

Kaela Kovalskia

カエラ・コヴァルスキア

🔗 [\(recommended listening\)](#) 🔗

Created by Katapultar, bubblyboytoo, and FrozenRoy for Make Your Move 27

After taking over her great blacksmithing teacher's forge, she felt a lack of excitement in her life. So, she decided to be free and depart on a journey to find rare smithing materials, one of which was rumored to be under the building of a certain "idol group" in town. She also loves challenging herself and has a peculiar taste when it comes to foods!

(Click on images for links to art sources where applicable!)

A Virtual YouTuber under Hololive's Indonesian branch, [Kaela Kovalskia](#) debuted as part of their third generation in late March 2022. Colloquially known as HOLOH3ROES, the trio's overall theme is that instead of the crazy goddesses and mythical beings Hololive had been pumping out recently they're more or less just normal people in positions to do good things for the world; alongside Vestia Zeta the secret agent and Kobo Kanaeru the rain shaman, Kaela is a blacksmith who's looking for something fun to occupy her plentiful time with.

According to the [lore video](#) she released alongside her debut, she was the best and youngest apprentice of a renowned blacksmith, but success didn't bring happiness and to try and do something exciting she decided to look for a rare material rumored to be underneath a building downtown. It just so happens that this search led her to wander right into the Hololive HQ, where she was mistaken for one of the talent candidates and offered a job as an idol- and realized that this was exactly the change of pace she was so desperate for! So in the end, maybe the real rarest material was the friends she made along the way. (Do note that doing this is very unlikely to get you a job in real life.)

As far as her actual streaming career goes, Kaela presents a fairly low-key and chill personality, with numerous little quirks that make her style instantly recognizable. Her most notable qualities are her silent laugh (she doesn't mute, just doesn't make any noise unless she's laughing *really* hard) and extremely long streams; it's not uncommon for her to go for anywhere between four to seven hours at a time, just grinding away at whatever game's caught her interest while shooting the breeze with her chat. Her manager used to try and reel her in to some semblance of a proper sleep schedule, but that effort's long since been abandoned; there's no stopping the Ela train.

Kaela prides herself on her "randomness", often taking her streams and conversations in unexpected directions that confuse and delight her viewers and collab partners alike. Also notable is that 69 is her favorite number, since she opened her membership on September 6 (or 6/9) and I guess she just thinks it's a funny-lookin' number.

She also has an... interesting relationship with her chat that ought to be mentioned, now that they've been brought up. Anyone trying to flirt with her is quite bluntly told to "get some help" in what's become one of her most common catchphrases, and she detests being called "cute" (she prefers "cool"), "mommy", or a penguin (in reference to her outfit's color scheme, and her last name Kovalskia being reminiscent of Kowalski from the *Madagascar* films), so naturally they do so as often as possible. It should be noted that in the end, she is *not* a penguin and is sick enough of the joke to formally tell her fans off for it, so don't go telling her about this great new joke you found.

Statistics

Height: Bayonetta
Weight: Above Ganondorf (125 units; 5th)
Ground Speed: Zelda (68th walk; 80th dash)
Jump Height: Robin (38th)
Air Speed: Pyra (37th)
Fall Speed: Above-average
Crouch: Take a knee



Standing at 173cm in canon, the second tallest of any active Hololive talent as of this set's writing (after EN3's Nerissa Ravencroft), Kaela is fittingly upsized to be one of the taller women of Smash. Her gaming experience and sheer arsenal of weapons grant her a fierce neutral game for dealing with any melee, which is good when our blacksmith isn't the most mobile fighter. Kaela has you covered with her wares!

This does come with a catch. Kaela is notorious for being an obsessive gamer and having the longest stream time of any hololive member, which translates to most of her attacks having abnormally high frame data. Whether it's raw lag, multi-hits or attacks with long active windows, Kaela's more effective attacks are committal in one way or another. This can be problematic if foes don't engage with you. It's worse if they exploit one of your openings, which could lead to them comboing the very combo-able Kaela. At least her high weight allows her to withstand a lot of punishment! You have to be thick-skinned to stay in the VTubing industry.

🔨 Special Mechanic: Blacksmith



The vast majority of Kaela's non-Specials involve using a forged weapon that's unique for each input. Should Kaela go through any of these attacks without canceling them or being interrupted, she will keep the weapon she used equipped. These weapons are largely utilized for Kaela's Specials (noted by a 🔨 emoticon), which otherwise just use Kaela's small smithing hammer to weaker effect if no weapon is equipped.

You've probably guessed that Kaela's slow movement and long attacking animations make equipping weapons easier said than done. Kaela lacks the mobility needed to space herself, and just throwing out an attack for the sake of it is liable to get you punished. Landing during an Aerial does *not* count as completing it, but buffering your moves is still fine and dandy.

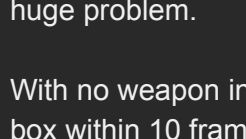
This mechanic gives opponents an incentive to stick close to Kaela: equipped weapons can lead to potent results on the moves that use them, and Kaela is absolutely capable of farming them if given the time. This in turn feeds into Kaela's melee game, and the benefit of not needing to approach yourself if opponents do. Maybe use the power of your weapons to blow them away! And if they fear your weaponry or get too evasive? Use that time to set up the big guns and equip an even more potent weapon.

Equipping a new weapon will delete the oldest one on-hand, but that can be solved with...

Special Moves

Tapped Down Special: Weapon Store ⚡

Kaela pockets away her current weapon, assuming she has one equipped. These weapons are initially stowed away on Kaela's person - smaller ones attached to her belt, larger ones holstered onto her back - but once she physically runs out of space she'll just store them away in hammerspace. Storing a weapon has no lag whatsoever, not dissimilar to Min Min's Down Special.



The stored weapon is displayed as an icon in one of 4 horizontally-aligned boxes above Kaela's percent; starting from the **rightmost box** and working to the left until Kaela has the maximum of 4 weapons in her inventory. If a new weapon is stored, the rightmost ones will be moved towards the boxes on the left. Between her inventory and hands, Kaela can have up to 5 weapons at once.

For quality-of-life, pressing B during a weapon-based attack will have Kaela store it in her inventory without the need to use Down Special right after, assuming she is successful in completing the attack. This also has the benefit of not deleting the weapon that Kaela already has equipped. Pressing B too late into the attack can result in accidentally buffering your Neutral Special or something else, but Kaela's attacks are generally long enough that this shouldn't be a huge problem.

With no weapon in-hand, this input sees Kaela equip an inventory weapon from the rightmost box within 10 frames. The order of stored weapons can be rearranged with the use of a Shield Special: shifting inventory weapons one spot ahead of the queue, and pushing the weapon in the rightmost box to the back of the queue.

Most of Kaela's other Specials vary based on whether she has a weapon equipped or not. If Kaela does not have a weapon equipped, but she has one in her inventory, the player can hold B when using that Special to have Kaela use the weapon in the rightmost box. If Kaela *did* have a weapon equipped, holding B will instead have her equip her next weapon in-line once that attack is finished.

Switching weapons is largely a casual affair, but watch out: if Kaela is struck in the middle of an attack, her stored weapons will be disheveled from the blow, and her inventory icon gets a crack through it like a chipped blade. This prevents Kaela from using her Tapped Down Special until the effect wears off, which requires her to land or be attacked again not unlike being helpless after an Up Special. Long story short, it effectively "locks" Kaela into using her equipped weapon, which is notable when she will likely be in a disadvantaged state and be forced to use that weapon to recover. It makes being punished during your attacks extra-risky! Kaela can still equip new weapons by completing attacks, but these are not likely to help her recovery unless she was launched high up.

Storing and equipping weapons comes with another benefit: if Kaela performs a weapon-based attack and has that same type of weapon stored or equipped, its lag will be reduced! How this works exactly depends on the move's properties:

- If the move's starting lag was frame 12 or higher, its starting lag is reduced. It is reduced to 5/6ths if the weapon was stored or 2/3rds if Kaela had the weapon equipped!
- If the above buff can't be applied, but the move consists of a single hitbox that is active for 10 frames or longer, then its active frames are reduced. This can be detrimental, but it can help Kaela get through their attack faster.
- If neither of the above buffs can be applied, then the move's end lag (or landing lag) is instead reduced by the aforementioned amount. This is *only* applied if the attack connects, so you can still be punished for missing!

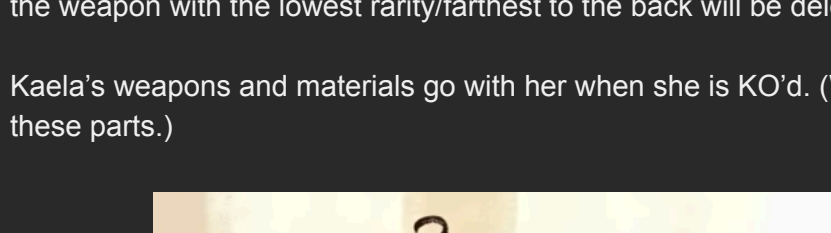
The lag out is particularly neat for Kaela's slower attacks, but it can also make her predictable. During an attack, equipping its weapon and repeating it with less lag is unlikely to combo, and stronger attacks have to contend with stale-move negation if Kaela landed them in the process of equipping their associated weapons. On the plus side, having a weapon equipped can make foes extra-wary of its associated input, especially if it was a powerful move. It can condition opponents into taking actions specifically to avoid that attack, possibly leaving them open to a different attack!

There is one more catch to equipped weapons in general. They have limited durability, as Kaela had to compromise on their sturdiness while forging them in the heat of battle. Once a weapon is equipped, it gains an invisible durability counter that starts out at 2. This number drops by 1 when the weapon is used to perform the following:

- A successful hit on an opponent or their shield, or it gets countered or parried. Only enemy players count for this! Multi-hits only count for one point of durability, thankfully.
- A weapon that is thrown as a projectile (via Kaela's Specials) lands, is caught by Kaela or runs out of momentum.
- The weapon's corresponding melee attack whiffs twice.

You can tell if a weapon is about to break when it starts blinking, just like Robin's Tomes and Levin Sword. Once a weapon's durability drops to 0, it shatters to pieces as Kaela frowns a little. This keeps the full potential of Kaela's weapons and their projectile plays in check. It's annoying when Kaela has to go through all that work to equip that weapon - but there is a way for Kaela to improve on her works...

Held Down Special: Reforge ⚡



An anvil spawns in front of Kaela as she kneels over it, lowering her goggles over her eyes. Placing her equipped or rightmost stored weapon on the anvil and her rarest available material over that weapon, Kaela pounds her hammer into the material to merge it into the weapon. After doing this for 15 frames, Kaela rises back up and holds up her upgraded weapon proudly!

Upgrading a weapon will restore it to full durability no matter how damaged it was before, and she can also use this move to repair a weapon with the same material it's currently made of if that's the best one she has (lower materials cannot be used and higher ones will upgrade the weapon instead, a convenient way to top them up with no strings attached.

...What is this material required of Kaela, you ask?

Special Mechanic: Grinding

Kaela is not content to just sit back and make weapons. She'll go through fire and flames to seek out rare materials - for she is your super cool blacksmith, and an avid fan of "grinding" in video games!

