damage: 8.8% 1v1 Multiplier

With Oomph: 14.1%

Shield Safety: -19

MP Regen: 6 MP



Basic Usage

-Poking Tool

Dtilt has a decent sized hitbox, a good amount of pullback, and a great low profile that all contribute to making a strong poking tool. Its also safe on many characters' shields when spaced properly.

-2 Framing

Dtilt is active for 5 frames, meaning it gives you a lot of leniency when 2 framing people. Its also always available to hero, whereas his other great 2 frame options aren't. Dtilt even sets up for a 50/50 into a fair out of a 2 frame.

Niche Usage

-Setting up Platform techchases

Dtilt's unique launch angle is perfect for putting characters on the platform at or near 0, allowing for platform tech chases at early percents. See the platform techchase section for more info.

Dash Attack

Basic Info

Frame 21

Active Frames 21-23

Damage (Weak Hit): 16.3%

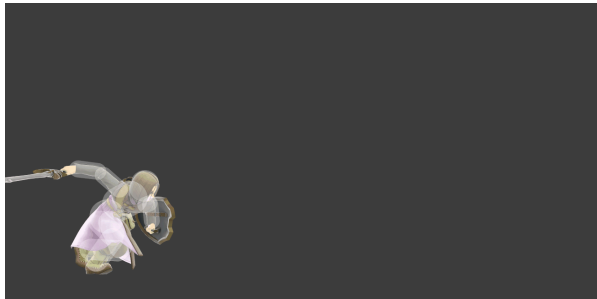
With Oomph: 26.2%

Damage: 18.9%

With Oomph: 30.2%

Shield Safety: -16

MP Regen: 12 MP



Basic Usage

-Burst Option

Dash Attack is an alright burst option, especially with Instant Dash Attack out of Dash Dancing.

-With Oomph

A neat thing to note. With Oomph active, Dash Attack becomes -6 on Shield when spaced. Which only adds to it's Versatility as a Burst Option.

-Killing

Dash Attack is surprisingly strong, able to kill most combatants at around 90% Center Stage. With Psych Up, it becomes 60-75%.

Forward Smash

Basic Info

Frame 17

Active Frames 17-19

Damage (Normal): 22.6%
With Oomph: 36.2%
Damage (Critical): 45.3%
With Oomph: 72.5%
Shield Safety: -36/-26
MP Regen: 14.4 MP/28.8 MP



Basic Usage

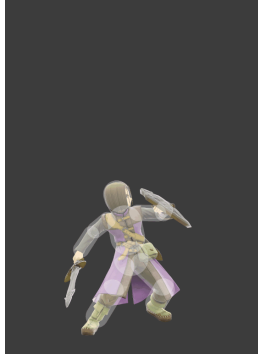
-Killing

Forward Smash is the strongest Smash Attack for Hero. Especially with a Crit Smash.

Up Smash

Basic Info

Frame 13
Active Frames 13-17
Damage (Weak Hit): 17.6%
With Oomph: 28.2%
Damage (Normal): 20.1%
With Oomph: 32.2%
Damage (Critical): 40.3%
With Oomph: 64.5%
Shield Safety: -29/-19
MP Regen: 12.8 MP/25.6 MP



Basic Usage

-Out of Shield

13 Frames Out of Shield is pretty fast for a Up Smash, even when every character can instantly do a Up Smash oos. Attacks like Bayonetta's Upward Side B can be punished by Up Smash oos, and Chonky enough characters will be hit by Up Smash oos if they land on your Shield with an Aerial.

-Kill Confirm

Combos with Spike/Strong Dair. Can Kill Confirm if the Up Smash is a Critical. See the "Mid Percent (40-90%)" section for more information.

Down Smash

Basic Info

Frame 9/20

Active Frames 9-10 (Front Swing)

Active Frames 20-21 (Back Swing)

Damage (Weak Hit): 13.8%

With Oomph: 22.3%

Damage (Normal): 16.4%

With Oomph: 26.2%

Damage (Critical): 33.4%

With Oomph: 53.4%

Shield Safety: -37/-29 (Front Swing)

Shield Safety: -26/-18 (Back Swing)

MP Regen: 10.4 MP/20.8 MP



Basic Usage

-When Paired with Spottedodge

Down Smash is the fastest Smash Attack for Hero. 9 Frames, pretty fast, and when paired with a Spottedodge, you can punish your opponent whiffing pretty good. Though, make sure they're in front of you, since the Back Swing is more than slow enough to be reactable to.

-Universal Ledgehang Poke

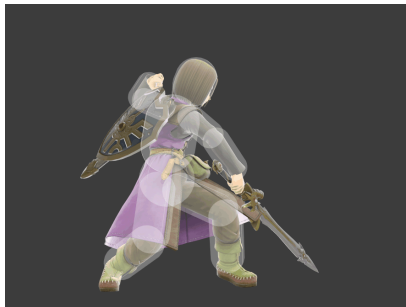
Down Smash will hit any character in the game while they're hanging off of Ledge.

Grab/Dash Grab/Pivot Grab

Basic Info

Frame 6

Grab Active Frame 6-7



Frame 9

Grab Active Frames 9-10



Frame 10

Dash Grab Active Frames 10-11



Pummel Active Frames *1

Damage (Pummel): 1.4-1.6%

With Oomph (Pummel): 2.6%

Shield Safety: -

MP Regen (Pummel): 1 MP

Forward Throw

Basic Info

Frame 16

Damage: 8.8%

With Oomph: 14.1%

Shield Safety: -

MP Regen: 5.6 MP

- Kill Throw
- Sends the opponent at the steepest angle. Good for putting your opponent in a bad spot off-stage.

Back Throw

Basic Info

Frame 18

Damage: 11.3%

With Oomph: 18.1%

Shield Safety: -

MP Regen: 7.2 MP

- Kill Throw
- Does the most damage out of the Throws.

Up Throw

Basic Info

Frame 17

Damage: 8.8%

With Oomph: 14.1%

Shield Safety: -

MP Regen: 5.6 MP

- Kill Throw
- The most consistent Kill Throw. Especially with Psyche Up. Yeet your opponents to the Heavens!

Down Throw

Basic Info

Frame 19

Damage: 7.5%

With Oomph: 12%

Shield Safety: -

MP Regen: 4.8 MP

- Combo Throw
 - See the "Low Percent. (0-40%)" and "Mid Percent (40-90%)" section for more information.
- At low percents, Down Throw can actually force Plat Techchases. See the "Platform Setups/Platlocks" section for more information.

Aerials

Nair

Basic Info

Frame 8

Active Frames 8-16

Damage (Short Hop) 9.6% 1v1 Multiplier

With Oomph: 15.4%

Damage (Full Hop) 11.3% 1v1 Multiplier

With Oomph: 18.1%

Shield Safety -6

MP Regen 8



Basic Usage

-General Purpose Move

Nair, along with frizz and Fair, is one of Hero's best general purpose moves. It Does everything you'd want it to do. It combos, It creates safe pressure, It anti-airs, and Its a great landing tool. A lot of this will be explored later on in this section.

-Strong Neutral Tool

Nair is a safe move that sets up for combos while landing or creates juggle situations by hitting characters out of the air. As a result, Nair becomes a very strong move in neutral, allowing you to use it somewhat freely alongside fair, frizz, Jab, and Grab. Nair is especially good at sniping jumps, which are incredibly common in ultimate's neutral game.

-Combo Starter

Landing nair is Hero's Best combo starter at early and mid percents. Below is a list of Nair combos.

-Falling Nair->Nair (19.6% 1v1 Multiplier) works from 0-40%. Best nair combo at low%.

- Falling Nair->Fair (24.1% 1v1 Multiplier) works from 0-50%. Inconsistent below 10%
- Falling Nair->Jab (23.9% 1v1 Multiplier) Works from 0-25%. Jab stops linking consistently past 20%
- Falling Nair->Uair (18.8% 1v1 Multiplier) Works from 0-35%. Allows for further follow ups.
- Reverse Nair->Bair (26.3% 1v1 Multiplier) Works 20-35%
- Falling Nair->Zap (26.4% 1v1 Multiplier) Works 0-40%

Fair

Basic Info

Frame 14

Active Frames 14-17

-Short Hop

Damage (Weak Hit): 10.7%

With Oomph: 17.1%

Damage (Strong Hit): 12.8%

With Oomph: 20.5%

-Full Hop

Damage (Weak Hit): 12.6%

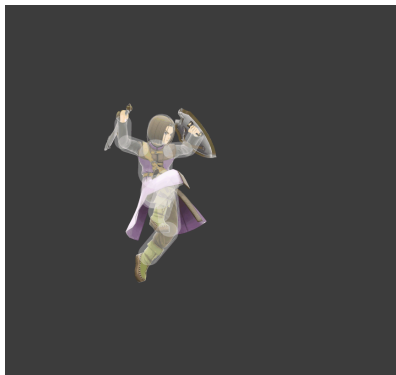
With Oomph: 20.1%

Damage (Strong Hit): 15.1%

With Oomph: 24.1%

Shield Safety: -7

MP Regen: 9.6 MP



Basic Usage

- General Purpose Move

Fair, along with Frizz and Nair, is one of Hero's best general purpose moves. It does almost everything you'd want it to do. It combos, It creates safe pressure, and it Anti Airs. Though, it's not a good landing tool most of the time.

-Good Neutral Tool

Fair hits right above and right below Hero, which makes it a great tool for air to air combat. You can even hit people behind you with the hitbox that hits right below Hero, which also makes it a good "Roll In" catch in a Techchase. It also doesn't need that much commitment, especially when doing a Rising Fair while drifting back, that alone creates a no go zone, safe retreat, and is safe on shield.

-Combo Versatility

Most of Hero's easiest combos and BnBs end with Fair. Since it is one of his General Purpose Moves. Though, there are also combos Hero have that start with landing Fair. See "Low Percent (0-40%)".

