

Viridi Grows Her Own Path!



The following document is a detailed explanation of the hypothetical moveset I made for the character **Viridi** (Kid Icarus: Uprising) if she were to ever get into Super Smash Bros. This will be formatted much like [my previous Smash movesets](#).

WARNING: This will have spoilers for Kid Icarus: Uprising.

Design Philosophy

Here's what we'll be aiming for:

1. "Good riddance, human scum! The world's better off without you!" - Above all else, Viridi's personality should be preserved; it's what made her so popular in the first place. So, bratty, vindictive, *very* willing to get her hands dirty (I mean what else can you call "nuke the humans" other than maybe a bit drastic)...but actually fighting for a good cause, if taking it too far, and has a bit of a soft side reserved for her troops.

2. "It will be mankind's winter and the beginning of MY spring!" - Viridi's main goal, above all else, is to preserve the environment. It just so happens that, in her mind, the best way to do that is to get rid of humanity. As such, much like her reset bombs turn human cities into huge forests, Viridi is designed to claim the stage as her own - or, in other words, she has lots of stage control. To compensate, she will have some openings that she'll have to look out for - because she may be a goddess, but also, she canonically has the body of a child. She is *light*. You could punt her across the stage like a football.

3. "Rise, my children! Politely destroy our guest!" - Now, some of you may be wondering - "how are you going to make a moveset for Viridi when she has no gameplay appearances aside from dialogue and cutscenes?" The answer: the Forces of Nature, of course! She *does* seem like the goddess most reliant on her troops, and considering how she seems to treat them as her children, it only makes sense that she takes a few notes from them - or even summon them outright.

One last thing to note: her shield will look like the electric sphere the Zerts cast around themselves. Now, with that out of the way...

Neutrals

Neutral A/Jab: Viridi will have a simple three-hit jab - she'll kick forward with one leg, then stomp on the opponent's feet with that same leg, before finishing with a swing from her staff.

Dash Attack: Viridi rapidly swings her arms in circles as she charges, referencing the Clobberer's main method of attack once it's angered.

Forward Tilt: Viridi charges forward a short distance with the sharp end of her staff pointing upwards, then swings her staff in an upwards angle at the end of her charge. This is a move pulled from the Meeba, beetle-like enemies who charge at Pit and swing their horn upwards once they're in range.

Up Tilt: Viridi lobbs a glob of poisonous spores from her staff in an upwards arc, letting it fly a short distance before landing in front of her. This is in reference to the Toxiecap enemy; the glob of spores inflicts poison damage on hit.

Down Tilt: Viridi slams her staff into the ground, sending a shockwave a short distance. This comes from one of her commanders, Cragalanche.

Side Smash: When Viridi starts charging the Smash, a Boom Stomper (I swear I'm not making these troop names up) rises from the ground, blocking all damage from Viridi's front. When the Smash is released, the Boom Stomper topples over forwards, dealing big damage to anyone in front of it.

Up Smash: Viridi plants her staff in the ground to charge this Smash, and as it charges, you can see the staff growing roots that burrow into the ground. Upon releasing the smash, Viridi *tears* away the chunk of ground her staff is rooted to and swings it upwards like the end of a club, knocking away anything in its path.

Down Smash: Taking another cue from Cragalanche, Viridi surrounds herself in a horizontal circle of stones as she charges the Smash, and when it releases, she lets them go in a big burst around herself.

Neutral Air: Viridi has two Badoots circle around her. Getting hit by the Badoots will knock you away, but getting hit by the electric line between them will do a bunch of multi-hitting damage before knocking you away.

Forward Air: Viridi swings her staff forward, mimicking the shape of the Parashooter's blade projectiles.

Back Air: Viridi morphs the top of her staff into the cannon of a Pew Pew (again, I swear I'm not making these troop names up) and fires a shot backwards, with the recoil being enough that it actually sends her forwards a little bit.

Up Air: Viridi stabs her staff upwards and spins it vertically multiple times while thorns grow out of the sides, referencing the Lurchthorn.

Down Air: Viridi stomps her feet downwards in a flurry, like a child having a tantrum.

Grabs and Throws

Viridi would have a unique tether grab that has her summon a Hugworm to burrow through the ground in front of her. If you're in its path at any point, it will coil around you and quickly pull you towards Viridi, leaving you at her mercy. Because of the way this tether grab works, it cannot be used in the air.

Pummel: The Hugworm squeezes the foe a little while Viridi does a taunting motion.

Forward Throw: Viridi will put her hands under the opponent's feet and flip them over in a similar manner to an Urgle, tossing them forwards a slight distance.