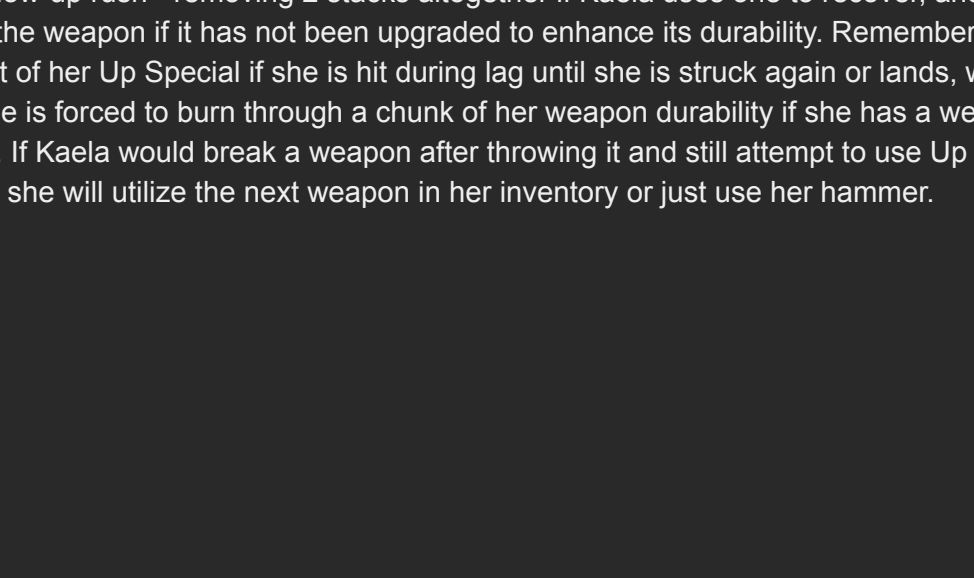
In true gamer fashion, Kaela has to grind away at her enemies to mine materials. It just works. After landing 4 melee attacks on an opponent, shield or a construct/minion, a bookmark-shaped tag will blink into existence above Kaela's percent, identical to the ones she keeps on her red belt. Landing another 4 attacks will upgrade the material, up until it has reached max rarity with 20 hits:

Hits	Material	Notes
4	Bronze	Provides a 1.5x damage boost (no knockback boost—which should be noted applies to <i>air materials, not just bronze</i>) and 1 extra hit of durability. As the first notable alloy humanity managed to harness, you've heard of the Bronze Age, I'm sure. It's only fitting that it's also Kaela's first step to greatness. Weapons upgraded into bronze variants take on its signature coppery sheen; it's not incredibly impressive in form or function, but it's easy to rack up the four hits needed to forge it and even a boost as little as it can add up and serve you well in the long run.
8	Iron	Provides a 1.2x damage boost and two extra hits of durability. While Kaela's weapons are probably technically made of iron or some derivative alloy by default, upgrading them to iron grants a slightly darker color and makes them a bit shinier to boot, a subtle effect that could almost serve to conceal the fact you've upgraded your stuff at all if the foe was particularly inattentive in that moment. A 20% boost is definitely a decent number, so you can't really go wrong with this stuff.
12	Starsteel	Provides a 1.5x damage boost and three extra hits of durability. More traditionally known as meteoric iron, this stuff is famed for being one of mankind's earliest and purest sources of iron, giving it a leg up on other metals of the time, and the flex of nuking a sword from a rock that fell from the sky didn't hurt either. Of course, this fictionalized version takes a fantasy twist: Kaela's starsteel equipment becomes a jet-black color, with light glinting off it in fancy ways revealing Widmasbitten patterns (like real meteor's!) and various star-like glitters varying in color from deep purple to bright white. It's still technically a mundane material, but definitely one of the best available, both looking cool as heck and providing an effective leg up on offensive power. Thanks, Sana!
16	Orichalcum	Provides a 1.4x damage boost, four extra hits of durability, and an additional "magic" effect on inputs using the weapon in question. A mythological metal dating back to ancient Greek times and supposedly used in Atlantis, forging a weapon from orichalcum has it take on a gold-like yellow sheen, and you'll also notice the presence of various runes and magical symbols carved into its body. orichalcum is the first magic metal available to Kaela, and using a weapon of this tier or higher will activate a special effect unique to each weapon to help her with her gameplan! Specific details will be provided when appropriate, so just hang tight.
20	Mythril	Provides a 1.5x damage boost, five extra hits of durability, and the magic effect, which also receives a context-dependent upgrade. This is pretty much the magical metal, invented by J.R.R. Tolkien himself for the <i>Lord of the Rings</i> series and spreading throughout pop culture ever since. It's strong but light, ideal for making super efficient weapons and armor out of, and when upgrading her gear to the max Kaela does just that. Mythril items take on a brilliant white sheen with a subtle blue aura around it, also inheriting the same magical runes and effects from orichalcum , with an extra situational boost to damage, duration, whatever would make sense. It's fairly hard to get a hold of, but well worth the effort when two attacks do the damage of three!

If landing 20 hits sounds like too much, don't worry! Multi-hit attacks count as multiple hits; Kaela has plenty of these given some of her extensive hitbox durations, so racking up hits is easier than it sounds. Once Kaela successfully mines hitbox and the attack used to mine it ends, her hitcount will reset, and she can mine another batch of metal. This maxes out at 3 pieces of mythril after 60 hits, though being at maximum capacity like this is pretty unlikely in the grand scheme of her gameplan.

If Kaela has an equipped weapon that is upgraded to iron or higher and would replace it by equipping a new weapon, that upgraded weapon will be deposited in her inventory instead of being deleted. If there is no room in Kaela's inventory, a non-upgraded weapon farthest to the back will be deleted to make room. And if all weapons in your inventory have been upgraded, the weapon with the lowest rarity/farthest to the back will be deleted.

Kaela's weapons and materials go with her when she is KO'd. (We call that a "zenloss" around these parts.)



Pictured: Kaela players attempting to memorize all this

Neutral Special: Adamant Forge



Getting down on one knee, Kaela draws her hammer and gives it an experimental *tap-tap* on the ground in front of her - then, apparently satisfied with the result, winds back and *slams* it down with a fiery trail, creating a molten crack on the floor that a glow-red-molten firepit suddenly erupts from! The move takes about a second to execute overall, so you will need to make a little space first.

This is a stationary construct about half a grid tall and two grids wide; it's small enough that it won't obstruct most forms of movement, fighters simply stepping over it naturally as they walk, dash, or roll. Once it's in place Kaela can't easily get rid of it, as it has no stamina to deplete and the move can't be used again until its 6-second duration naturally expires, so you'll need to be careful where you put it.

So, what's this thing actually do, huh? Well, in the first moment where it's springing into existence it'll do a fun **15% damage** with weakish upward knockback to any foes in its path, which Kaela can use to combo into other stuff pretty easily as it's actually got a very short endlag. Neutral Aerial is a great option for this in particular, but you could probably get something out of Up Tilt or Smash as well. This mostly serves as a deterrent to make foes give her some space while doing this, in any case; the primary thing that it's while a foe is standing around in the forge's area (including a roughly two-grid-tall area of flames extending upwards from it), they'll be **lit on fire** with a damage-over-time effect that lasts in stacking two-second increments applied once per second.

What that actually means is that a foe will take **2% damage** per half-second while they're on fire like this, so a foe that briefly grazes the flames will burn for two seconds (**taking 8%**) while the full 6 seconds means 12 seconds of fire and **48%** damage. (This is a scary number, but it's impractical because, like, do you know how long 6 seconds is in Smash? That's two maximum-held smash attacks.) Pretty scary debuff that grants the slow-and-steady Kaela some much-appreciated stage control that can let her prepare some weapons to fight with, but believe it or not that's not actually the primary point of this move.

To wit, upon hitting an enemy that's on fire from this move with an equipped weapon (or while Kaela is standing in the forge or one of her attacks' hitboxes intersects the fire, including projectiles from throwing attacks- this will cause the weapon to glow red-hot), that hitbox will deal fire damage (mostly aesthetic, with any edge cases regarding explosives or other movesets' effects that they usually have) and most importantly **won't deal any durability damage to that weapon**, tempered by the heat! Don't worry, Kaela's fine; she's got gloves and her clothes are presumably made to be heatproof given her occupation.

It's a little situational and a lot committal since it can't be moved once it's down until it expires, but a boon like this can come in surprisingly handy for Kaela. For instance, her Up Special will take two points of durability from any weapon she uses with it, but if you begin it in a fire it'll stay hot and malleable through the whole thing, not taking a single point of damage. Dropping a forge in a strategic spot that either you or a foe will be frequenting (at a ledge, perhaps?) can let you get a good few extra hits out of your weapons and rack up the materials to keep them nice and repaired without worry, making for a nice bonus that's definitely appreciated even if it's not absurdly useful.

Side Special: Stress Test ⚡

Extracting a small spare hammer, Kaela brings it over her shoulder before tossing it forward. The throw's exact animation, launch angle and throwing speed vary on how the control stick was angled:

- ➡: A spirited throw that sends the hammer flying forward, not dissimilar to smash-throwing an item capsule. It lands 6 grids ahead of Kaela on flat ground, but is very capable of continuing on further with the aid of more varied terrain.
- ↗: A more lazy toss that sends the hammer sailing at Ganondorf's dashing speed on an arch arc, peaking at 4 grids and landing that far ahead of Kaela. With good spacing, it is possible for the tiny hammer to bonk foes out of the air, if they jumped thinking you were going for a forward throw. The hammer flies slowly enough that Kaela can act and reach it by the time it lands; using it for stage control or to combo opponents who were silly enough to be bonked by the little hammer. The higher the hammer is thrown from, the longer it will take to come back down; acting as more of a delayed hitbox if you say, double jump and up-angle Side Special.

- ↘: Tosses the hammer diagonally downwards with the same force as the forward throw, in a sort of overhand throw like she's dunking a basketball. If the hammer hits a surface, it will skip across the ground in a very low arc, equal to the distance it flew before landing. Not very useful from the ground, but it can serve as a mix up high in the air if your opponent was expecting you to use an up-angled throw to create a delayed falling hitbox.
 - If the hammer hits an opponent on the way down, it will bounce off of them - flying 4 grids upwards and coming back down at the same rate as Snake's U-Smash mortar. This can serve as something of a delayed hitbox that can threaten to hit the same foe again, especially if they shielded against the initial hammer projectile. A down-angled hammer can only bounce off a surface or opponent once - hitting something again will cause it to vanish.

All that said, the hammer is a bit of a poor projectile. It only deals **6%** and low set knockback, and Kaela goes through an uncomfortably high amount of lag for such a tiny projectile - start-up and end lag are frame 26 and 40, respectively. The forward and down-throws are unsafe on block, even at mid-range, and Kaela can only have 1 hammer out at a time. No spamming hammers to create multiple falling projectiles. Not a great projectile, but it's better than nothing.

There are two ways to improve upon Side Special. The first is to use the move near a flying hammer. Doing so will have Kaela catch the hammer out of the air and throw it *much* faster than usual - frame 10 start-up with FAF 26, close to Olimar's Pitkin Toss! So if Kaela has reached a falling hammer and her opponent has retreated, she can throw it once more over its lifetime, and use the big cut to her end lag to better approach alongside the hammer.

The second option is to throw your equipped weapon! Or inventory weapon by holding B while unarmed. This brings the lag down to reasonable enough levels (frame 15, FAF 32) that Kaela could spam weapon throws and empty out her inventory to create some bullet hell. The travel speed, hitbox size and damage properties of each thrown weapon varies too. Unlike the hammer, these thrown weapons will pierce through opponents, unless they would bounce off of them from being down-thrown. If a weapon still has durability remaining when it lands, it will keep around and lose 1 durability every 50 frames (unless it's in the area of an NSpec forge's flames, which will delay such a thing until the forge expires), giving Kaela the chance to store or throw that weapon again if she can reach it in time.

Catching and throwing a midair weapon will have Kaela do so with the aforementioned frame 10 start-up. She can do this as many times as she pleases, providing she remembers weapons lose 1 durability when they are re-thrown. Travel speeds vary between weapons too, making some harder to catch than others.

Up Special: Forge Your Path ⚡

Kaela spins and swings her arm overhead to throw her hammer (or equipped/inventory weapon) 4 grids upwards, looking a bit like an Up Smash animation-wise. Coming out on frame 15, the same as Ike's Aether, this is a nice projectile that can be used to follow up on Kaela's melee or shark opponents who stay too high in the air in fear of the move.

A thrown hammer deals **5%** and alight upwards knockback that can KO near the top blast zone at **180%**. If the projectile connects on the last third of its flight, it will instead deal low downwards knockback. This just leaves foes some distance above Kaela at lower percents, but once they get to the hundreds they can be knocked down to ground level for a kill confirm. All weapons thrown with Up Special fly at a knockneck space, but like Side Special their hitbox size, travel distance and damage vary.

Once the hammer/weapon's flight ends, it will kind of burn out and fall straight down unceremoniously at a slightly slow pace, lacking a hitbox of any sort. Otherwise weapons behave similarly to Side Special - they can be caught out of the air and thrown with that move or Up Special (with start-up reduced to frame 10, just like Side Special), stored away or you let them land and sit around. In fact, Kaela's spare hammer is shared between her Side Special and Up Special - if she has one out from any move, she cannot produce a hammer with either move. End lag is slightly above-average, making Up Special weapon throws less spamable than Side Specials and Kaela prone to being punished if she misses with one.