Bair

Basic Info

Frame 18

Active Frames 18-20

-Short Hop

Damage (Weak Hit): 12.8%

With Oomph: 20.5%

Damage (Strong Hit): 14.9%

With Oomph: 23.9%

-Full Hop

Damage (Weak Hit): 15.1%

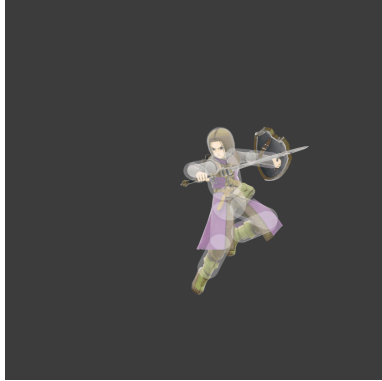
With Oomph: 24.1%

Damage (Strong Hit): 17.6%

With Oomph: 28.2%

Shield Safety -9

MP Regen: 11.2 MP



Basic Usage

-Killing

Back Air is Hero's best unbuffed Kill Move, barring/excluding Smash Attacks and Specials.

Uair

Basic Info

Frame 6

Active Frames 6-10

Damage (Short Hop): 7.4%

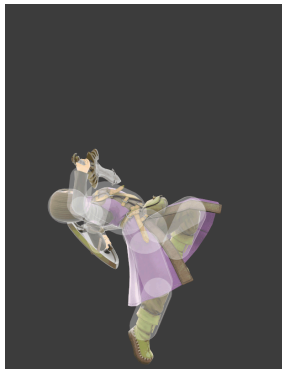
With Oomph: 11.9%

Damage (Full Hop): 8.8%

With Oomph: 14.1%

Shield Safety: -5

MP Regen: 5.6 MP



Basic Usage

-Combo Versatility

Combos into every move except:

-Every spell from Menu

-Frizz

-Zapple/Kazap

-Swoosh/Kaswoosh

-Down Tilt

-Down Smash

Every other move in Hero's Arsenal True Combos from falling Up Air, even more Up Airs, which opens up at least 3 Kill Confirms.

-Up Air -> Kafrizz

-Up Air -> Dair

-Oomph Up Air -> Up Smash

- For more information about Up Air Combos/Kill Confirms, see the sections "Low Percent (0-40%)" and "Mid Percent (40-90%)".

-Safety

Up Air is Hero's safest and fastest move. It requires no commitment to just throw out in Neutral, and the combos you can get with it is so worth it, or just putting your opponent in a juggling situation which then can be followed up by more Up Airs is also a very good trade off. These are called "Up Air Strings".

Dair

Basic Info

Frame 16

Active Frames 16-18 (Meteor Hitbox)

Active Frames 19-24 (Late/Sourspot)

-Short Hop

Damage (Weak Hit): 10.7%

With Oomph: 17.1%

Damage (Meteor Hit): 17.1%

With Oomph: 27.4%

-Full Hop

Damage (Weak Hit): 12.6%

With Oomph: 20.1%

Damage (Meteor Hit): 20.1%

With Oomph: 32.2%

Shield Safety -12

MP Regen: 12.8 MP (Meteor Hitbox)

MP Regen: 8 MP (Late/Sourspot)

*Note: Autocancels on Frame 1-4 and 46 onward.



Basic Usage

-Spike

One of the strongest spikes in the game, ESPECIALLY with Psych Up. It just sends your opponent to the depths of Hades'.

-Kill Combo

Spike Dair can combo with Up Smash, which can turn into a Kill Confirm with a Crit. This is more explored in the "Mid-Percent 40-90%" section.

Frizz Family of Spells

Frizz

Basic Info

Frame 17 (7 frames of charge state, 10 frames of release)

Active Frames: 10-65

Mana Cost: 6 MP

Damage (Strong Hit): 11.3% 1v1 Multiplier

Damage (Weak Hit) 7.5% 1v1 Multiplier



Basic Usage

-Neutral

Throwing Frizz in neutral isn't necessarily meant to hit the opponent. It's meant to force options for you to punish later. This concept is known as conditioning, or using an option or options to force a desired outcome. In this case you're using frizz to get one of a few reactions people tend to go for. Figuring out which one they take allows you to win neutral much more often later on. These options are usually:

- Shield
- Jump
- Roll
- Or get hit

All of these are punishable in different ways and in turn allow you to win neutral.

-Frizz Mixups

Frizz on hit is a 50/50 Machine at most spacings. This means that when a character is hit, you have the ability to punish half of their options. There are 4 universal options a character can take here being:

- Double jump
- Airdodge
- Attack
- Wait

Some characters have other niche escape options (gnw up b or counters) but these are all the options most characters have access to.

Below is a chart showcasing which moves cover which options at low-mid%
 The chart can also be viewed [here](#).

Opponent's Options	Jump	Airdodge	Attack	Wait			
Hero's Options							
Frizz						Won't cover option vs the cast	
Zap						Covers Option Regardless	
Woosh						Specifically has to cover option	
Fair							
Uair							
Dair							
Jab							
Ftilt							
Utilt							
Fsmash							
Dsmash							

Frizz Mixup Options

The chart is only so useful without an explanation of why you would use the moves to cover the options laid out above.

Frizz

Frizz is useful as a mixup option because when it connects it resets the scenario, allowing you to further capitalize on the situation. It does have a problem of just getting beaten out by some moves though.

Zap

Zap is very similar to fair. It covers a lot but you generally have to work around the options you're looking to cover. So you'll have to wait things out or go for them preemptively.

Woosh

Woosh as an option is mostly BM, not necessarily a very good option but useful for generating clips or throwing your opponent way off. This also leads into woosh followups on platform stages (see sidebar for more)

Fair

Fair is more or less your BNB option as a frizz mixup. It covers a ton of options and plays into conditioning the opponent for later with very little effort. This is because Fair covers everything but Airdodge, leading to people airdodging later on which is very punishable.

Uair

Uair is in the same camp as Woosh, generally reserved for clipping opponents. Sometimes its useful for creating a quick early combo for a fair amount of damage. However it really doesn't cover much and as a result isn't really worth using most of the time.

Dair

Dair only works as a hard read. Its also really only useful around percents it sets up for usmash since that has a chance to kill them incredibly early.

Jab

Jab is one of the other 3 pillars of Frizz Mixups. It covers a ton of options and puts the opponent in a bad situation after the combo has been finished. It also just does a lot of damage for almost no investment.

Ftilt

Ftilt is Jab's neglected brother. It covers a lot of the same options but the opponent can fall out before the second hit, leaving you open to a punish. Better with buffs at higher percents tho because it kills much earlier.

Utilt

Utilt is mostly a kill option at later % with buffs active. Generally not something you're going to be using early.

Fsmash

Fsmash is your conditioning Payoff. After you've conditioned people to airdodge or attack with fair, jab, and grab that's when you fsmash. Unbuffed the move will kill around 70% from center stage with light charge on it.

Dsmash

Dsmash is like a worse Fsmash. Does a lot of the same stuff, but is more usable early to tack on damage instead of being used as a kill move.

-Combos

Most unboosted Frizz combos are spacing dependent, generally only being true if the opponent is hit towards the end of the frizz. There aren't a ton of unboosted frizz combos but all the ones that exist have fairly high damage for the investment and also play into the frizz Mixup tree. Below are the main unboosted frizz combos.

Late Frizz->Jab Combo (20.1% 1v1 Multiplier) Works from 38%-70%

Late Frizz->Zapple (32.7% 1v1 Multiplier) Works from 0%-Kill% Kill confirms at 135%+

Late Frizz->Fair (20.4% Tip 1v1 Multiplier) Works from 55%-130% Kill confirms at the last 3rd of the stage from 115%-130%

Late Frizz->Sliding Filt (23.9% 1v1 Unstaled) Works from 40%-75%

There are Accel Frizz combos as well. These can be found in the acceleratle section.

Frizzle

Basic Info

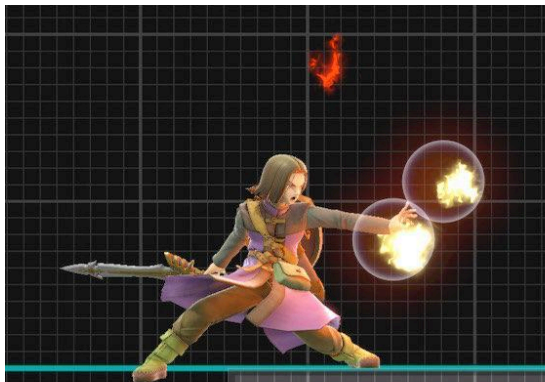
Frame 18 if already charged (11 Frames of Startup+7 Frames of charge state)

Frame 36 without charge (11 frames of startup+25 frames of charge state)

Active on: Frame 11-56

Mana Cost: 16

Damage: 22.6% (11.3% per hit)



Basic Usage

-Techchasing

Frizzle's best usage is as a tech chase, as it covers 3/4 options one can take when teching, being tech in place, tech roll away, and no tech. This makes it an incredible tool for covering tech options. You need to throw it immediately after using the move that knocks down the opponent.

-Edgeguarding

Edgeguarding with frizzle is very strong, especially versus characters that tend to recover horizontally. Because Frizzle moves so quickly and sends at a shallow angle, usually forcing them to use even more recovery resources or risk losing a stock.

-Zoning Tool

Frizzle is an excellent tool for keeping people out. This is because the move is very fast and

strong and forces people to respect it. It also covers a lot of space and can hit Somewhat high above it, making it hard to land in front of you or even jump over it.

-Beating Projectiles

Because Frizzle is 2 projectiles swirling around each other, Other projectiles can clank with just one and not the other. This leaves the other one to continue going, effectively “beating” the projectile. This will only occur during certain points on the rotation.