Back Throw: Viridi steps behind the Hugworm and lets it squeeze as hard as it can, shooting the opponent backwards.

Up Throw: Viridi taps the ground with her staff, causing a pillar of water to burst forth under the opponent's feet and send them upwards, resembling the water pillar made by Dibble Dops.

Down Throw: The foe is pulled into the dirt as Viridi...pulls out a watering can and gently waters the ground around the foe? Then a flower blooms where the opponent was dragged in to bounce them away.

Specials:

Neutral:

For Viridi's Neutral Special, she uses the Viridi Palm! For those who don't know, the "Palm" weapon line in Kid Icarus Uprising are weapons that change the appearance of your arms and let you shoot energy projectiles from your hands. The Viridi Palm was one of those weapons, with its upside being that its projectiles have great homing capabilities, but don't deal too much damage.

Simply tapping the special button will have Viridi fire a heart-shaped projectile straightforwards. It has a pretty long range, and can home in on opponents. Mashing the special button will have her fire hearts in rapid succession, allowing her to rack up damage quickly. Sounds pretty good, right? Well, like I said, they don't do much damage...and they don't deal any knockback. They don't even flinch. So if you just stand there and spam heart projectiles, your opponent could just walk right through it and hit you with a forward smash.

If you *hold* the button on the other hand, you'll charge your shot, which takes around a second, and shoot a vortex of hearts forward. Still homes in on the opponent somewhat, and can deal actual knockback, but only goes a third of the distance.

Side:

Viridi's Side Special has her summon one of her favorite troops - the Bumpety Bomb (and for the last time, I have to state that I am *not* making these troop names up)! The way they'll act is similar to the Goombas in the modern 3D Mario games. They wander around on the platform Viridi spawned them on, but as soon as an enemy comes into their line of sight, they'll charge towards them. They can be destroyed by either taking 35% of damage or, after around five seconds, they'll explode, dealing big damage to any nearby opponents.

Viridi can only have one Bumpety Bomb on screen at a time.

Up:

So, since Viridi is a goddess, she could probably just teleport like Palutena does, right?

You're right! She could! I'm not going to do that though. :)

Instead, Viridi will use the Viridi Claw, the other weapon themed after her in Uprising. This works similarly to Sephiroth's up special - you hold the special down to aim, then when you release, Viridi will charge in that direction while swiping the Viridi Claws multiple times. It goes around the distance of a fully-charged Octoslash, and is actually *faster*, but to balance this, it's not a multi-hit - it just knocks away the opponent if they're hit at any point by the attack - and has more end lag, leaving Viridi vulnerable if she doesn't use it properly.

Down:

For this special, Viridi's going to use what I call Forest Thorns. Viridi will project a green line of light forwards, and you can then angle it based on controller input. After three seconds (or when the special is released), Viridi will spawn thick brambles resembling the kind we see in the Reset Bomb forest on every bit of ground the line touched.

These brambles only deal damage, no knockback or flinching, but deal it quickly, easily able to rack up damage high if the opponent stands in it for even a few seconds. They last about fifteen seconds before disappearing.

Final Smash

...you already know what this is.

For Viridi's Final Smash, she calls down a Reset Bomb, after which she quickly disappears with maniacal laughter. Basically, it acts like the Majora's Moon Assist Trophy, only you can aim it and the radius of the resulting explosion is bigger.

Other Things

Stage Entrance: Viridi appears in a flash of green light and a swirl of dried leaves, floating and chuckling maliciously before landing and preparing to fight.

Taunts:

- Viridi laughs mockingly, then taunts the opponent (you can insert your own Viridi quote here, she has plenty of insults).

- A Nutski appears behind Viridi, and she pats it on the head before turning to scowl at the camera.

- Viridi creates a projection of herself behind her and crosses her arms with a determined expression on her face. This is in reference to her in-game appearances, as she just used a projection to do some monologuing.

Colors:

...palettes based on the other gods? Palettes based on her troops in the forces of nature? Some combination of both? You can figure it out.

Victory Animations:

1. Viridi stands in front of a table, looking down on what appears to be a projection of a human city...then drops a miniature Reset Bomb into it, and laughs as it explodes. The table idea comes from the Kid Icarus Uprising promotion shorts, specifically the one showing Palutena and Medusa's origin.

2. Viridi's generals - Phosphora, Arlon, Cragalanche, and Dark Pit - stand at attention, then Viridi warps in front of them with a smug grin.

3. Viridi is seen peacefully watering a garden - complete with floppy sunhat - when she sees the camera, freezes, then smites it on the spot, leaving nothing but black.