Kaela can only throw one hammer with Up Special per air trip, but this limit is not applied to throwing weapons.

By inputting Up Special when or after Kaela throws her weapon/hammer, she will bend down and leap to catch it out of the air at its peak ascent. From here, Kaela stalls in the air for 20 frames, weapon pulled behind her dramatically, before she flies in a chosen direction with her weapon thrust ahead of her. She even catches fire as she flies, like she's channeling the fires of her forges! It even comes with a nice 10% heavy armour for protection.

This is not a simple 8-way recovery; it can only be aimed horizontally, diagonally downwards or straight down. If Kaela flies horizontally, she will cover 3.5 grids before she enters helpless, but with a nice momentum boost so it's a better recovery than it looks if you're not intercepted. If Kaela flies downwards or diagonally downwards, she will plummet at breakneck speeds until she lands or enters the blast zone. Kaela *does* like challenging herself!

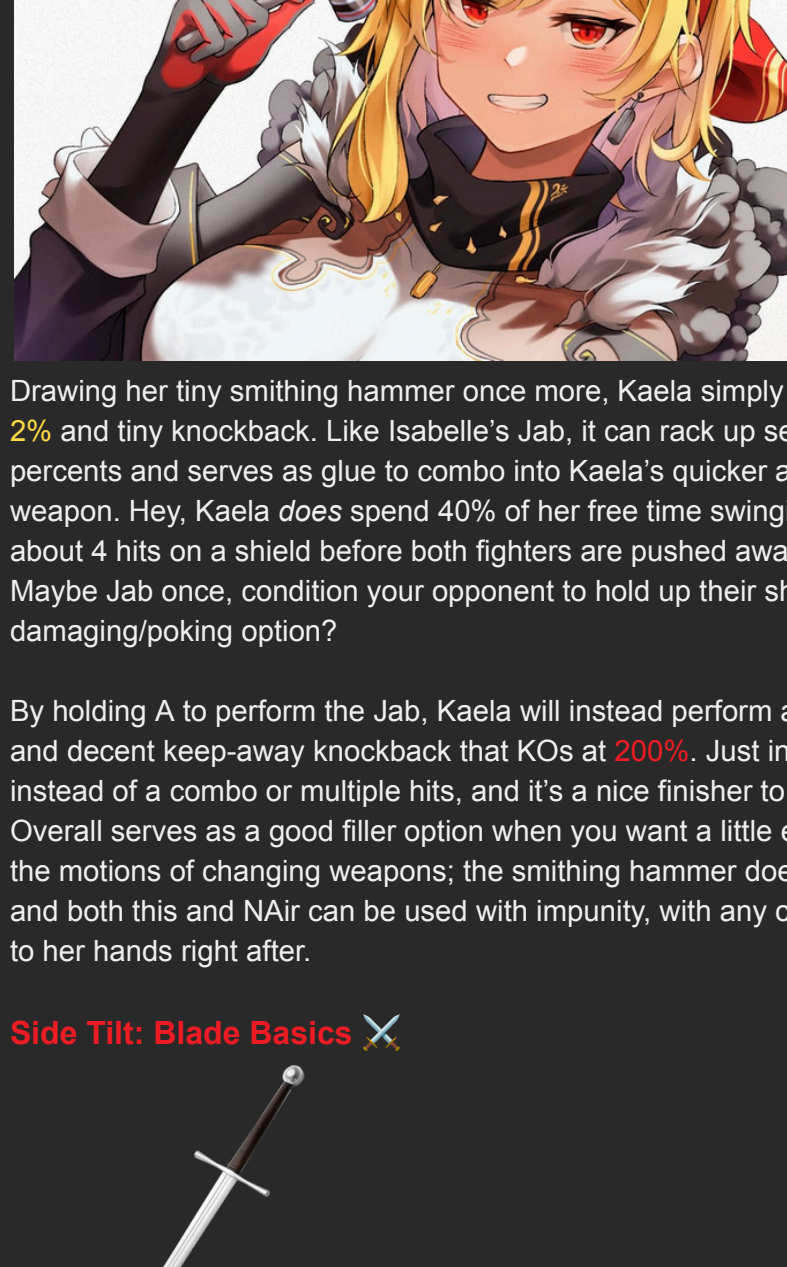
No matter which direction Kaela flies, opponents struck by her will receive chunky radial knockback. The hammer in particular deals **12%** that KOs from centre stage at **105%**, but weapons generally deal more damage and offer some kind of extra effect or protection for the flying Kaela. If Kaela lands, she will crash into the earth and throw up a chunky, 3 grid large fiery explosion, not dissimilar to the blast radius of Link's Remote Bombs. This deals **15%** that KOs at **90%**, assuming Kaela was using the hammer to attack.

Kaela's flight + plummet attack is generally read-based, but there are a few ways to read into it. The first is to weapon throw > horizontal rush into an opponent who attempts to avoid landing directly over Kaela. You could also rush diagonally downwards to catch an air dodge. The second way is to hit with the weapon throw's peak hitbox to knock your opponent down, then rush down at them and hit them if they don't air dodge - even if they DI out of the way, they'll still get hit by the explosion when Kaela lands. This mix-up gives Kaela a 50/50 from the aforementioned projectile situation: if the foe does air dodge, thinking you're going for the plummet, then going for the follow-up will let you punish with a Smash attack!

Using weapons for Up Special will remove a stack of durability when they are thrown and used for the follow-up rush - removing 2 attacks altogether if Kaela uses one to recover, and outright breaking the weapon if it has not been upgraded to enhance its durability. Remember, Kaela is locked out of her Up Special if she is hit during lag until she is struck again or lands, which means she is forced to burn through a chunk of her weapon durability if she has a weapon equipped. If Kaela would break a weapon after throwing it and still attempt to use Up Special's follow-up, she will utilize the next weapon in her inventory or just use her hammer.

Normal Attacks

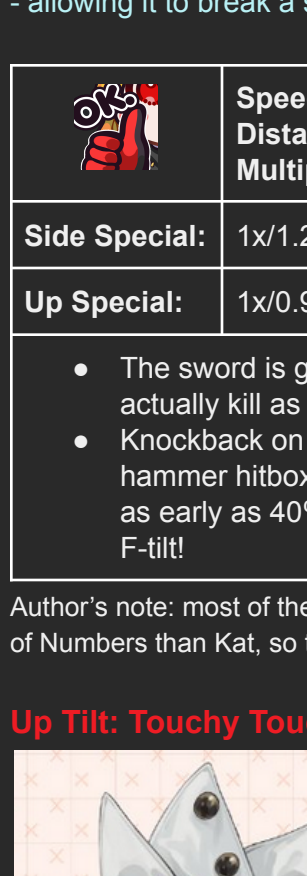
Jab & Combo: Bonk!



Drawing her tiny smithing hammer once more, Kaela simply swings it forward to bonk foes for **2%** and tiny knockback. Like Isabelle's Jab, it can rack up several hits (about 5) at lower percents and serves as glue to combo into Kaela's quicker attacks without changing her weapon. Hey, Kaela *does* spend 40% of her free time swinging hammers! You can also get about 4 hits on a shield before both fighters are pushed away out of range for Kaela's Jab. Maybe Jab once, condition your opponent to hold up their shield and go for a grab or a shield damaging/poking option?

By holding A to perform the Jab, Kaela will instead perform a hammer uppercut that deals **8%** and decent keep-away knockback that KO's at **200%**. Just in case you're fishing for space instead of a combo or multiple hits, and it's a nice finisher to a sequence of chained bonks. Overall serves as a good filler option when you want a little extra damage without going through the motions of changing weapons: the smithing hammer doesn't count as part of her arsenal, and both this and NAir can be used with impunity, with any currently equipped weapon returning to her hands right after.

Side Tilt: Blade Basics



With a flick of her wrist, a blade flies out of Kaela's sleeve and into her hand. She steps into a casual upwards slash; tosses the sword into her other hand as she steps into a downwards slash; and finishes it by holding the sword with both hands and stepping once more into a fierce upwards slash. Talk about skill!

The first 2 slashes rack up **6%** and lock opponents into the final hit, which deals another **6%** and average knockback that KO's at **140%**. If the control stick was angled downwards, the foe will take weaker knockback on a low angle: starts out average, starts to force tech situations from 80% and KO's at **200%**, much later than normal. If the control stick was angled upwards, the foe will instead be launched on a high angle, with relatively low base knockback that also won't KO until **200%**. This gives F-tilt a great deal of flexibility in how Kaela can follow up on it. The sword is about the length of Marth's blade, giving it some decent disjointed reach.

F-tilt is a bit slow to start up, frame 13, but this can be brought down to frame 8 by having the sword already equipped, allowing it to combo out of Jab. Frame-wise, there's a bit of a gap between the 3 sword slashes (13-14/20-21/28-29), but the actual end lag is pretty low! Essentially, F-tilt embodies the strengths and weaknesses of Kaela's melee game: a lasting hitbox that's strong against shields and dodges and hard to break through, but hampered by a long duration. That Kaela steps forward while slashing allows F-tilt to be used aggressively. Its multiple disjointed hits also make it a good defensive option - pop it out form a run-turnaround cancel if your opponent tries to pursue you when you dash away. If you're the opponent and you think Kaela is going for an F-tilt, especially after equipping the sword, consider jumping over or rolling around her.

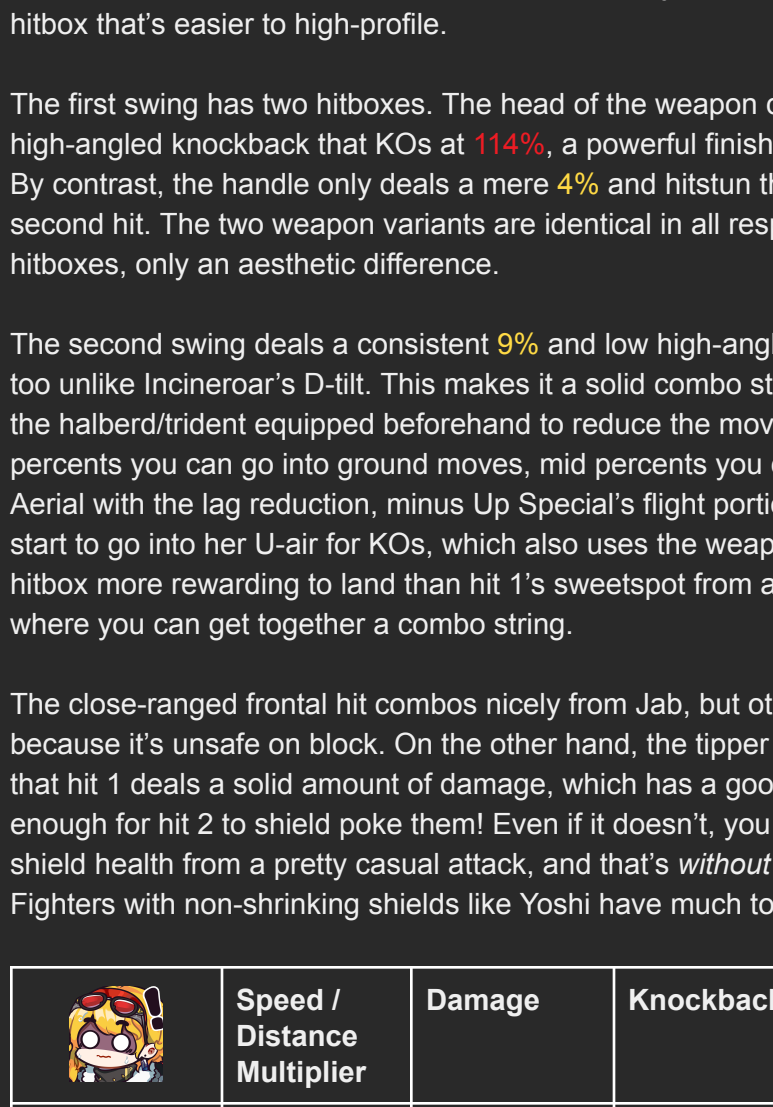
Upgrading the sword to orichalcum gives all of its melee hitboxes transcendent priority, preventing them from clashing with other hitboxes. F-tilt will also reflect projectiles with **1.25x speed and 1.5x power**. Upgrading to mythril gives F-tilt a cutting edge that bestows it with trample priority, tearing through all manner of opposing hitboxes, and boosts F-tilt's reflective properties to 1.5x speed and 1.85x power. The latter also brings up F-tilt's total damage to **18%** - allowing it to break a shield in just a few hits if opponents don't bother to play around F-tilt.