Frizzle Jank

-Frizzle Desyncs

Because Frizzle is 2 projectiles you can desync these projectiles on hit. This means that one projectile collided with the character and the other kept going. Sometimes these will combo into each other and lead to very early kills of the side. There aren't many consistent setups unfortunately but the one that exists is fairly easy to do, as it is executed out of a tech chase. Techchasing was Mentioned earlier on in the document. Notably, Frizzle covers No Tech, which on thinner characters initiates a Frizzle desync.

[Opana Clip Showcasing an Early Desync Kill](#)

[Akak Showing the basic principle of a Desync](#)

Kafrizz

Basic Info

Frame 16 (from Full Charge)

Frame 89 (from Frizzle Charge)

Frame 109 (from no charge)

Active Frames: 16-76/2/8/14/20

Mana Cost: 36

Damage (Normal Collision): 23.9%/3.7%/3.7%/3.7%/3.7% (1v1 Unstaled)

Damage (Activated Outside hitbox): 12.6% (1v1 Unstaled)



Basic Usage

-Killing

Kafrizz is a kill move. It starts killing around 80% from the center stage of FD, or around 55-60% from the ledge. This makes it the second strongest charge shot type move in the game, only behind max rage Lucario's aura sphere. This means that the presence of this move causes people to play a lot safer around Hero.

-Techchasing

Kafrizz, much like Frizzle, is great for techchasing. This is because it covers so many options at once and is generally a huge threat to the opponent due to its high damage. It also covers most options out of a knockdown. At lower percents it covers every tech option except roll in, which is punishable.

-Combos

Kafrizz has no consistent combos out of it, but does have consistent combos into it. Below is a list of those and the percents they kill at.

Uair->Kafrizz (47.8% 1v1 Multiplier) Starts killing around 50% in the last 3rd of the stage. Kills at 35% at the ledge

Niche Usage

-Kafrizz Sticking

Because Kafrizz activates on surfaces you can B Reverse a Kafrizz into the ledge of the stage and get a hitbox going there that's active for 20 frames. However, this active hitbox only does 12.6%. This is due to activated Kafrizz having different hitbox properties to normal kafrizz. It creates a no-go zone on the ledge that forces characters to stall their recovery a bit.

-Dthrow Kafrizz

While not a true combo, Dthrow Kafrizz is an important tool to keep in your back pocket. This is because kafrizz beats every option except an airdodge out of Dthrow at the same percents that Dthrow Fair works. This is especially potent at the ledge, where it kills people for regular getup shielding at 40%.

General Frizz Family

Movement Tech

-B Reverse Frizz

Execution

[Proguide's Video on how to B-Reverse](#)

Usage

B Reversing is useful for its ability to grant you free form movement while threatening frizz either in the air or off a platform. It also grants you the ability to threaten the opponent and then change your momentum to escape. As a result, this is the single most important piece of movement tech for you to learn.

-Wavebouncing

Execution

[LxZ's Video on B Turnarounds, B Reverses, and Wavebounces](#)

Usage

Wavebouncing is similar to B Reversing in a lot of ways. It allows you to threaten your opponent while still being non-committal about it, except in this case you are still facing them. This creates situations where you get to move in on the opponent, force a reaction, then hit them with your frizz. This is the second most useful piece of movement tech to learn.

-Special Momentum Cancels (SMC)

Special Momentum Cancelling is when you jump and immediately input a special move. Doing this nearly halves your Double jump height and takes off a lot of your normal jump height. This is useful as a movement tool for a few reasons. It allows for huge shifts in momentum that allow you to weave in and out of a threat zone fairly easily. As per usual any sort of movement tech benefits accel disproportionately, allowing for some pretty absurd looking movement. Clips of all are below.

[Jump Heights and SMC Variations](#)

[B Reverse SMC Momentum shifts](#)

[APC Showing off some accel SMC movement](#)

-Frizz Charge Full Momentum Property

Frizz charge has a unique property that only one other move has, being how much influence the player has over the move's momentum while in the air. Frizz shares this property with Joker's eiha. This means that while you are charging frizz in the air, you can return your stick to a neutral state then point it in the direction you want to go and you will gain a ton of momentum. This is especially potent when coupled with a B-reverse, as you gain full momentum.

Video: [Click Here](#)

Cancelling Frizz Charge

Frizz is a charge shot so it makes sense that it can be cancelled like one. This means it can be Jump Cancelled, Shield Cancelled, Roll/Spotdodge Cancelled, and Empty Cancelled, Charge. Below are short descriptions of how each one of these is performed.

- Jump Cancel: Exit Frizz Charge by Inputting jump.
- Shield Cancel: Exit Frizz by inputting Shield.
- Roll/Spotdodge Cancel: Exit Frizz by inputting a roll or spotdodge
- Empty Cancel: Input shield for 3 frames or less
- Charge Storage Cancel: Input a Jump a few frames before you touch the ground

Zap Family of Spells

Zap

Basic Info

Frame 16 (frame 9+7 frames of charge state)

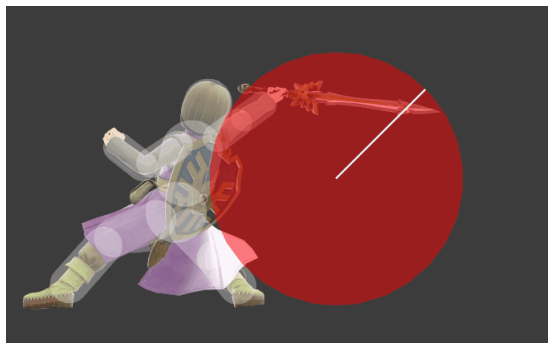
Active Frames: 16-20/1-8 (initial hitbox and activator)

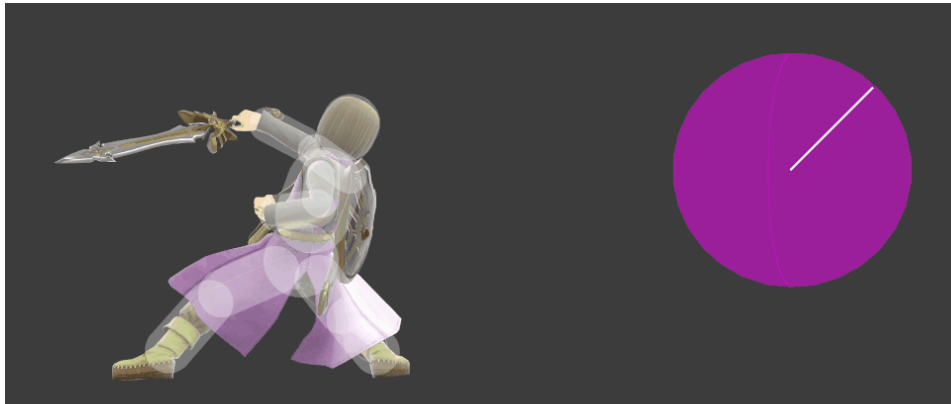
Mana Cost: 8MP

Damage (first hit): 6.3% 1v1 Multiplier

Damage (second hit): 11.3% 1v1 Multiplier

Damage (Total): 17.6%





Basic Usage

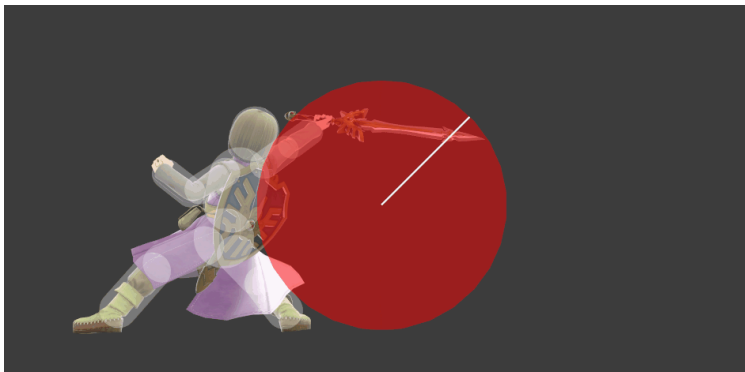
-Generally Good All Purpose Move

Zap does pretty much everything you'd want a move to do. Its good at boxing, its big, its somewhat safe on shield, it has high priority, and it does a lot of damage. Use it in places where you would use a move like fair or ftilt.

Zap Jank

-Zap 1 Confirms

Zap is a 2 hit move. The initial hit should always combo into the second hit. However, due to how the second hit activates there's a specific Hitbox you can connect that won't activate the second half of the move. That hitbox is the sword hitbox incredibly close to hero pictured here.



By hitting just this hitbox, the second hit never activates and you end up with a ton of advantage on hit. This allows for some pretty easy followups off it which are listed below. Some combos are affected by where you connect the zap 1. This is because of body blocking. Body blocking is the mechanic that prevents you from running through other characters. As a result, a move has a hard time pushing other characters through you. This is why some windows are much larger when characters are behind you. Body Blocking is also why this tech is difficult to pull off. It requires you to somewhat clip into the opposing character to do, which is obviously affected by Body Blocking. A list of characters this works on Raw can be found [here](#)

Shortlist of Combos

Zap1-> Grab (0-20%in front 0-40% behind)

Zap1-> Fsmash (50-70%) [Video](#)

Zap1-> Utilt (0-50%)

Zap1-> Jab (0-50%) inconsistently links into jab 2

-Lightning Bolt (zap 2)

Zap is divided into 2 moves, the initial hit (covered above) and the second hit or the bolt. The bolt is an activated hitbox, similar to sizz/le or Captain falcon's side b. It activates on Characters, Items, Pikmin, and Luma. It will not activate on Shields or the stage. It has niche usage as an anti air in some mus, like vs Pac-Man for example.

-Buff Effects

Buff effects (Psych Up, oomph) only affect the first hit of zap. This was likely for balancing reasons. As a result, the second hit is treated as a non-reflectable projectile which is a thing only a few characters have.