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	1x/1.2x	9%	Average	200%	Killing Edge
Up Special:	1x/0.95x	9%	Solid	100%	

- The sword is generally a good example of an "improvement over the hammer, can actually kill as a projectile," type of throwing weapon.
- Knockback on the Up Special sword throw is notably decent - compared to the hammer hitbox, the downwards knockback can bring foes down to Kaela's level from as early as 40%. Remember, you can choose to knock your opponent upwards out of F-tilt!

Author's note: most of these numbers on the later moves were filled in by Bubby, who has far less sense of Numbers than Kat, so they're all crashshots. Don't take 'em too seriously or anything

Up Tilt: Touchy Touchy



Kaela gives it to em' good with a gauntlet-powered uppercut that lifts her off the ground slightly. Packing good vertical reach, even disjointed horizontal reach comparable to Snake's U-tilt, its quick frame 5 start-up makes it a reliable sucker punch. It even comes with i-frames between frames 2,9, so it can be used as a pseudo-counter. This comes at the cost of 45 frames of end lag (reduced to 30 frames if gauntlet is equipped), making it costly to miss if Kaela pulls an U-tilt out of nowhere.

The uppercut deals **6%** on hit, with a close-ranged grounded sweetspot that deals **11%** and strong shield push + stun and 1.5x shield damage. A good close-ranged alternative to Jab or D-tilt if you're scared of shields, but it's susceptible to being parried or spot dodged.

A successful hit leaves your victim at the peak of Kaela's uppercut. From here Kaela has a few follow-ups:

- Cancel into a footstool jump.
- Do nothing, stay in the air and combo into a N-air.
- Press A to perform a follow-up attack.

The latter is only available if the uppercut actually connected, and not against a shield. Doing so has Kaela lift her opponent above her, crash down and dunk them into the ground upside-down for **5%** and a K. Rool D-throw style bury. At low percents, Kaela can go for something quick, and gradually kill confirm into something moderately laggy past 100% - bearing in mind that you can't go for other equipped weapon options and their lag cut bonuses due to equipping the gauntlet on success. Some bury options include:

- Confirm to Jab or D-tilt, even exploiting knockback storage on the former. Jab > U-tilt is technically possible, but the grab cooldown prevents Kaela from landing the latter's grab and burying her opponent again.
- Dash Attack for a more straightforward launcher.
- Up Special to intercept an opponent who escapes! The gauntlet reaches high enough that it can snag the opponent at the peak of their "jump" escape and potentially bring them back down.

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	0.35x/1.3x	7%	Solid	250%	Shot Put
Up Special:	1x/1.3x	14%	Solid	95%	

- The gauntlet has a unique property among thrown weapons: it has a grab hitbox! Specifically from Side Special; Up Special sends it out in a punching motion. Grabbed foes are instantly squeezed and take their usual damage + knockback and the universal one second grab cooldown.
 - The gauntlet's low flight speed from Side Special prevents it from pressuring ranged opponents, balancing out its grab hitbox. On the plus side, this gives the gauntlet a ton of projectile life - combined with its extra distance - making it easy to catch and just spend a long time in the air from an up-angled Side Special.
 - You could even fire off the gauntlet high in the air after cancelling a successful U-tilt into a footstool jump, so the gauntlet falls from as high up in the air as reasonably possible.
- If an opponent is knocked into a flying gauntlet, it will latch onto them until their knockback ends - then squeeze them and apply its projectile damage and knockback. With solid base knockback on its own end, this gives the gauntlet a good chance of serving as a kill extender.
- Orichalcum upgrade extends the range that a flying gauntlet will latch onto launched foes by **2 grids**; mythril increases this to **3 grids**.

Down Tilt: Psycho Sharker



Kaela extracts a halberd or trident (chosen randomly, but if Kaela is holding one or the other in her hand or inventory already she'll use that instead- if in possession of a halberd and trident at the same time due to throwing one with Side or Up Special, it'll use whichever is upgraded higher, currently being held, or in her inventory's rightmost position, prioritized in that order) and performs a heavy sweep across the ground, followed by a more relaxed alternating sweep. Think Bowser's D-tilt, but with that sweet, sweet disjointed reach in exchange for having a flatter hitbox that's easier to high-profile.

The first swing has two hitboxes. The head of the weapon deals a chunky **13%** and strong high-angled knockback that KO's at **114%**, a powerful finisher if Kaela can space herself for it. By contrast, the handle only deals a mere **4%** and hilstun that leaves opponents in range for the second hit. The two weapon variants are identical in all respects in terms of frame data and hitboxes, only an aesthetic difference.

The second swing deals a consistent **9%** and low high-angled knockback with low scaling, not too unlike Incinerator's D-tilt. This makes it a solid combo starter, or an excellent one if you had the halberd/trident equipped beforehand to reduce the move's (still decent) end lag! At low percents you can go into ground moves, mid percents you can go into Aerials - literally *any* Aerial with the lag reduction, minus Up Special's flight portion - and at higher percents Kaela will start to go into her U-air for KO's, which also uses the weapon. That combo potential makes the hitbox more rewarding to land than hit 1's sweetspot from any percent, especially low percents where you can get together a combo string.

The close-ranged frontal hit combos nicely from Jab, but otherwise it's risky to go for in neutral because it's unsafe on block. On the other hand, the tipper is a menace against shields - note that hit 1 deals a solid amount of damage, which has a good chance of shrinking shields low enough for hit 2 to shield poke them! Even if it doesn't, you just took off half of your opponent's shield health from a pretty casual attack, and that's *without* the damage boost from upgrading. Fighters with non-shrinking shields like Yoshi have much to fear from Kaela's D-tilt.

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	1.3x/1.2x	10%	Low	200%	Byleth F-Smash
Up Special:	2x	8%	Below-average	250%	

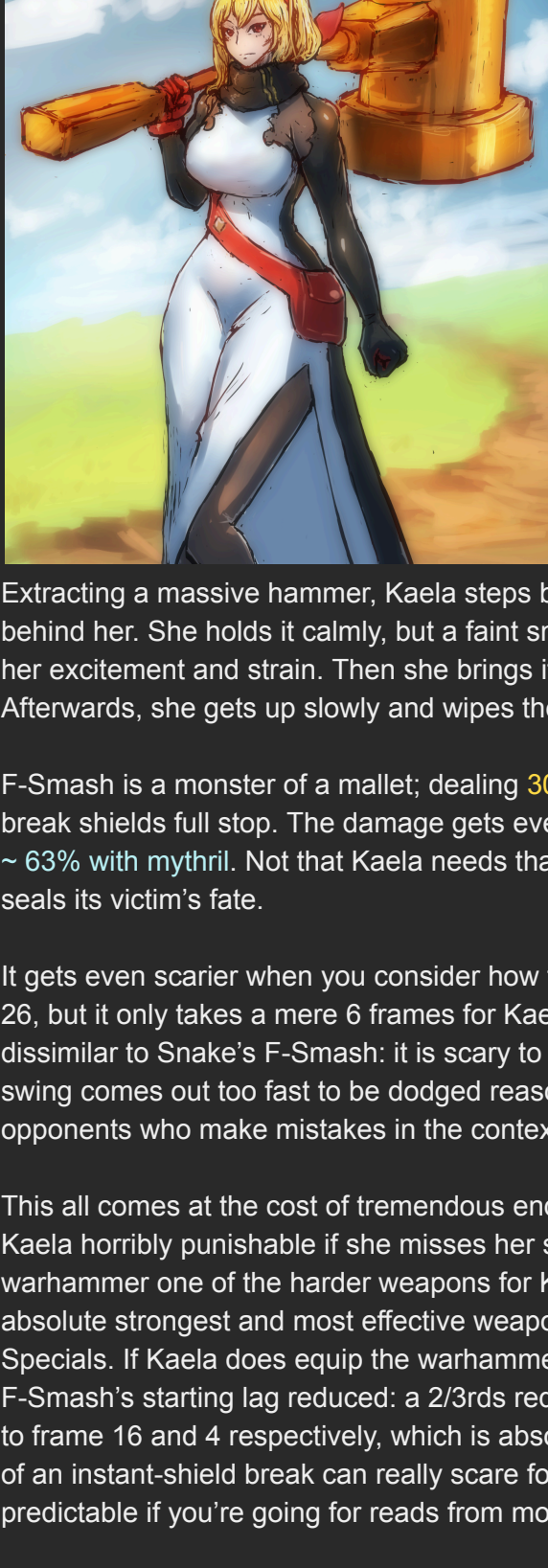
- A trident or halberd that is thrown with Side Special or Up Special will fly in a straight line rather than spin like most other projectiles, giving it a thinner hitbox in exchange for more speed.
- The weapon flies twice as far as a hammer when thrown upwards, giving Kaela a better vertical recovery!
- Upgrading the weapon to orichalcum or higher gives it the ability to pin and drag opponents along if it hits them while flying at a high speed:
 - A weapon that is thrown forward, diagonally downwards or straight up (with Side Special or Up Special respectively) will carry opponents up to 4 grids - or until it hits a surface - before they take their knockback.
 - Likewise, flying the weapon with Up Special will carry victims along until its flight ends. This effect in general makes the upgraded weapon better for spacing, and for carrying foes closer to the blast zone.
 - If Kaela flew downwards, she will carry her victim with her until she either plunges into a blast zone (opponent loses a stock first) or lands and triggers her landing blast. The combined damage from Kaela's flight and the blast itself result in a considerable 38% or 41%, thanks to the damage boost from weapon upgrading!

Dash Attack?

More on that later...

Smash Attacks

Side Smash: War Hammer



Extracting a massive hammer, Kaela steps back as she heaves the weapon over her head and behind her. She holds it calmly, but a faint smile, trembling and copious amounts of sweat betray her excitement and strain. Then she brings it down, kneeling into a blow that shatters the earth! Afterwards, she gets up slowly and wipes the sweat from her forehead.

F-Smash is a monster of a mallet, dealing 30% ~ 42% that KOs at 58% ~ 27%, and will outright break shields full stop. The damage gets even more ludicrous when upgraded, as much as 45% ~ 63% with mythril. Not that Kaela needs that much extra damage on a Smash attack that easily seals its victim's fate.

It gets even scarier when you consider how the starting lag is distributed: charge hold is frame 26, but it only takes a mere 6 frames for Kaela to hammer once you release the move. Not dissimilar to Snake's F-Smash: it is scary to approach Kaela when she has a charge up, as the swing comes out too fast to be dodged reasonably, and she can just use the swing to catch out opponents who make mistakes in the context of her Side Special projectile game.

This all comes at the cost of tremendous end lag: 55 frames, or close to one second, leaves Kaela horribly punishable if she misses her swing altogether. This of course makes the warhammer one of the harder weapons for Kaela to equip. On the plus side, it is one of Kaela's absolute strongest and most effective weapons in the context of moves that utilize them like her Specials. If Kaela does equip the warhammer, she can enjoy the benefits of having her F-Smash's starting lag reduced: a 2/3rds reduction will bring the charge hold and release down to frame 16 and 4 respectively, which is absolutely disgusting for how powerful it is. The threat of an instant-shield break can really scare foes out of blocking, which can make them more predictable if you're going for reads from moves such as your Jab.

The impact of Kaela's hammer shakes the earth, triggering a hard interaction with any weapons lying around on the same platform. These are thrown forward as if Kaela had thrown them with her Side Special, complete with the ability to pick their flight trajectory by angling the control stick when the hammer hits. As a bonus, charging F-Smash will apply the same charging bonus to these flying weapons! Making the weapons fly this way will *not* expend their durability, which is only fair when F-Smash is such a heavy commitment. You just need to have thrown a weapon with enough durability to stay around for a few seconds after landing, or fire off an F-Smash shortly after a thrown weapon lands.

Application-wise, you can use F-Smash to turn your fallen weapons into threats, or make a weapon fly towards you and use its hitbox to cover Kaela's chunky end lag.