Zapple

Basic Info

Frame 26 (16 frames charge state+10 frames of release)

Active Frames: 6

MP Cost; 18 MP

Damage (1st hit) 7.6%

Damage (bolt/2nd hit) 17.6%

Damage (Total) 25.2%

Bolt Not Pictured



Basic Usage

-Long Range Poke

Zapple is a very long move. As such it is great at poking people from miles away, especially since people oftentimes poorly judge how far the move actually goes. The move is safe at max spacing vs shield and is a great way to stuff movement options

-Tool for catching Landings

Zapple is great at catching landings. This is in part because the move is so big and active. When it connects to stop a landing it resets the landing trap situation and allows you to get even more damage.

Zapple Jank

-Lightning Bolt (zap 2)

Zap is divided into 2 moves, the initial hit (covered above) and the second hit or the bolt. The bolt is an activated hitbox, similar to sizz/le or Captain falcon's side b. It activates on Characters, Items, Pikmin, and Luma. It will not activate on Shields or the stage. It has niche usage as an anti air in some mus, like vs Pac-Man for example.

-Buff Effects

Buff effects (Psych Up, oomph) only affect the first hit of zap. This was likely for balancing reasons. As a result, the second hit is treated as a non-reflectable projectile which is a thing only a few characters have.

Kazap

Basic Info

Frame 43

Active Frames: 80

MP Cost: 42MP

Damage (Stunner) 5% 1v1 Unstaled

Damage (Swing 1 front side) 7.6%

Damage (Swing 1 Back Side) 7.6%

Damage (Swing Finisher Front Side) 15.1%

Damage (Swing Finisher Backside) 12.6%

Damage (Launcher) 20.1%

Damage (Total) 47.8%/45.3%

15% Heavy armor starting frame 43 and ending on frame 78

Kazap Stunner



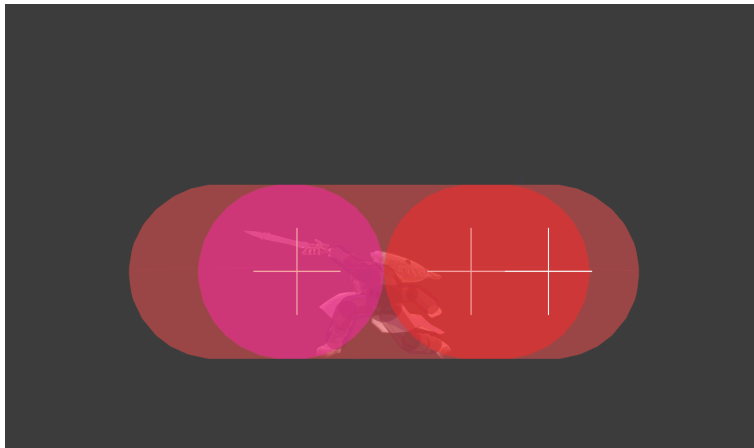
Kazap Swing 1 Front



Kazap Swing 1 Back Side



The rest of Kazap



Basic Usage

-Conditioning Payoff

Kazap's main use is punishing predictable options. These become easier to punish when they are conditioned earlier in the game. These can be things like rolls from ledge that go unpunished to make way for them later on or them constantly jumping in on zapple to beat it. Both of these are great ways to use Kazap in a way to punish those options.

Niche Usage

-Edgeguarding

Kazap is a giant portable hitbox that can be placed offstage to catch recoveries. This generally isn't recommended tho due to the immense amount of mana it costs to use. It makes for a strong somewhat stylish way to deal with linear recoveries tho so go for it for fun.

-Shield Break Punishes

Kazap has the lowest kill %s of any of hero's unbuffed moves, killing on average 3% earlier than the next earliest move. This gives it a unique distinction as an early kill move out of shield breaks.

Kazap Jank

-Fallout

Kazap fallout is when characters fall out of the stun or get stunned in a place that doesn't allow for the rest of the move to connect. When this happens it usually means you wasted 42MP for somewhere between 5 and 17%.

-Final Bolt

The bolt is an activated hitbox, similar to sizz/le. It activates on Characters, Items, Pikmin, and Luma. It will not activate on Shields or the stage. It can be used vs a shielding opponent with an item to pop a full shield as it will activate on the item and do shield damage.

-Buff Active

Kazap is affected differently based on which buff you have active. With Psyche Up you only get the first hit buffed. However, if you have an oomph active it works on every hit but the final one. As a result, Oomph Kazap pops a full shield through damage alone.

-Infinite bolt

Kazap's First few active frames are spent with a lightning bolt coming down to hit him. However, if he somehow manages to avoid this bolt it will just keep going on forever or until it goes off the screen. Whichever comes first.

-Kazap Drifting

Kazap drifting is the application of wavebouncing a Kazap while in Accel. This gives hero a lot of drifting momentum on his Kazap which allows you to effectively ambush people with a move that kills sub 30%.

[Video](#)

Woosh Family of Spells

Woosh

Basic Info

Frame 7 (3 frames of charge state, 4 Frames of release)

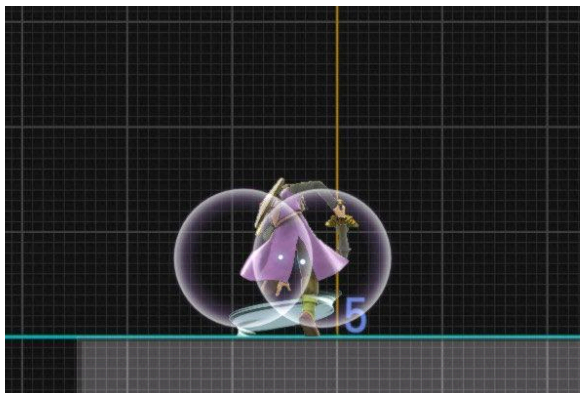
Active Frames: 24

MP Cost: 5 MP

Damage: 8.8 Unstaled 1v1

Grounded Woosh is set KB

Transcendent



Basic Usage

-Out of Shield

Woosh is a frame 7 Up B. This means that it bypasses shield drop frames, giving hero a very quick hitbox and escape option out of his shield and out of pressure scenarios. This move is literally always safe on hit so long as you understand where its gonna send your opponent. By knowing this, you can also drift in the opposite direction and you cannot be punished.

-Recovery

Woosh is the first stage of Hero's up b, meaning it goes the least amount of distance (5 large units in the training mode stage). That said it also costs next to nothing to use, making it a very effective recovery tool.

Basic Woosh Followups

Early woosh has no true followups. Instead you use it to punish the option they choose when put above you. This is done through watching drift, whether they jump out of hitstun, attack, or airdodge, since all of these are punishable in different ways.

Woosh->Utilt (22% Unbuffered, kills at 95% with psyche Up) Beats attack, Airdodge, and no option. Lenient on matching drift

Woosh->Usmash (28.9% Unbuffered, Kills at 50 with Psyche Up) Beats attack and no option. Strictly match drift

Woosh->Nair (18.4% Unbuffered) Beats Jump and no option. Lenient on matching drift

Woosh->Fsmash (31.9% Unbuffered, Kills at 30 with psyche up) beats airdodge, no option, and some attacks. Fsmash in the direction they drift.

Advanced Woosh stuff

-Shorthop Woosh

Shorthop Woosh is a technique that is useful on triplat stages due to where it puts you relative to your opponent. It hits every character which has a height of 1.6 Units or taller. A list of all characters and heights can be found here [Link](#)
Heres a video from Opana doing some [Video](#)

-Woosh 2 Frames

Woosh can 2 frame from on stage. This is especially relevant because it is frame 7 and lingers for 16 frames, meaning that it can be done on reaction with a fair amount of leniency. However it doesn't hit every character. A chart is linked below that shows which characters can be 2 framed by Woosh from on stage.

[Link](#)

Swoosh

Basic Info

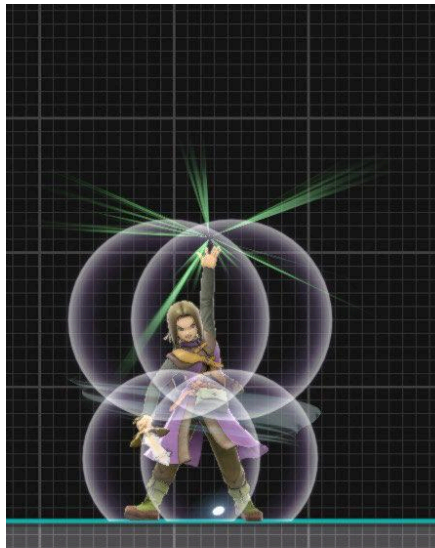
19 Frames (13 frames of charge, 6 frames of startup)

Active frames: 21

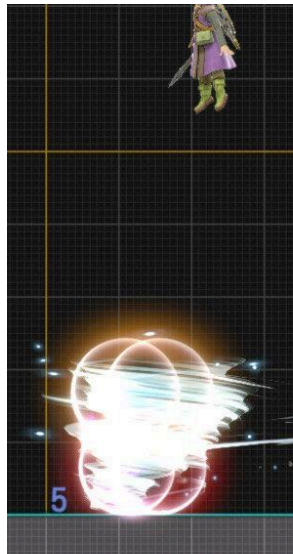
MP Cost: 9

Damage: 3.7% for the first 3 hits, 5% for the finisher for 16.3% total

Early Swoosh



Late Swoosh



Basic Usage

-Swoosh Recovery

Swoosh is the second charge of hero's up b, meaning it goes the second furthest of all the charges of Up B (7 Big Units in the Training Room stage). That said it is especially potent when recovering horizontally as the move increases your horizontal airspeed substantially.

Swoosh Edgeguard

What is the swoosh edgeguard?

It is when you deploy a swoosh underneath the lip of the stage or further offstage in an attempt to push the opponent to the blastzone or to force a stagespike.

[Swoosh Towards the Blastzone from Topple's Stream](#)

Swoosh Stagespike

LSS

What is LSS?

LSS (Ledge Slip Swoosh) is a tech accidentally discovered by Topple wherein you slide over the ledge of a stage during up's charge frames. This has a few ways to go about doing it. Consult the sidebar for where LSS/LSK is and check that out for different ways to execute on it.