An orichalcum warhammer provides a further boon, the earth-shaking impact causing the ground to briefly crack underneath it for an unorthodox range boost. Any ground-bound foes within a BFP in either direction of the hammerhead itself (*not* Kaela) will take 5% ~ 7% damage and be tripped, granting some situational coverage in the event of a miss. While difficult to take advantage of due to the move's colossal endlag, Kaela could set up a dropped weapon to be flung at the foe while they're dealing with that- just make sure you time it right so they're not in the air, which is a little easier than it seems thanks to the speed of the release.

A mythril warhammer will push this even further, causing beams of light to erupt from the cracks, reaching as tall as Kaela herself for some vertical action! While the damage itself is unchanged, any foes caught in this will be paralyzed for a moment before taking some weak upwards knockback, presumably smote by the mythril's holy energy. This provides enough of a delay for Kaela to act out the endlag, giving an opportunity for some simple combos into things like Utilt, USmash, or NAir, a nice backup option to lead into a kill confirm if you whiff the main hit. Maybe a little excessive, but if you've managed to get this far, you deserve it.

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	0.9x	12%	Solid	150%	Death's Scythe
Up Special:	1.5x	16%	Solid	95%	

- No matter how it's thrown, the scythe will rapidly spin around in a pretty cool way, almost looking more like a bladed boomerang.
- A magical scythe will heal her all the same when thrown, even resulting in multiple activations if she catches the foe in the early stages of Up Special in the right way.

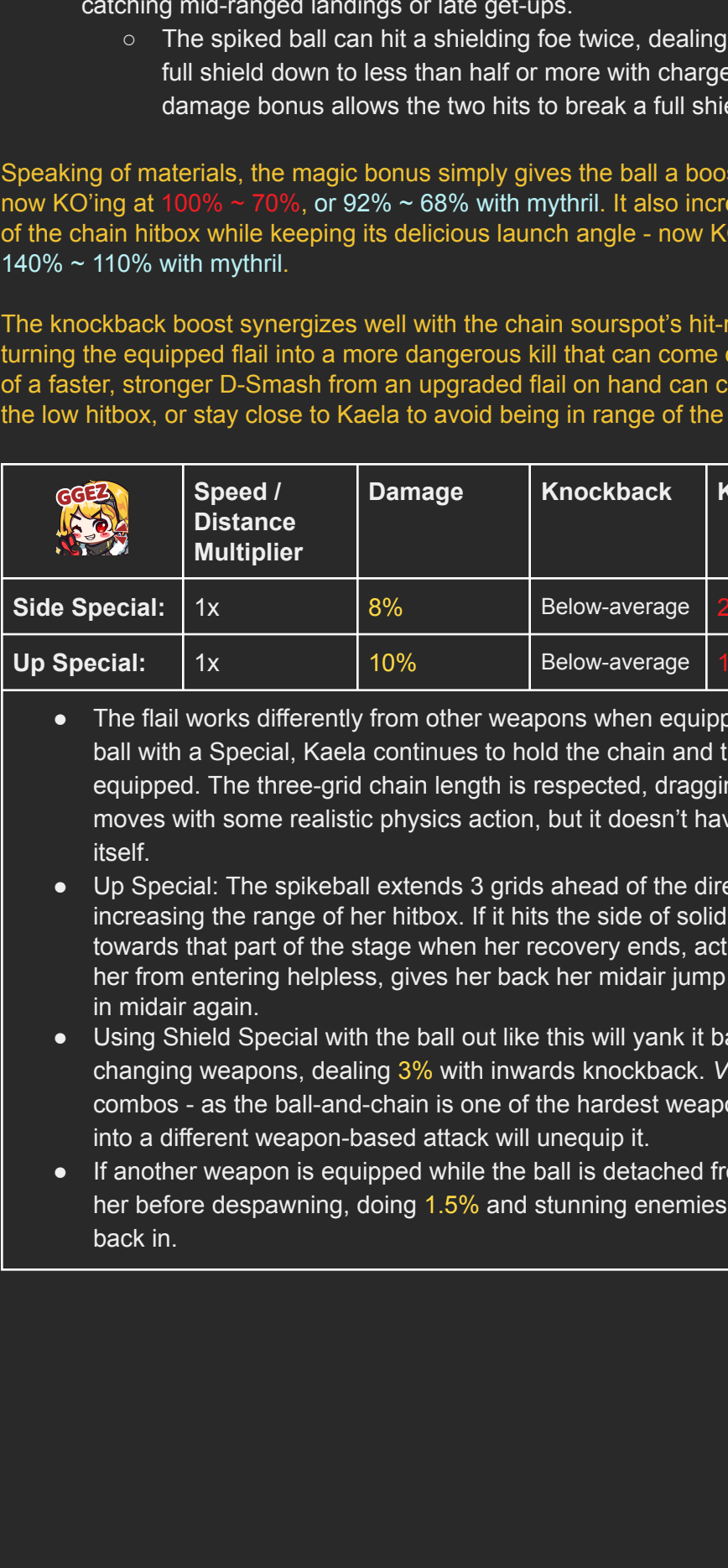
Down Smash: Flailing Around



Kaela whips out a spiked ball-and-chain and spins a short length of chain confidently. Once released, Kaela crouches down, snaps the chain across the ground and spins to swing the extended ball around her several times. The chain is 3 grids long on either side of Kaela, giving her D-Smash massive horizontal reach! It easily counters rolls, ledge rolls and covers every get-up option from a prone opponent. This is good, because D-Smash's massive frame data makes it very committal: 20 frames of start-up, 42 active frames and 45 frames of end lag should you dare miss. You'll need a good 2 seconds to yourself if you want to equip this weapon safely.

- The extended chain is a "sourspot" that traps opponents for 10 hits of **0.8% ~ 1.16%**, followed by okay horizontal forward knockback that KOs at **200% ~ 170%**.
 - Racking up 10 hits (or more in FFA matches!) for materials is a nice consolation prize, or you could use the chain's sheer length and duration to try and gimp a recovering opponent.
 - As the knockback is weak and always sends your opponent forward, hitting an opponent behind you will knock them *towards* you. With lower percents and max backwards spacing, the foe will be left close to you, allowing Kaela to combo into any attack with reasonable start-up. She can even combo into another D-Smash, thanks to the starting lag being cut down to frame 12 from being equipped. Whack your foe again with the chain hitbox to score another 10 hits!
- The spiked ball is a ranged sweetspot that deals **10% ~ 14%** and strong knockback that KOs at **140% ~ 108%**. That is not very strong, but the ball has a lot of reach - potentially killing earlier if you hit an offstage opponent - and is casual to hit with in prone situations.
- The spiked ball also gains power over time, as it builds up more and more momentum

Up Smash: Whirling Death



Suddenly drawing a *scythe* of all things, Kaela holds it out, resting it against the ground as she charges with the blade pointing upwards as she glances up herself. Upon release, she abruptly swings it upwards in an arcing sweep, a satisfying "ching" sound effect ringing out as it slices through the air with enough force to embed in the ground behind her and necessitating a little extra effort to pull it out!

Dealing 14% ~ 19.6%, this move is an easily-accessible source of damage that is also decent at finishing off stocks, KO'ing at 140% ~ 80%; not nearly as potent as Side Smash of course, but it makes up for it by being the fastest and widest-reaching of all of Kaela's Smashes, by far the most accessible in a vacuum.

It's got a good startup lag relative to Kaela's generally slow demeanor, allowing her to use it to catch out hastily approaching foes or slow and punishable attacks of their own with minimal worry and maximal firepower. She doesn't possess many combo options to further take advantage of this, but you could set something up with a held Jab or a UAir groundbounce. It's also great at tearing through shields with boosted damage, making a deadly omen that foes would do well to respect.

Be careful, though; the move's endlag is decently long as she needs to tug her blade out of the ground. Though not as bad as Side Smash, it's still enough for a speedy foe to dash in and get a punish of their own, meaning that this move can be baited out to take advantage of easily and is a pretty common trap to use against novice Kaela players who at least have enough sense to not go for the warhammer. Just stay cool and don't spam, and you'll keep things under control.

The scythe also has a pretty fun magic effect, as it happens. It receives no mechanical improvements in a vacuum; instead, any slices into a foe will cause it to siphon away a little bit of their soul, a small white wisp emerging from them that travels down the weapon, up Kaela's arm, and into her body, resulting in her healing herself for 2.5% per hit. This is a great boon for survivability, but be careful not to over-rely on it and get punished as detailed above- of course, it applies to the scythe's parts in Dash Attack and Forward Throw too, just for fun. A mythril scythe will excise a larger wisp, giving her a doubled heal of 5%.

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Up Special:	1.5x	16%	Solid	95%	
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- The spiked ball also gains power over time, as it builds up more and more momentum from being spun. It gains power after 9 frames, and maxes out on frame 30: now dealing a more impressive 20% ~ 28% that KOs at 70% ~ 40%. It is primarily a hard read though, not dissimilar to F-Smash, but compared to that move the ball is better for catching mid-ranged landings or late get-ups.
 - The spiked ball can hit a shielding foe twice, dealing enough damage to reduce a full shield down to less than half or more with charge. With a mythril boost, the damage bonus allows the two hits to break a full shield with no charge!

Speaking of materials, the magic bonus simply gives the ball a boost to its starting knockback: now KO'ing at 100% ~ 70%, or 92% ~ 68% with mythril. It also increases the knockback scaling of the chain hitbox while keeping its delicious launch angle - now KOs at 160% ~ 130%, or 140% ~ 110% with mythril.

The knockback boost synergizes well with the chain sourspot's hit-racking capabilities, and turning the equipped flail into a more dangerous kill that can come out from nowhere. The threat of a faster, stronger D-Smash from an upgraded flail on hand can condition foes to jump over the low hitbox, or stay close to Kaela to avoid being in range of the spiked ball.

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	1x	8%	Below-average	210%	Beast Ball
Up Special:	1x	10%	Below-average	120%	
- The flail works differently from other weapons when equipped: even after throwing the ball with a Special, Kaela continues to hold the chain and thus keeps the weapon equipped. The three-grid chain length is respected, dragging it along with her as she moves with some realistic physics action, but it doesn't have any lingering hitbox by itself. - Up Special: The spikeball extends 3 grids ahead of the direction Kaela is flying, greatly increasing the range of her hitbox. If it hits the side of solid stage, Kaela will be pulled towards that part of the stage when her recovery ends, acting like a tether. This stops her from entering helpless, gives her back her midair jump and lets her use Up Special in midair again. - Using Shield Special with the ball out like this will yank it back to Kaela instead of changing weapons, dealing 3% with inwards knockback. Very promising way to start combos - as the ball-and-chain is one of the hardest weapons to equip, and comboing into a different weapon-based attack will unequip it. - If another weapon is equipped while the ball is detached from Kaela, it will zip back to her before despawning, doing 1.5% and stunning enemies with a flinch on the way back in.					

Aerial Attacks

Neutral Aerial: Palu Udara

Shifting her body towards the screen, Kaela tucks in her knees and brings the little hammer over her shoulder before she gives it a clockwise swing. Its animation and wide hitbox coverage bear a strong resemblance to Ike's Neutral Air, but the little hammer naturally lacks the longer reach of a sword. On the other hand, it starts and ends sooner! The hitbox comes online as early as frame 3 and takes above and behind Kaela on frame 13, making it a reliable attack and great out-of-shield option if you're close enough for it. Reasonable end lag and low landing lag also make it safe to throw out.