[Video](#)

Why is this Useful?

Its useful vs low recoveries, specifically ones without hitboxes as it creates a near unreactable downwards moving hitbox that stagespikes.

Swoosh In General

Swoosh Fallout

-What is Swoosh Fallout?

Swoosh Fallout is when a character falls out of swoosh. Who woulda guessed.

Why Does this happen?

Swoosh is a downward moving projectile so sometimes a character will just get hit at the apex of the move and won't get hit by the rest, causing the character to fallout of the move. This happens a lot when the character clips the top corners or the top center. This Can also occur when a character clanks the launcher with a move.

Swoosh Clanking

-What is Swoosh Clanking?

Swoosh Clanking is when a move clanks 1 or more of the hits of swoosh. This can either be a positive like with clank fallout or a negative like when a character with a hitbox on their recovery move (Fox, mario) recovers through your edgeguard.

-Why Does this happen?

In Ultimate, non projectile hitboxes can clank projectiles hitboxes if they are within 9% of each other. All of the hits of swoosh deal between 3.7% and 5% meaning that anything more or less than them (everything) will plow straight through. This is why Fox and Mario and Friends can Up B through Swoosh.

Kaswoosh

Basic Info

Frame 39

Active Frames: 50

Mana Cost: 18

5 3.7% hits and a 5% finisher for 23.9%



Basic Usage

Recovery

Kaswoosh is the final charge of Hero's Up B, meaning it goes the furthest distance (11 Units in the Training Room Stage). Kaswoosh is what you're going to use if you are forced to recover super low.

Kaswoosh Edgeguard

Kaswoosh Edgeguarding is when you place a Kaswoosh between the opponent and the ledge. The reason its good is because you severely limit their recovery options, either forcing them to recover into the Kaswoosh or by forcing them to recover around it, which tends to be more punishable.

Offstage Kaswoosh Combos

Nice Quick Primer on why Kaswoosh Combos work from GIMR

[Video](#)

Setup Methods

There are two good methods for setting an offstage Kaswoosh for a combo. These are as follows

-LSK [Video](#)

-B Reverse Frizz jump cancelled up B [Opana's clip showcasing this](#)

Both of these can be found elsewhere in the doc (see sidebar) and thusly execution will not be explained here. It is important to note that LSK is much faster to set up while the b reverse method is much easier.

Combos

After the opponent winds up in a kaswoosh you have many different options. These vary depending on whether they are still in the kaswoosh or if you want to hit them post launcher.

-Combos During Kaswoosh

Kaswoosh->Dair (44%) Kills at or near 0 on the majority of legal stages.

-Combos Post Kaswoosh

Kaswoosh->Bair (38.9%) Kill confirms around 20%

Kaswoosh->Kafrizz (62.9%) Kill confirms at or near 0 on the majority of the cast

Kaswoosh Jank

Invisible Hitlag Kaswoosh(IHK)

Why does it happen? IHK occurs when Kaswoosh is multi reflected. The Hitbox hitlags but is not tied to the visual effect (the windy bit), creating an invisible hitbox.

[Video of Dr. Hex hitting this](#)

General Up B Usage

LSS/LSK

Ledge Slip Swoosh/Ledge Slip Kaswoosh

Execution Methods

-Sticky Ledge Run

How to execute

Requirements: A+B smash attacks

When running turn around to enter the skid animation. During that animation press A&B. If done properly you will keep running like nothing happened until you reach a ledge. You will begin running on the ledge instead of off of it. You then release AB and input Up B, taking you off the ledge but conserving momentum, allowing you to LSS/LSK over the ledge. This method is optimal for Kaswoosh because it puts you in the perfect range to regrab the ledge afterwards with very little difficulty.

[Video](#)

-Ledge Slip

How to Execute

Requirements: None

Dash or Run towards the ledge. Then cancel the run into an up b at a certain point before going over and transition back to holding towards the ledge. This will have the up b slide over the ledge if done right and release the Up B. This is better for LSS because you can get the late slide, which creates an unreactable downward moving hitbox in Swoosh.

[Video](#)

Command Selection

Menu

Basic Info

Actionable on Frame 20

Active Time: 8 Seconds or 480 frames

Menu Scroll: 1 Frame

Menu Cooldown: 41 Frames

Menu Mechanics

Menu Cancelling

Menu is treated similarly to a charge shot in that it can be cancelled like one. This means Menu can be Jump Cancelled, Shield Cancelled, Roll/Spotdodge Cancelled, and Empty Cancelled, Charge. Below are short descriptions of how each one of these is performed.

-Jump Cancel: Exit Menu by Inputting jump. Cannot be done with tap jump

-Shield Cancel: Exit Menu by inputting Shield.

-Roll/Spotdodge Cancel: Exit Menu by inputting a roll or spotdodge

-Empty Cancel: Input shield for 3 frames or less

-Charge Storage Cancel: Input a Jump a few frames before you touch the ground

Directional Menu Selection

When casting a spell from menu you can select the direction to cast the spell in. This can be done either with the C-Stick or by selecting and holding a direction on your control stick. You are able to use the C-stick because the C-stick is a macro for a direction+A.

Menu Movement

Menu has a property that causes it to halt momentum during startup. It doesn't immediately cancel momentum, it just slows you down. This is useful for approach mixups, as it allows you to drastically change your airspeed while maintaining space.

Probabilities

Move Families and the Staling Queue

Menu has a lot of moves encapsulated in it. These vary between a few different types, Slash Moves, Buff Moves, Projectiles, And the Miscellaneous Moves. Moves that share properties also share a staling queue. Moves that share a staling queue are listed together below:

Bang/Kaboom

Sizz/Sizzle

Metal Slash/Kackrackle Slash/Flame Slash/Hatchet Man

Whack/Thwack

Moves in the same staling que are typically referred to as that move's "Family". Moves in the same family cannot appear in the same menu with the exception of the slashes.

In case you don't know what Staling is here are some places to learn about it

[BSD Video on move Staling](#)

[Smash Wiki Page on Move Staling](#)

Menu Probability

Hero's menu is a weight based system. Each move has a certain weight assigned to it. You can see the weights below in this handy chart made by Ant

Sizz	16	0.05839416058
Sizzle	20	0.07299270073
Bang	16	0.05839416058
Kaboom	20	0.07299270073
Snooze	17	0.06204379562
Flame Slash	18	0.06569343066
Kacrackle Slash	18	0.06569343066
Metal Slash	7	0.02554744526
Hatchet Man	18	0.06569343066
Whack	8	0.02919708029
Thwack	12	0.04379562044
Magic Burst	5	0.01824817518
Kamikazee	5	0.01824817518
Psyche Up	16	0.05839416058
Oomph	16	0.05839416058
Acceleratle	16	0.05839416058
Kaclang	5	0.01824817518
Bounce	16	0.05839416058
Heal	7	0.02554744526
Hocus Pocus	3	0.01094890511
Zoom	15	0.05474452555
	274	
Modified Zoom	45	0.1480263158
	304	

First Column is the name of the spell, second column is the amount of weight that spell has, and the third column is the percentage chance it pops up in the first slot of the first menu you pull. The reason it only applies to the first slot in the first menu is because the menu is chosen in descending order.

How the Game Makes a Menu

When you go to pull menu the game checks a few things:

-Active Buffs

The game checks for a buff on the player character because you can't have more than one buff of a given type on at a time, like double oomph for example.

-The Last Menu

The game looks at what was in a previous menu because the same spell can not show up in back to back menus.

-Special Conditions

A Special condition is when you meet some requirement for a spell's weight to change. All special conditions are listed below:

Kaclang will not show up in your menu in the last 30 seconds of a game

Heal is no longer available after 2 Uses

Zoom's Weight get multiplied by 3 when within 40 units of the blastzone

Metal Slash's Weight gets multiplied by 4 when a metal opponent is on screen

These 3 checks work together to help create a new menu. This is why the percentage in the chart above only applies to the first menu per stock, because at the very least, the second modifier starts applying.

Menu Spells are selected in a cascading order starting from the top. This means that the first item in each menu has the lowest chance of appearing. This will be explained further in the next section.

Making Our Own Menu

We're going to make a menu to better understand how the game makes a menu. I know this helped me to understand how this functions.

You've just pressed Down B and the menu is trying to figure out what to pull. This is the first menu you've pulled this stock and there are no active modifiers so this is a vanilla menu. You have a total weight of 274. Your first roll is Sizzle. Sizzle itself has a weight of 20. However you can't get sizz and sizzle in the same menu, so Sizzle has an effective weight of 36 here. This Extra weight does not carry into the next menu. So right Now Your menu is:

Sizzle (20+16)

Total remaining weight=238

The next roll in your menu is Acceleratle. Accel has a weight of 16, giving it a roughly 6% chance of appearing and making your menu look like this:

Sizzle (20+16)

Acceleratle (16)

Total Remaining Weight=222

Next you roll a Metal Slash. Bad luck, as this move only has 7 rolls, meaning you lost a 3% chance of it appearing. The menus currently looks like this

Sizzle (20+16)
Acceleratle (16)
Metal Slash (7)

Total Remaining Weight=215

With that you only have 1 item left in your menu, giving it the best chances to appear in any of the positions in the menu. The last item you roll is a Flame Slash with an 8% chance of appearing. This is in the same spell family as Metal Slash but is allowed to appear in the same menu. This leaves the first menu you opened looking like this:

Sizzle (20)
Acceleratle (16)
Metal Slash (7)
Flame Slash (18)
Total Weight for next menu=213

The total weight for the next menu may seem a bit off but its correct. This is because sizz and sizzle only have effective weight for the menu they are currently in. This is because in the next menu you can still pull Sizz but you cannot pull Sizzle, meaning that you don't have that extra 16 weight. Keep in mind all of this only applies to the first menu you pull.

Menu Manipulation

Menu has a few easy ways to manipulate the rng to get a few more percentage points on the key moves. These ways are listed below

-Pulling Menu with Buffs

Because buffs cannot show up in the menu for as long as you have that specific buff active pulling menu with a buff up decreases the total weight in your menu.

Bounce vs Non-projectile Characters

Sometimes people select a bounce vs a non-projectile character. This is because that removes bounce from the menu, giving you a smaller total weight.

Psyche Up Camping

Camping with Psyche up is especially potent because Psyche Up only goes away when you connect a physical attack with an object that has HP

-Expending Heals

Hero only has 2 Heals per stock. So once both of these are gone you can no longer pull a Heal.

-Zoom Manipulation

The chances of getting zoom go up Drastically when within 40 Units of the side blast zones.

Menu Spells

Acceleratle

Basic Info

Startup: 34 Frames

Becomes Active: Frame 5

Time Active: 600 Frames (10 seconds)

Mana Cost: 13

Attribute Modifiers

Speed Multipliers

Walk Speed Multiplier: 2 (100% increase)

Dash Speed Multiplier: 2.2 (120% Increase)

Run Speed Multiplier: 2.3 (130% Increase)

Air Acceleration Multiplier: 2.5 (150% Increase)

Air Speed Multiplier: 2.1 (110% Increase)

Fall Speed Multiplier: 1.5 (50% Increase)

Fast Fall Multiplier: 1.25 (25% Increase)

Damage Multiplier

Damage Taken Multiplier: 1.1 (10% increase)

Accel Combos

-Accel Frizz

Accel frizz combos are the easiest and most practical combos to use in an actual game. This is because they're easy to practice as well as execute on due to being largely 2 hit combos with large frame windows to combo within. The main downside is that these are only really useful around kill percent, or if you think you can convert them into a kill afterward. You can find all of the easier frizz combos below.

Frizz -> Fair (24% Tip 1v1 Multiplier) Works from 20% onward. Kill confirms starting at 130%.

Allows for followup fairs at lower %s. These fairs are not true combos, but are oftentimes free pressure and can be used to escort people to the blastzone at much earlier %s

[Frizz Fair Video](#)

[Frizz Fair Chain Video](#)

Frizz -> Bair (28.9% Tip 1v1 Multiplier) Works from 50% onward. Kill confirms starting at 110%

Frizz -> Usmash (52.4% W/Crit, 29% W/O Crit 1v1 Multiplier) 45%-110% w/Strong frizz.

50%-125% W/weak frizz. Kills starting at 45% W/Crit. Kills starting at 88% W/O Crit

[Video](#)

Frizz -> Dair (31.5% 1v1 Multiplier) Works from 35% onward. Kill Confirms on ledge starting at 35% with no di or di out.

[Ant's Frizz dair Clip](#)

Accel Quirks

An accel quirk is any of those strange interactions that can really only occur with the speed boosts accel gives. These are largely positive things that are here so that people know about them and can expand on their application.

-Neutral Airdodge from Ledge

What is it?: Its a way to escape from the ledge to center stage incredibly quickly and easily

How do I do it?: Dropdown from ledge, jump, and neutral airdodge and hold to the center of the stage

Video: [Salem doing exactly this](#)

-Accel Momentum Carryover

What is it?: Accel Momentum Carryover is when the accel momentum carries through losing accel.

How do I do it?: You initiate a dash, Jump, or run off the stage right as accel ends.

Video: [Watch right as the hero runs off the stage](#)

Psyche Up

Basic Info

Startup: 45 frames

Active On: Frame 6

Time Active: Active until you connect a physical attack

Mana Cost: 14

Attribute Modifiers

Damage Multiplier: 1.2 (20% increase)

Shield Damage Multiplier: 1.65 (65% increase)

Knockback Multiplier: 1.2 (20% increase)

Affected Moves

Psyche Up only affects physical attacks which are listed below:

- All Normals
- Flame Slash
- Kackrackle Slash
- Metal Slash
- Hatchet Man
- Zap 1
- Zapple 1
- Parts of Kazap

Psyche Up Jank

Psyche Up Shield Breaks

List of moves that pop shield with **just** Psyche Up below

- Partial Charge Fsmash
- Uncharged Crit Fsmash
- Uncharged Crit Usplash
- Flame Slash
- Hatchet Man

Psyche Up Hurtbox Shift

During the startup of Psyche Up Hero does a big duck. During this animation Hero goes lower than his normal crouch and also ducks slightly into the z axis, making him somewhat hard to hit.

Video: [Video of the duck](#)

Psych Up Camping

Because Psych Up doesn't have a timer attached to it, you can play around not hitting the opponent with moves that lose it to further manipulate menu and search for larger payoffs. This can be in the form of finding other buffs that will allow it or by just conditioning your opponent with your other moves to shield, allowing for an easy shieldbreak.

Oomph

Basic Info

Startup: 42 Frames

Active On: Frame 5

Time Active: 720 Frames (12 seconds)

Mana Cost: 16

Attribute Modifiers

Damage Multiplier: 1.6 (60% increase)

Damage Received Multiplier: 1.2 (20% increase)

Knockback Multiplier: 1.1 (10% increase)

Affected Moves

Oomph only affects physical attacks which are listed below:

- All Normals
- Flame Slash
- Kackrackle Slash
- Metal Slash
- Hatchet Man
- Zap 1
- Zapple 1
- Parts of Kazap

Oomph Combos

An oomph combo is a combo that is enabled by oomph, not just a combo that is benefitted by oomph. This means things that combo normally will not be included unless oomph adds something special, like a kill confirm.

Oomph Dair-> Usplash (64% FH/tipper usplash, 60% FH/No tipper, 58% SH/no tipper) Kill Confirm on midweights around 35-40%

Bounce

Basic Info

Startup: 34 Frames

Active On: Frame 6

Time Active: 720 Frames (12 Seconds)

Mana Cost: 14

Attribute Modifiers

Reflect Projectile Damage Modifier: 1.5 (50% Stronger)

Reflect Projectile Speed Modifier: 1.4 (40% Faster)

Reflector Quirks

Below is a document that shows Bounce Vs Other reflectors.

[Document](#)

Snooze

Basic Info

Startup: 5 Frames

Active On: Frame 6-47

Hero Actionable On: Frame 49

Mana Cost: 16

Basic Usage

-Sleep Confirms

Connecting a snooze puts your opponent to sleep. This means you get a free punish. Generally speaking, your optimal punish is going to be Fsmash. Other options do exist but they tend to be worse than Fsmash.

-Zone Control

The threat of snooze is very high. Thusly, it leads people to either go aggro and jump over for a punish or it causes them to shield which leads into your control of an area.

Move Mechanics

Sleep Length

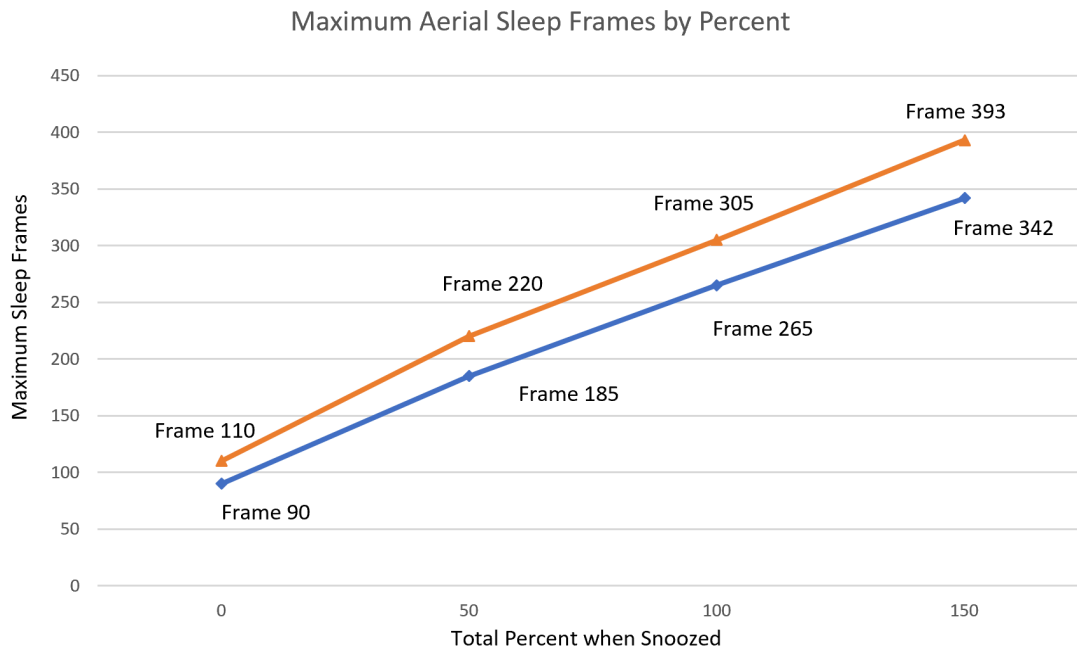
Maximum Sleep length varies based on Opponent's% and whether they are in the air or grounded. It's important to know roughly how much time you have to followup on sleep.

-Grounded Snooze



This is the chart for Grounded Snooze. It shows how the maximum number of sleep frames go up proportional to the percent they were at when they got snoozed. Grounded Snooze will always sleep the opponent longer than aerial snooze. It is important to note that Grounded snooze refers to the opponent being on the ground, Hero being airborne does not matter.

-Aerial Snooze



This is the chart for Aerial Snooze. It shows the maximum number of sleep frames proportional to the percent they were at when they got snoozed. There are 2 lines because sleep time is dependent on the distance the snooze has traveled prior to being hit. Aerial Snooze will always sleep for fewer frames than Grounded Snooze.