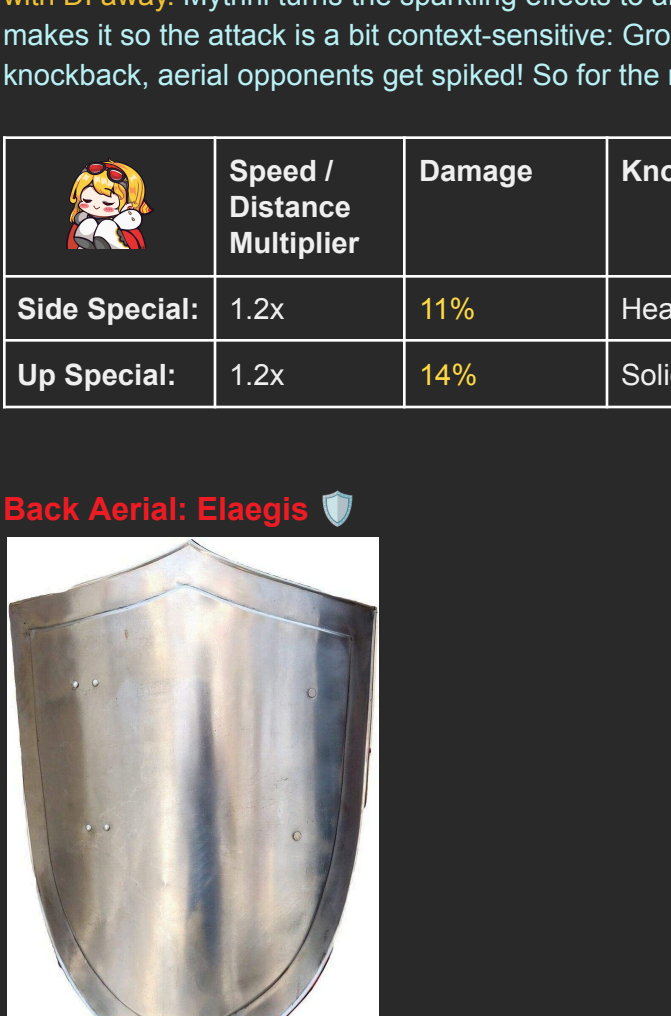
The hammer swing deals 7% and pretty consistent medium knockback, but the launch angle is based on where it hits. Foes hit from the front are largely popped up on a high angle, enough for Kaela, which can result in comboing into another aerial or capping off with an Up Special, or even U-air for later kills. This is prone to failure if opponents DI away from you, but worry not! Striking an opponent below you will send them straight up, which aligns them better for your air combos + Up Special and opens up the possibility of going into a B-air. You're more likely to get this hitbox if you land directly over an opponent, though it does require you to get in even closer and hit with a slightly later part of N-air.

N-air has two more hitboxes, though they are niche. If you hit with the very first frame of N-air, you'll pop your opponent straight ahead of you. It can be a bit annoying if you were expecting or going for the main hitbox, but it gives Kaela a simple way to pop enemies forward and potentially go into her Side Special or Dash Attack with whichever weapon she has. You'll probably be using this against short-hopped approaches.

If you hit with the last 2 frames of N-air, you'll instead knock your opponent downwards! You'll need to hit behind you and need some timing and precision to pull it off, not too dissimilar to the late hit of Ike's N-air, and the position of the hitbox means you generally need to hit an opponent above you. The downwards knockback isn't terribly lethal, similar to Kirby's Down Air, but it guarantees Kaela a footstool jump or Down Air if there's enough airspace beneath her. And if there's ground, your opponent can expect to be forced into a tech situation and possibly whacked with one of your bigger attacks. The fact that Kaela can have one of her stronger and bigger weapons ready to intercept an opponent certainly helps!

The above is what happens if the Neutral Air is tapped. If the input is held, Kaela performs an entirely different attack as she uses her little hammer to perform a spinning attack that takes after Zelda's N-air. This drags opponents for 5 hits of 2% apiece between frames 5-25, and finishes with pretty decent knockback that KO's at 235% and gives you space and time to go through a weapon attack or two at higher percents. This is nice for some extra utility that tapped N-air lacks, but the spin has worse coverage and end lag that makes it more committal. It is primarily used for casual knockback, but you can naturally drag opponents to the ground and segue into your grab and most of your Standards. You could even use tapped N-air to go into held N-air for this!

Forward Aerial: Meathad's Mace ★ ———



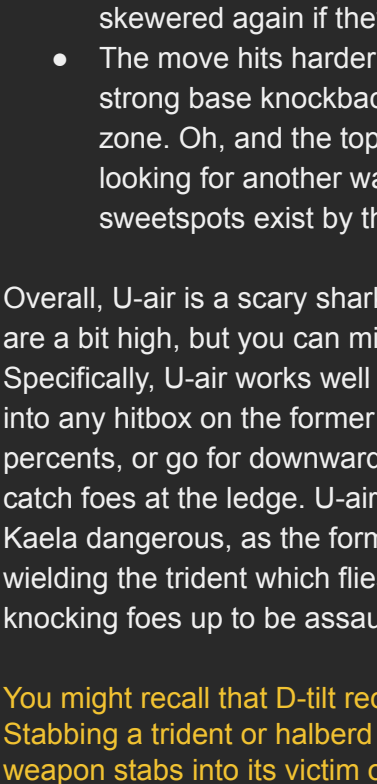
A move for those with brains as firm as their muscles, this attack begins with Kaela taking out a more traditional mace compared to the ball-and-chain style one from Down Smash. The mace has about the size of a Star Rod, so it can be pretty good at playing keepaway. Kaela proceeds to smash the mace down in front of her after taking it out with a steadiness and strength befitting someone who hammers away forging so often, making it look rather effortless despite the heft of the weapon. The head of the weapon is a sweetspot that deals 13% damage while knocking the opponent out at around 113%, in the process. The rest of the mace is a weaker blow that deals 10% with knockback that fails to KO until 175% overall.

While the starting lag of the attack is on the longer side at 14 frames, Kaela has a lot of options to what she can do with it! For example, this attack has autocancel frames just before the attack comes out and throughout the entire attack, but less than normal after the attack ends. While the window is more snug than one might expect, Kaela can still shorthop and cancel this attack with the right timing although she needs to fastfall pretty late with it which does reduce effectiveness. Alternately, Kaela can freely jump into the air, begin Forward Aerial and then fastfall to often land at the start or during the move. This is a bit of a mindgame play since it is difficult to purely react to and comes with the benefit that if Kaela does not actually complete the move she won't equip the mace. And while she needs to be precise to land with the post-attack autocancel and keep out the mace, if she doesn't care about equipping the mace then you can shorthop-fastfall with much more impunity. Note that the ending lag is on the poor side if not autocanceled.

All of this is to say that Forward Aerial is a good neutral tool. It covers plenty of space in front of Kaela, it has good damage and knockback and you can adjust when you land to best play with what you want equipped, you just need to deal with poor starting lag. This also makes it a good combo finisher as well, if Kaela can find the time for it. This is especially true if the mace is upgraded to at least Orichalcum, which adds a sparkling magic effect to the almost crown-like mace head. Outside of the baseline durability increase, this turns the sweetspot into a deadly spike! This will actually reduce its kill power on stage to around 148%, but the strength of the spike means Kaela becomes much more dangerous offstage. And with the ability to potentially combo into this it can lead to Mario-esque ledge combo kills albeit the foe can usually counter with DI away. Mythril turns the sparkling effects to an appropriate light blue instead of gold, and makes it so the attack is a bit context-sensitive: Grounded opponents take the original knockback, aerial opponents get spiked! So for the most part it is the best of both worlds.

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	1.2x	11%	Heavy	150%	Star Rod
Up Special:	1.2x	14%	Solid	100%	

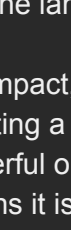
Back Aerial: Elaegis ⚔️



Strapping on a shield to her left arm and flexing her fingers for a moment as she feels it on, Kaela twists her body and thrusts out the shield behind her for a "bonk!" to the foe! Taking 11 frames to come out, Kaela swings the shield with a deliberate slowness to it, almost like she was trying to do cool slow-mo. Kaela gains upper body invincibility and trample priority on the attack starting on Frame 10 through the entire longer duration which makes this simply exquisite at challenging aerial opponents. The start of the hitbox is a powerful sweetspot on the initial swing that deals 11% damage and kills at a cool 128% as a perfectly reasonable kill option. After the initial hitbox the damage and knockback degrade down to 7.5% and 238% respectively which means it is more of a pure spacer than anything. Ending lag on this is pretty long and the landing lag takes a while too unless it is autocanceled. The autocancel takes a moment to kick in after the already long duration, so shorthopping this to reduce the lag is not viable. A full hop can work, but that's obviously less neutral.

The landing lag is somewhat reduced if Kaela lands during the long duration, so you could go with that, but it still isn't exactly short. Plus landing during the move prevents Kaela from equipping her shield, which is a very strong option for her! While Kaela has her shield equipped, but not while it is stored away, she holds it in front of her in a manner much like Link's shield. It blocks projectiles from the front, is not active during hitboxes or while dashing, but IS active while she is walking or crouching. It is also active when thrown as a projectile with Side Special, although when neutral-thrown it is horizontally oriented and has difficulty actually blocking stuff for that reason while up/down throw it vertically oriented. Unlike Link's shield, this cannot take an infinite number of hits as each time it blocks a projectile it loses one durability. Spam projectiles like a Fox laser can chew through it quickly, but it also means that upgrading it can be pretty vital to making it work long term and a much bigger pain to opponents overall.

Mythril is an especially potent upgrade for the shield, as it grants it the ability to reflect a single projectile per upgrade / repair! If this is active can be seen on if the Mythril Shield sparkles and it automatically applies to the first projectile that hits it, making it vulnerable to the classic "shoot a weaker projectile then the stronger one" trick. You know, the one like every Samus uses. Ultimately this is akin to a one-use Bounce that can really mess up opponents who want to zone her out. This also still applies to when it is thrown with Side Special, so you can make a projectile that counters other projectiles! Of course, all of this only applies when equipped so it does mean foregoing any other equip bonuses to keep it out which can be...let's just say not ideal. Store it away for a rainy day, perhaps?

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	0.8x	9%	Average	150%	Link Shield
Up Special:	0.75x / 1.3x	10%	Solid	105%	

- A thrown shield has infinite priority and will power through anything that tries to clash with it, though any hit that would destroy the projectile if it *didn't* have that priority will deduct two points of durability. In essence, a shield fresh off the presses can still be clanked with, but it starts to shine when you upgrade it at least a little.

Up Aerial: Heartrend 🗡️👁️

The halberd/trident returns as Kaela stabs it directly above her using both hands, body shifted so she's facing the screen forward. The weapon remains held above Kaela, active between frames 6-14, and has a few hitboxes to it:

- Primarily deals a single hit of 10% and average upwards knockback that KO's from near the ground at 140%. A pretty potent finisher high-up.
- The last 2 frames of the head hitbox will instead deal decent base downwards knockback! This requires very good timing, to either jump into an opponent or catch them falling towards you. Can serve as a scary reversal off-stage. Onstage, it can force foes into a tech situation or groundbounce them at higher percents, where they can be skewered again if they don't DI well or just finished off with U-Smash.
- The move hits harder than usual on its very first active frame: dealing 11% and now strong base knockback that makes it even better for scoring early kills near the top blast zone. Oh, and the top half of Kaela's body has a spiking hitbox to it, just in case you're looking for another way to get the downwards knockback. You can tell that these sweetspots exist by the twinkle on the tip of her weapon and in her eyes.

Overall, U-air is a scary sharking tool if you can line up the thin hitbox. End lag and landing lag are a bit high, but you can mitigate these issues with the lag cut of having the trident equipped. Specifically, U-air works well from D-tilt since they both use the same weapon, the latter going into any hitbox on the former if Kaela can read her opponent's DI. You can kill confirm at later percents, or go for downwards knockback that can be particularly nasty if you used D-tilt to catch foes at the ledge. U-air is also a good compliment to Up Special: both make being above Kaela dangerous, as the former is fast and the latter has good reach, especially if Kaela is wielding the trident which flies higher than most other weapons. U-air is also just plain good for knocking foes up to be assaulted by thrown weaponry.

You might recall that D-tilt receives no magic bonus, but the same can't be said for U-air! Stabbing a trident or halberd made of orichalcum or mythril gives the move a neat bonus: the weapon stabs into its victim on contact, and Kaela is dragged along for their knockback and deposited 1.5 grids below them, in a good position to midair jump into another U-air or Up Special into a long-ranged trident throw if the opponent uses their own midair jump to avoid the former. This turns Kaela's U-air, normally hampered by high knockback + end lag, into a legitimately good laddering tool.

If U-air dealt downwards knockback, Kaela will be deposited per usual or as soon as her victim hits the ground. Landing is particularly juicy: spiking a low percent foe leads to prone > free D-Smash, while at higher percents you get the ground bounce to kill confirm into U-Smash or another U-air. Just be careful not to carry yourself towards the bottom blast zone by accident! Additionally, Kaela can only get carried by one U-air per air trip, or two with a mythril halberd/trident.