Mash Out

In ultimate you can mash out of anything that makes you immobile and sleep is no exception. Snooze's sleep has 2 different mash values, 1 for Grounded Snooze and 1 for Aerial Snooze. This was likely due to aerial sleep offstage being unfair in testing. Mashing in Ultimate counts each input and deducts that many frames from the helpless state the character is in. The amount for Grounded and Aerial Snooze are listed below:

-Grounded Snooze: 8 Frames per input

-Aerial Snooze: 15 Frames per input

These are the same values as other kinds of sleep, such as Peach/daisy Final smash. It is worth noting that a human can really only manage about 20 inputs per second.

Kamikazee

Basic Info

Startup: 43 Frames

Active On: Frame 44

Invuln Starts: Frame 1

Invuln Ends: When you explode

Slowdown Starts: Frame 41 Shield Safety: Unblockable

Damage (inner hitbox): 60% 1v1 Multiplier

Damage (outer hitbox): 42% 1v1 Multiplier

Mana Cost: 1 MP

Basic Usage

-Trading Stocks

Kamikazee is great while you're up a stock at high percent, since it lets you trade your dwindling stock for 63% or even a stock. This trade is almost always favourable.

-Whiff Punish

Kamikazee is an excellent whiff punish. Its a great way to take stocks off of people who like to jump in on hero while he Menus.

Move Mechanics

-Slowdown

Kamikazee's Slowdown takes place over the course of 2 Frames in game. However it stretches those 2 frames to be roughly the length of 8 frames, making the hitbox come out closer to Frame 50 than frame 44. If a player does not have invulnerability at this point they will likely get hit.

-Unblockable

Kamikazee is an unblockable attack, meaning it cannot be shielded. This does not supercede invulnerability, it just beats shields.

Kackrackle Slash

Basic Info

Startup: 6 Frames

Active on: 6-8

Hero Actionable On: Frame 44

Damage (inner hitbox): 21.4% 1v1 multiplier (17% Base)

Damage (Outer Hitbox): 16.3% 1v1 Multiplier (13% Base)

Shield Safety: -12

Mana Cost: 11

Basic Usage

-2 Frame

Kackrackle Slash and Flame Slash are your strongest 2 frame options. They hit every 2 frame in the game and set up for kills or just kill outright at very early %s.

-Ledgetrap

Kackrackle Slash and Flame Slash are your best ledgetrapping options They cover every option on reaction and either kill or create an advantageous position.

-Damage

While a character is frozen you are free to hit them til they leave the ice. This leads to high damage conversions and occasionally kills if you have a read on their mash. Optimal damage is some combination of fair fsmash usmash.

-Kill Confirm

In this game, Ice is thawed by fire (see "Other Frozen Properties" under Freeze State for more info). Unstaled Kackrackle slash gets thawed at 72%. So upon hitting someone with K-Slash you can followup with either Kafrizz or Sizzle and net a stock at the ledge. These will start netting stocks at center stage at higher %s.

Frozen State

When Hero connects a Kackrackle Slash the opponent is put into the Frozen State. In the state the frozen player is immobile, but can still be hit. This section goes over the properties of the frozen state.

-Frozen Frames

So normally, freeze time is calculated with this Formula:

$5 * \text{Hitbox's base damage when accounting for Staling} + 0.5 * \text{Opponent's \% Pre Hit} = \text{Freeze time}$
Or
 $F = 5H + 0.5O$

However, Kackrackle Slash gets double the freeze time of any other move, meaning the formula looks more like this:

$2(5 * \text{Hitbox's Base Damage When Accounting for Staling} + 0.5 * \text{Opponent's \% Pre Hit}) = \text{Freeze Time K Slash}$
Or
 $F = 2(5H + 0.5O)$

Freeze frames also use base damage with staling applied, meaning freeze time is the same in doubles with no buffs as it is in 1v1 with all the buffs, assuming you are at the same point in the staling Queue

Freeze time also has 2 additional Modifiers. These are based on the character getting hit while in Ice and the Player's mash while in Ice. Both these modifiers can be found below.

Getting Hit while in Ice adds an additional 4 Frames to freeze time
Mashing Removes 4 Frames per input from Freeze Time

-Other Frozen Properties

Being frozen has some other multipliers or strange effects tied on.

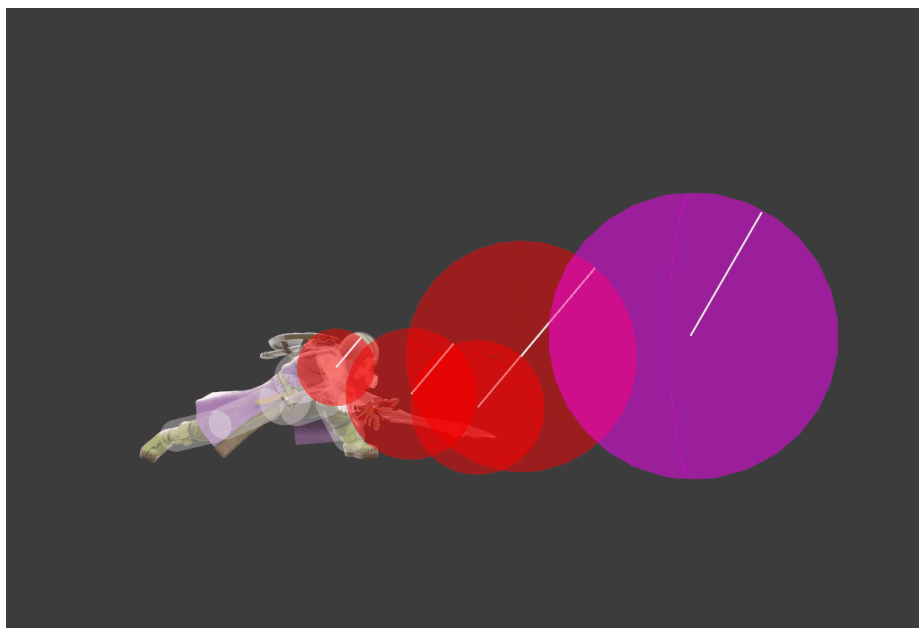
Damage/KB multipliers

When Frozen, the frozen player has negative modifiers for KB and Damage applied to them. These are below

-Damage: 0.5x or 50% decrease
-Knockback: 0.25x or 75% decrease

Fire Thawing

Fire attacks will Thaw the frozen state. When it is broken the character pops up but still receives the damage from the fire move. The % at which the fire move breaks the ice is variable depending on which hitbox connects. The inner hitboxes's Ice breaks if the slash hits at or after 72%. The outermost hitbox's Freeze will break if hit at or past 173.



Buffs Effects on Fire Thaw

For some reason, the buffs affect Fire Thaw but won't affect Time frozen. The effects are all listed below.

No Buffs: Inner hit ice broken at 72, Outer hit broken at 173

Psych Up: Inner hit broken at 0, Outer Hit broken at 172

Oomph: Both hits broken at 0

There is currently no explanation for why this happens.

Moves that Break Ice

Below is a list of moves that break Ice. If they rehit after breaking the Ice they will be marked with an R. They will also be listed from most useful to least useful.

Sizzle R
Kafrizz R
Bang R
Sizz R
Frizzle R(sometimes)
Flame Slash
Frizz
Kaboom

Kaboom is the worst because the 2% activator hitbox pops them out of the ice and they are fully actionable for quite a few frames before the explosion goes off, meaning they can jump or airdodge out.

Acting post Freeze

Characters are actionable frame 1 post freeze. However only 2 character have methods of avoiding a punish on that first frame (Bayo/Yoshi)

Misconceptions

-Thwack/Whack always kill a frozen opponent

This is not true. While you can thwack/whack a frozen player, The instant kill odds remain the same (See Whack/Thwack on the sidebar)

-Fire always thaws Ice

This is not true. See Fire Thaw.

Flame Slash

Basic Info

Startup: 5 Frames

Active on: 6-8

Hero Actionable on: Frame 39

Damage (Inner Hitbox): 27.7% 1v1 multiplier

Damage (outer hitbox): 21.4% 1v1 multiplier

Shield Safety: -13

Mana Cost: 12

Hatchet Man

Basic Info

Startup: 36 Frames

Active On: Frames 37-40

Hero Actionable On: Frame 88

Shield Safety: -21 (Breaks Shield)

Damage: 42% 1v1 Multiplier

Mana Cost: 15 MP

Move Mechanics

-Hatchet Man's Weak Hit

Hatchet Man has a sour spot on the hilt. It is the lowest priority hitbox on the move, so when it overlaps it does not connect. However if you do manage to connect it Hatchet Man won't break shield.

[Sinnoh hitting the weak hit](#)

-Hurtbox Shift

During the startup of Hatchet Man, Hero leans way back. This dodges some moves and messes with opponent's spacing.

Video: [Highlighted in an Alpharad video](#)

Whack

Basic Info

Startup: 5 Frames

Active on: Frames 6-125

Hero Actionable on: Frame 41

Shield Safety: -29

Damage: 1.2% 1v1 Multiplier

Mana Cost: 10

Move Mechanics

Kill Chances

See "Joint Whack/Thwack" on the sidebar

Wonky reflect angles

You may have seen a whack get reflected at an angle it did not originally appear to be traveling in. This is due to how whack moves through the air. As it moves it rotates around a central point, meaning when it is reflected it gets reflected according to its current rotation.

[BSD Video with the clip highlighted](#)

Thwack

Basic Info

Startup: 23 Frames

Active On: Frames 22-33

Hero Actionable On: Frame 58
 Shield Safety: -28
 Damage: 3.6% 1v1 Multiplier
 Mana Cost: 30 MP

Move Mechanics

Kill Chances

See “Joint Whack/Thwack” on the sidebar

Windbox

Thwack has a windbox. It is much larger than the actual hitbox and always pulls inward. This is partially why the move grabs people from so far away.