Overall, this makes the trident/halberd a solid weapon to equip and upgrade as a whole. You equip > upgrade, and can get an easy combo in Jab > D-tilt > U-air > your choice of Up Special read with upwards knockback or spike into a tech situation, either a free D-Smash to play it safe or read into something more nasty like F-Smash. The weapon being upgraded means that going into another weapon attack will store instead of deleting it, allowing Kaela to transition into a different weapon style while still potentially going back to the thing, depending on how much durability it had.

Down Aerial: Surudoi Ha ———



Channeling her inner Kat-brand ninja, Kaela draws a katana from somewhere behind her, sweeping it up over her head in a move that seems awfully upwards for a down-input attack. It comes out pretty fast and has better reach than her NAir vertically, but the hitbox is brief and is immediately followed up by something else that generally takes up most of Kaela's attention so it's not too easy to capitalize on. Either way, this initial arc will deal 9% and moderate poorly-scaling upwards knockback that won't kill until, let's say, 200%. It doesn't have a terrible amount of applications, but can buy some room to keep her safe during the follow-up, and it's still some solid damage that's a bit easier to hit with than UAir.

As for the followup in question, Kaela holds out the katana horizontally as a whole. You begin to plummet to the ground in a stall-then-fall, similar in pose to the descent of Ike's Aether. She drops at a pretty brisk pace, able to be nudged left and right as you'd expect, dealing 5% damage to anyone in her way with Kirby DAir-type soft meteor knockback to chain it into the landing hit.

On impact, Kaela drops into a crouch as she transitions the drop into a smooth outwards slash, inflicting a nice 10% for the final blow to launch 'em! KOing at around 130%, this is a pretty powerful option for finishing foes off, but is also saddled with a pretty long landing lag that means it isn't really spamable whenever Kaela's anywhere above the foe. Not that that's ever stopped the Quickplay Bowser players, but you get the idea.

The main drawbacks of this move come in the nitty-gritty, with the initial upwards swing not having a hitbox below her at all so it takes a moment before it really gets going in the downwards business. While the entire descending hitbox is a meteor, it's not super strong, so it probably won't KO foes outright even at high damages and if she hits them from too high up she'll probably just pass them by and slash at the air uselessly as they slow down.

This is a fun one to keep the katana stored for, with the improved startup allowing it to come out quick as a flash and making the move a little less of a hassle to accomplish—perhaps it you can see this as compensation for not being able to avoid equipping the katana by landing early (unless you grab a ledge, which will interrupt the move similarly!), since it's difficult to not land with a stall-then-fall. Just be careful not to plummet to your doom on accident, and it usually spells trouble if they shield it as well...

With an orichalcum katana, Kaela will be blessed with super armor during her descent, a simple 8% allowing her to power through weaker attacks and complete the drop. Mythril upgrades it to 16%, granting some serious defensive power!

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Projecte
Side Special:	1.3x	10%	Average	150%	Killing Edge
Up Special:	10x / 1.1x	12%	Low	300%	

- The first thing you'll notice is... that Up Special's fast as hell. It's basically an instant dash, fuelled by pure anime tropes and general cool factor, and it'll allow Kaela to brush past foes before they can react.
- A magic katana grants total super armor for this brief dash as well, so they can't even interrupt you by predicting with a well-placed attack.

Grab Game

Grab & Pummel

Kaela smirks as she performs a scooping motion with her free hand, betraying a puzzled expression if she misses. Frame 9 start-up and poor grab range (rivaling Sephiroth) make Kaela's grab lacking, but her pummel and throws are plenty good once she does get her hands on that prime material. Kaela isn't lacking for ways to get around shields when you consider her melee, but she can still use her grab to catch out shields if her opponent has been conditioned to do so.

The pummel? A playful hammer bonk to the head! Each bonk comes with a *ding* sound of metal beating against metal, even if your opponent doesn't have metal on their head. The bonks only deal **0.5%** a pop, but they are so absurdly fast that Kaela can land 10 of them on a foe who mashes at 0%, plus another one for every 10% they have or so. Not only is this great for resetting Kaela's stale queue, it's great for mining metal, and straight-up guaranteeing a batch of mythril if your opponent was past 100%. Of course, Kaela will need to strike a balance between bonking her opponent a satisfying number of times, but no so much that they escape before she can throw them.

You can also hold B while you're grabbing to freely store your held weapon for throwing and follow-up purposes, but otherwise you must have a weapon already equipped before you grab. You can even press A + B at the same time to pummel and store simultaneously, somehow. Kaela is really good at multitasking!

Forward Throw: Full Auto Heat

Kaela lets go of her opponent briefly to hold a big hammer with both hands. Then she swings it into her opponent like a baseball bat with a loud *CLANG!* The foe is launched for **10%** and high base knockback, making this Kaela's quintessential spacing throw for all her weapon-equipping or projectile-throwing needs, but don't expect it to KO before **200%**. It's almost cartoonishly fast how quickly Kaela bashes the foe and recovers; it lacks the visual impact of a swinging animation with more wind-up, but such is the price to pay for speed and efficiency.

If Kaela had a weapon equipped, she will bash her opponent with that weapon instead. And then the next weapon in her inventory, and so on until she has gone through all of her available weapons for up to 5 hits. How this works:

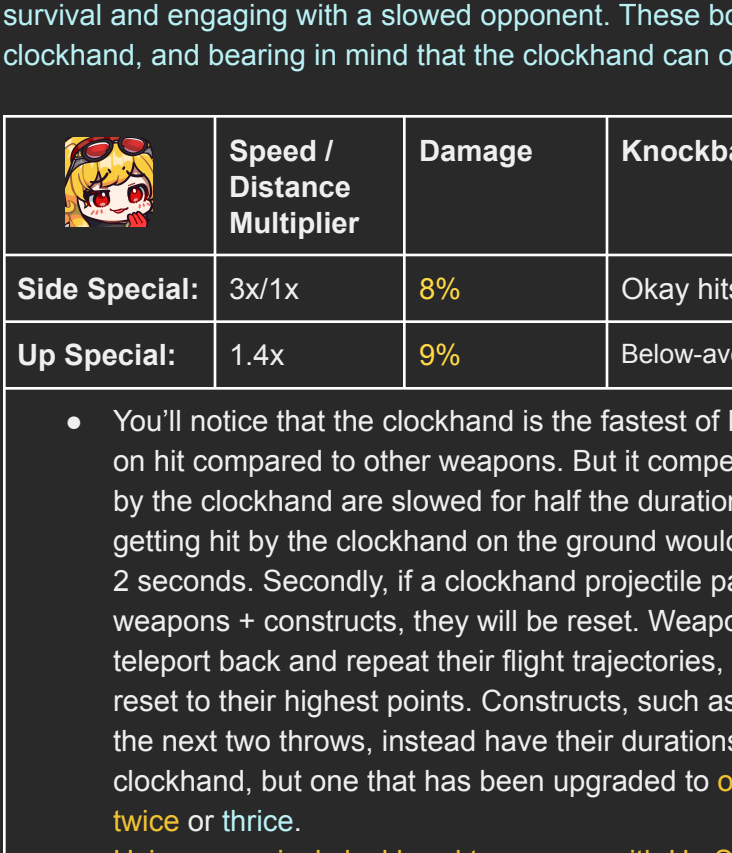
- Kaela's equipped weapon deals varying damage.
- Follow-up weapon strikes from Kaela's inventory deal less damage than the first hit.
- Each hit from a weapon increases F-throw's knockback scaling somewhat, more so from the first hit, making it KO earlier. For instance, subtracting 20% from the required KO percent would make F-throw KO at 180% instead of 200%. The more weapons Kaela hits with, the better her chances of turning F-throw into a legitimately solid KO option!
- Weapons expend 2 durability when they connect. If your weapons haven't been upgraded, they will straight-up break.
- Damage boosts from upgrading weapons are accounted for on each individual hit - don't expect a huge boost unless you somehow applied mythril to all 5 of your weapons.

Weapon	Damage (Hit 1 / Follow-up Hits)	KO Percent Subtracted (Hit 1 / Follow-up Hits)
Sword ✂	5% / 1.5%	30% / 7%
Gauntlet 🥊	7% / 2%	40% / 8%
Halberd 🏹 / Trident 🦷	6% / 1.5%	40% / 8%
Warhammer ⚒	10% / 5%	80% / 20%
Scythe 🪄	9% / 4%	60% / 12%
Flail 🌀🌀🌀🌀	9% / 4%	70% / 15%
Mace ⚔	9% / 4%	60% / 12%
Shield 🛡	8% / 3%	50% / 10%
Katana 🗡↔️🗡↔️	6% / 1.5%	40% / 8%
Clock Hands ⌚🌀🌀	8% / 3%	50% / 10%
Shuriken 🗡	8% / 3%	50% / 10%

Complex as that looks, the weapon barrage is simple in practice: it's your big finisher and reward for stockpiling weapons, rather than throwing them away or expending them for recovery uses. Breaking a weapon or two doesn't matter if you can close the stock or use your newfound time and spacing to make some new ones.

While some weapons are better than others for F-throw, the warhammer is the real prize here. Just starting out F-throw with the warhammer turns it into one of Smash's better KO throws, and it only gets scarier when you apply more weapons to the barrage. This makes getting grabbed by a hammer-wielding Kaela pretty spooky, but this is risky when you remember that having the warhammer equipped will worsen your recovery. If you're feeling particularly daring, you could go for the "equip 5 warhammers" route to turn F-throw into a throw that is practically an instant kill, KO'ing at **40%**. It's predictable, and leaves Kaela with less utility weapon-wise, but it is definitely a possibility if your opponent gives you too much free time.

Back Throw: Timely Strikes



The opponent suddenly freezes in place as Kaela whips out an elaborate, clock-hand like blade and casually walks around her victim. Once she gets behind them, she suddenly performs a pretty casual crescent slash, leaving a hazy blue trail of Roman numerals and arrows that look like they were dismantled from an analogue clock.

This throw deals **8%** and above-average horizontal knockback that leaves your opponent at mid-range. More importantly, they are afflicted with a specialized slow effect that - for the sake of balance - only hinders their mobility. The following are not affected:

- Attack speed/lag
- Shields, rolls and dodges
- Crouching
- Jumpsquat frames
- Landing lag
- Ledge or get-up based actions

Whereas F-throw can explicitly give space and push opponents around, B-throw keeps them within reasonable range where Kaela can continue her assault. The mobility reduction makes it a lot more difficult to flee from Kaela or jump to avoid her committal attacks, instead forcing them to attack or take defensive options that Kaela is good at exploiting. Taking to the air can be *especially* dangerous, as the opponent won't be able to shield or roll and only have 1 air dodge to protect them.

The slow effect's intensity and duration vary. Under normal circumstances, foes have their mobility quartered for 4 seconds. If B-throw left the victim airborne however, their movement is only reduced to 2/3rds so they're not super easy for Kaela to gimp, but the effect lasts for twice as long. Either way, the slow effect wears off early if the victim is attacked or lands a successful melee hit on Kaela.

Performing B-throw while holding a clockhand will cause Kaela to slash with both clockhands, upgrading the throw to deal **12%**. The slow effect now lasts until the victim hits or is hit 3 times, and reduced end lag allows Kaela to combo into her Side Special or (clockhand) Dash Attack.

Upgrading the clockhand to mythril has a pretty juicy benefit: it resets the durability of every weapon in Kaela's inventory. You could hypothetically store some upgraded weapons, then use B-throw, upgrade the clockhand and have the durability of all that weapons restored to good as new - helpful with something like the halberd/trident. Maybe use B-throw for the sake of it, and store the clockhand for later when it's needed?

The time magic also heals Kaela's percent by 1/5ths of her current percent (so being at 100% would mean 20% healing) and fully restores her shield and staled dodges, helping with her survival and engaging with a slowed opponent. These boosts only work once for each clockhand, and bearing in mind that the clockhand can only be obtained by using a throw.

Said homing affects a shuriken thrown post-flight: it will fly as far as it needs to reach its target, and their position in turn can affect where the shuriken lands and Kaela is teleported. For instance, the shuriken flies over its target's head, then proceeds to turn around and fly diagonally downwards into them from behind and most likely hit the ground. The shuriken's target would need to be positioned so that the shuriken flies offstage and doesn't hit ground if they wanted to deny Kaela a free recovery.