Joint Whack/Thwack

Kill Chances

ザキ・ザラキ 即死 自% / Hero's %						
Whack/Thwack		0%	50%	100%	150%	300%
敵% Opponents	0	1.00%	1.00%	1.00%	1.00%	1.00%
	20	1.00%	1.00%	1.00%	1.00%	1.00%
	21	1.71%	5.05%	8.38%	11.71%	21.71%
	40	15.29%	18.62%	21.95%	25.29%	35.29%
	60	29.57%	32.90%	36.24%	39.57%	49.57%
	80	43.86%	47.19%	50.52%	53.86%	63.86%
	100	58.14%	61.48%	64.81%	68.14%	78.14%
	120	72.43%	75.76%	79.10%	82.43%	92.43%
	140	86.71%	90.05%	93.38%	96.71%	100.00%
	160	100.00%	100.00%	100.00%	100.00%	100.00%

There's some things on the chart that bear further explanation.

1. How were these numbers derived?

Everything in this chart was calculated using this formula:

$$1 + 200(\text{Opponent's \% pre Hit} - 20) / 280 + 20 * (\text{Hero's \% Pre Hit} / 300)$$

2. Why does every % below 21 have the same kill chances?

This is due to the -20 on the pre hit in the formula. Because of that everything at or below twenty rounds to 1%. If you plugged in a number lower than 20 you'd get a negative% or less than 1% and the game is generous and rounds up.

Sizz

Basic Info

Startup: 5 Frames

Damage (first hit): 1.9% 1v1 multiplier

Damage (launcher): 15.1% 1v1 multiplier

Active on: Projectile: 6-19 / Burn: 1-24

Hero Actionable on: Frame 40

Shield Safety: -26

Mana Cost: 8

Sizzle

Basic Info

Startup: 5 Frames

Damage (First Hit): 3.8% 1v1 Multiplier

Damage(Launcher): 27.7% 1v1 Multiplier

Active on: Projectile: 6-17 / Burn: 1-24

Hero Actionable On: Frame 44

Shield Safety: -30

Mana Cost: 20

Joint Sizz/Sizzle

Move Mechanics

Activation

Sizz and Sizzle will not activate on shield. They will, however, activate on items, characters, stages, other projectiles, stage hazards, and luma.

Bang

Basic Info

Startup: 5 Frames

Damage (Projectile): 1.9% 1v1 modifier

Damage (explosion): 17.6% 1v1 modifier

Active on: Projectile: 5-39 / Explosion: 1-21

Hero Actionable on: Frame 39

Shield Safety: -16

Mana Cost: 9

Kaboom

Basic Info

Startup: 6 Frames

Damage (Projectile): 2.5% 1v1 Multiplier

Damage (Explosion) 32.7% 1v1 Multiplier

Active on: Projectile: 6-27 / Windbox: 1-16 / Explosion: 17-40

Hero Actionable On: Frame 44

Shield Safety: +2

Mana Cost: 37

Kaboom Jank

Kaboom Kafrizz

Vs Heavyweights at low%, hero has a true combo out of Kaboom. This is not very practical but it does 74.3% for the low cost of 73MP, meaning this combo has the worst damage/mana ratios of any of hero's combos.

Kaboom Spike

Due to the strength of Kaboom's windbox, neutral airdodging after the first frame of the windbox sends the character past the other side of the windbox. If done towards the top of the Kaboom it creates a spike of sorts.

[Kaboom Spike in a BSD Video](#)

Joint Bang/Kaboom

Move Mechanics

Activation

Unlike Sizz and Sizzle, Bang and Kaboom will always trigger after frame 27 assuming they don't get absorbed. They also trigger on shield as well in addition to everything Sizz and Sizzle trigger on.

Zoom

Basic Info

Startup: 29 Frames

Invuln Starts: Frame 30

Invuln Ends: When you're 82 subunits above the stage

Time Active: Until you're 82 subunits above the stage

Speed: 1 Unit per Frame

Mana Cost: 8MP

Move Mechanics

Roll Increase

Zoom's base number of rolls is 15. However, this is increased to 45 when Hero is within 40 units of the Blast zone.

Jump/Airdodge Replenish

Zoom gives Hero back his jump and airdodge after using it. This allows you to better mixup landings, even if you've already exhausted these resources normally

Head Bonk

If zoom is used under a solid surface (like a stage/solid platform) Hero's will head bonk. This does not put you into freefall, so you can still act afterward. This also gives you your jump/airdodge back even if you've already used it

Heal

Basic Info

Startup: 39 Frames

Healed on: Frame 6

Hero Actionable on: Frame 40

Amount healed: 11% (this never changes)

Mana Cost: 7MP

Move Mechanics

Heal's Limit

Heal can only be used twice per stock. There are no ways to get further heals. After those 2 heals are expended, heal will no longer appear on your menu. This does not prevent you from getting heal off of Hocus Pocus

Hocus Pocus

Effects

-Positive:

Giant

Startup: 20 Frames

Active On: Frame 20

Invuln (startup): frame 1-20

Invuln (end): Frame 681-700

General Power Increase: 1.55x or 55% increase

Time Active: 8 Seconds (480 Frames)

Roll Odds: 4.88%

Note: Immobile during Invuln Frames

-Giant Combos

Giant Hero has unique combos from normal sized hero because he is larger and hits much harder. This leads to some very early Kill confirms. You can find these below:

Dthrow->Fsmash (47.1% W/OCrit, 82.5% W/Crit) Works from 18%-33%. Kill confirm from 20% till it stops working.

Late Fair->Dsmash (49.8% W/OCrit, 70.7% W/Crit) Works only at 0%. Kill confirms with Crit

Star Power

Startup: 1 Frame

Active On: Frame 1

Invuln: 8 seconds (680 Frames)

Time Active: 8 Seconds (680 Frames)

Roll Odds: 1.22%

Mana Regen

Startup: 1 Frame

Mana Refilled: Frame 1
Roll Odds: 3.96%
Note: MP is filled back to 100

-Negative:

Timer:
Startup: 1 Frame
Time Slowed down: 8 Seconds
Roll Odds: 6.10%
Note: Applies a timer effect to himself, slowing him down for 8 seconds

Mana Drain:
Startup: 1 Frame
Mana Lost: Frame 1
Roll Odds: 6.10%
Note: MP is reduced to 0

Poison:
Startup: 1 Frame
Damage: 33% 1v1 Multiplier
Time active: 30 seconds (1800 Frames)
Roll Odds: 6.10%

Sleep
Startup: 1 Frame
Max Sleep Framest: 411 Frames (slightly less than 7 seconds)
Frames taken off per input: 7
Roll Odds: 6.10%
Note: Inflicts sleep on himself

Flower:
Startup: 1 Frame
Maximum Flower Damage: 22%
Roll Odds 6.10%

Poison Mushroom:
Startup: 20 Frames
Active On: Frame 20
Invuln (startup): frame 1-20
Invuln (end): Frame 681-700
General Power Decrease: 0.6x or 60% increase

Time Active: 8 Seconds (480 Frames)

Roll Odds: 5.49%%

Note: Immobile during Invuln Frames

Neutral:

Invisibility:

Startup 1 Frame

Time invisible: 8 Seconds (480 Frames)

Roll Odds: 6.10%

Note: Does not make your Buffs invisible.

One of Hero's commands is granted for 4 MP instead of the value it usually consumes.

1.52% - Heal

1.52% - Kaclang

0.91% - Kamikazee

2.44% - All other spells

Note: If the command is Magic Burst, it will consume all MP as usual

Magic Burst

Basic Info

Startup: 23 Frames

Damage (Multihit): 25MP 2.1%, 50MP 3.2%, 75MP 4.3%, 100MP 5.2%

Damage (Launcher): 25MP 5.5%, 50 MP 8.2%, 75MP 11.3%, 100MP 13.8%

Hero Actionable on: Frame 151

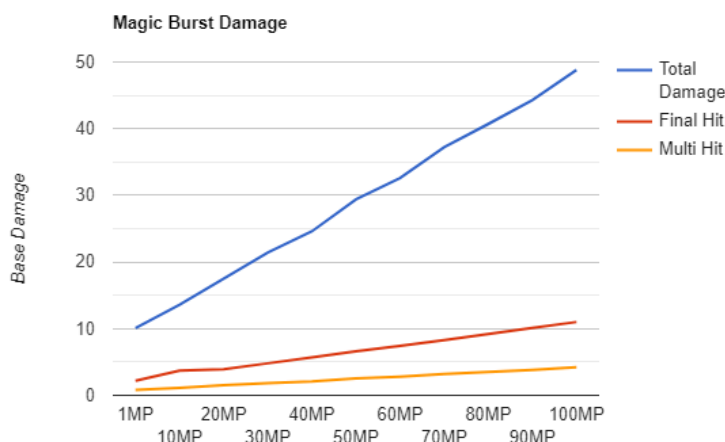
Shield Safety: -36 to -24

Rehit rate: 10 frames

Mana Cost: All of it

Move Mechanics

Damage MP Scaling



The chart above lays out the amount of damage done by Magic burst proportional to the amount of MP expended. It was created by PBLK|WOOD, whose twitter you can find [Here](#).

Kaclang

Basic Info

Startup: 15 Frames

Invincible on: Frame 15-315

Hero actionable on: Frame 346

Damage: 18.9% 1v1 multiplier

Shield Safety: Not at all

Mana Cost: 6MP

Move Mechanics

Immobile

While invincible from Kaclang Hero is completely immobile. That's why using Kaclang is generally a bad idea. Even after the invuln runs out there's a 30 frame punish window.

Metal Slash

Basic Info

Startup: 11 Frames

Damage: 1.2% 1v1 Multiplier

Active on: 11-12

Hero Actionable on: Frame 40

Shield Safety: -26

Mana Cost: 6MP

Move Mechanics

1 Hit KO Metal Enemies

Metal Slash will always kill an enemy in the metal state. This is virtually useless outside of casual games or hero dittos.

Set Knockback

Metal Slash has set knockback, meaning it will send exactly the same distance regardless of character, %, or any other factor. This is also virtually useless, only having fringe usage as a cheesy gimp.