Down Throw: Warhead Drop

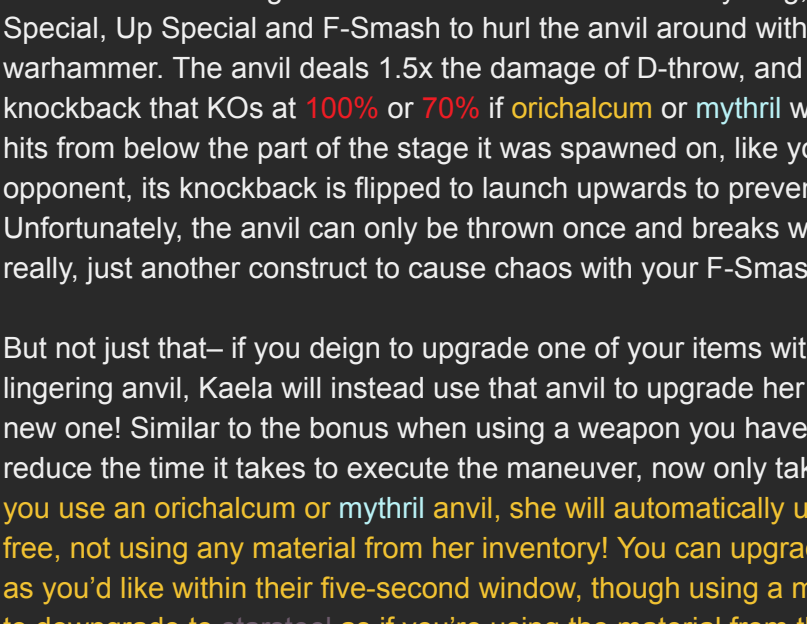
Annoyed at her opponent's advances, Kaela shuts them up by dropping an anvil over their head, leaving them in prone for **7%**. A classic cartoony **CLANG** sound effect makes this even more satisfying.

You know that D-Smash covers every get-up option, giving Kaela a guaranteed follow-up if she goes for it. There is something of a catch to this: if the foe wasn't bonked at the centre of the stage, they can just roll towards the stage so the ball hitbox KO's them later than 140%, allowing them to survive for longer. A foe who is bonked near the ledge could also risk rolling towards the ledge so they stay closer to Kaela and get hit by the weaker chain hitbox instead. On the other hand, this mentality makes it easier for Kaela to predict her opponent's get-up option, like going into Side Special, D-fall, her upcoming Dash Attack, F-air, or even an ambitious F-Smash. Of course, D-throw > D-Smash itself gets scarier if Kaela had a magical fall to boost the move's KO percents, not dissimilar to F-throw getting powerful when you have a warhammer equipped.

D-throw plays off of Kaela's mechanics in 2 ways. If each Kaela has any **bronze**, **iron** or **steelstar** on her, she will expend it to improve her anvil. Each time it improves the anvil's damage by a modest **1%** apiece, so up to **10%** with **steelstar**, and extends the foe's downed time by a few frames. With iron, it is possible to confirm into moves like D-fall against foes from around 70%+, whereas **steelstar** makes this possible from 0%. Reading the foe's get-up option from a steelstar anvil tech-chasing with your F-Smash a lot more realistic, too. It might seem annoying that these metals are automatically expended when you use D-throw, but remember that Kaela can rack up a lot of hits with her pummel, giving her a good deal of control over her use of metals or even not using them at all if she upgrades to **orichalcum** or **mythril**.

If Kaela has all 3 sets of material and the third was **orichalcum** or **mythril**, she will expend the third set to drop an anvil anyway. **Orichalcum** or **mythril** give D-throw a **4%** or **6%** damage boost respectively, up to **20%**, and leave the opponent downed for long enough that it is genuinely possible to confirm into a lag-cut or **full-lag** F-Smash and get an instant kill. Consider it Kaela's reward for building up her metals, and the scary kill confirm she can get if she takes the conservative route with her metals. Aesthetically, the anvil will appear to be made of the

Up Throw: Gorillarang



Kaela casually tosses her opponent upwards for **2%** and light knockback. She pockets her hammer away all the while, and her smile broadens as she replaces it with a 4-point shuriken that she flings (4 grids upwards) at her target with little exertion. The shuriken slices through its victim for **3%** and more light knockback, only to descend on them a little slower and deal another hit of **3%** (8% total). All and all, the combined hits result in consistently moderate upwards knockback. This is good for going into Up Special or U-air if the foe DIs poorly or fails to air dodge asap, or just catching their landing in general.

Like B-throw, U-throw generates a unique weapon in the form of a shuriken. Instead of being equipped automatically like other successful weapon attacks, the shuriken will land at Kaela's feet and stick around for 7 seconds. This gives Kaela the freedom to equip the shuriken when she pleases, instead of being forced to switch out her current weapon when she uses her U-throw. The grounded shuriken can also come in handy with F-Smash's earth-shaking effect, should it come down to that. Oh, and there's a short window where the shuriken is still flying in midair when Kaela can act from U-throw - allowing her to throw it with Side Special or Up Special for reduced lag. Foes can DI to avoid an upwards-thrown shuriken since it's small, but they also have to consider that Kaela might chuck it diagonally or so.

If Kaela already had a shuriken equipped when she used U-throw, she will throw both the old and new shuriken. The shurikens deal double damage, bringing the throw's damage up to **14%** (or more if the equipped shuriken was upgraded), and the foe receives about 1.5x as much hitstun. Now enough to go into any Aerial of Kaela's choosing, minus the Up Special flight portion per usual. Not a bad deal, when you consider that the shuriken doesn't improve upon Kaela's melee due to being tied to a throw. The throw leaves both shuriken grounded, and doesn't expend any durability from your equipped shuriken. Kaela only gets time to catch and throw one mid-flight shuriken from U-throw, however.

The shuriken's magic bonus makes it bigger; Wario-sized with orichalcum, or Bowser-sized with mythril. (It'll pop out to this size when thrown with some ninja magic, preventing it from being a burden while holding it idle.) This might not seem like much, it doesn't even help U-throw, but it does make it easier to hit foes when it is thrown with Side and Up Special...

	Speed / Distance Multiplier	Damage	Knockback	KOs at	Projectile Size
Side Special:	1x	5%	Solid hitstun	200%	Poké Ball++
Up Special:	2.2x	12%	Average	105%	
- If Kaela Up Special flies horizontally with a shuriken, she will throw it at the end of her flight! The shuriken retains the speed and damaging properties of Kaela's flight! - If the shuriken was upgraded, and it hit a surface after being thrown from said flight while Kaela was helpless after using her Up Special, she will vanish in a puff of smoggy smoke and reappear at the shuriken's location - with literally no end lag from a mythril shuriken. Chalk it up to special properties from the magically-enhanced shuriken. This gives Kaela a potentially infinite recovery, adding more value to upgrading and equipping a shuriken. It's not often that you'll have the shuriken equipped after being sent flying, through.					

The shuriken has one extra trick: it will "remember" its original target when it was produced by U-throw, causing it to home in on them when it is thrown with Side Special or Up Special. This means that the shuriken will travel farther than usual or make slight curves to reach its target, with a slightly more powerful homing effect on an orichalcum shuriken and yet stronger on mythril. If the shuriken hits through or passes its target, it will curve back to Kaela with a similar turning delay to Link's Boomerang, but it won't hit its target a second time if they were already struck or blocked the shuriken on its way out. This makes it easy for Kaela to reuse her shuriken, which is nice when she can only obtain it by using her U-throw - and makes it worthwhile to upgrade when doing so increases its durability and thus how many times it can be thrown. The shuriken's solid hitstun warrants that foes dance around it or block, both actions that can be exploited by Kaela.

Said homing affects a shuriken thrown post-flight: it will fly as far as it needs to reach its target, and their position in turn can affect where the shuriken lands and Kaela is teleported. For instance, the shuriken flies over its target's head, then proceeds to turn around and fly diagonally downwards into them from behind and most likely hit the ground. The shuriken's target would need to be positioned so that the shuriken flies offstage and doesn't hit ground if they wanted to deny Kaela a free recovery.

Down Throw: Wrought Drop

Annoyed at her opponent's advances, Kaela shuts them up by dropping an anvil over their head, leaving them in prone for **7%**. A classic cartoony *CLANG* sound effect makes this even more satisfying.

You know that D-Smash covers every get-up option, giving Kaela a guaranteed follow-up if she goes for it. There is something of a catch to this: if the foe wasn't bonked at the centre of the stage, they can just roll towards the stage so the ball hitbox KOs them later than 140%, allowing them to survive for longer. A foe who is bonked near the ledge could also risk rolling towards the ledge so they stay closer to Kaela and get hit by the weaker chain hitbox instead. On the other hand, this mentality makes it easier for Kaela to predict her opponent's get-up option, like go into Side Special, D-tilt, her upcoming Dash Attack, F-air, or even an ambitious F-Smash. Of course, D-throw > D-Smash itself gets scarier if Kaela had a magical flail to boost the move's KO percents, not dissimilar to F-throw getting powerful when you have a warhammer equipped.

D-throw plays off of Kaela's mechanics in 2 ways. If Kaela has any **bronze**, **iron** or **starsteel** on her, she will expend it to improve her anvil. Each tier improves the anvil's damage by a modest 1% apiece, so up to 10% with starsteel, and extends the foe's downed time by a few frames. With iron, it is possible to confirm into moves like D-tilt against foes from around 70%+, whereas starsteel makes this possible from 0%. Reading the foe's get-up option from a starsteel anvil tech-chasing with your F-Smash a lot more realistic, too. It might seem annoying that these metals are automatically expended when you use D-throw, but remember that Kaela can rack up a lot of hits with her pummel, giving her a good deal of control over her use of metals or even not using them at all if she upgrades to **orichalcum** or mythril.

If Kaela has all 3 sets of material and the third was **orichalcum** or mythril, she will expend the third set to drop an anvil anyway. **Orichalcum** or mythril give D-throw a **4%** or **6%** damage boost respectively, up to **20%**, and leave the opponent downed for long enough that it is genuinely possible to confirm into a lag-out or *full-lag* F-Smash and get an instant kill. Consider it Kaela's reward for building up her metals, and the scary kill confirm she can get if she takes the conservative route with her metals. Aesthetically, the anvil will appear to be made of the highest-tier material expended to create it, similar to her other upgraded weapons.

If the anvil was upgraded with metals, it will stay around for 5 seconds as a Steve anvil-sized construct of sorts. Fighters can't hit or lift the anvil or anything, but Kaela can use her Side Special, Up Special and F-Smash to hurl the anvil around with the same physics as the warhammer. The anvil deals 1.5x the damage of D-throw, and consistently strong downwards knockback that KO's at **100%** or **70%** if **orichalcum** or mythril were used to make it. If the anvil hits from below the part of the stage it was spawned on, like you threw it offstage to gimp an opponent, its knockback is flipped to launch upwards to prevent super cheap gimping. Unfortunately, the anvil can only be thrown once and breaks when it lands. It is more of a bonus, really, just another construct to cause chaos with your F-Smash quakes.

But not just that--if you deign to upgrade one of your items with Down Special while nearby this lingering anvil, Kaela will instead use that anvil to upgrade her weapon instead of summoning a new one! Similar to the bonus when using a weapon you have equipped or stored, this will reduce the time it takes to execute the maneuver, now only taking 10 frames to upgrade. And if you use an orichalcum or mythril anvil, she will automatically upgrade the weapon to that tier for free, not using any material from her inventory! You can upgrade using lingering anvils as much as you'd like within their five-second window, though using a magic anvil in this way will cause it to downgrade to starsteel as if you're using the material from the anvil itself. Just another option if it's not in a good position to attack with!

Normal Attacks II

Dash Attack: Arms Race 🏃

Kaela's Dash Attack varies on what weapon she is wielding, hence why it is the last input described in her moveset. All attacks come out on frame 6, which is pretty fast!

Unarmed

Kaela whips out two hammers and flails them in front of her as she glides (4 grids) across the ground at similar speeds to Sora's dash (the Kingdom Hearts guy, not her Hololive senpai): a cool visual for a cool woman. Kaela's swings drag opponents for 7 hits of over a long duration (6/10/14/18/22/26/35), only to finish with a mean-looking downwards swing with both hammers. The first 6 swings deal 0.5% apiece, while the final hit deals 7% and some nice pushback against shields. That's 10% if all 7 hits connect.

Unarmed Dash Attack's knockback varies, depending on how many hits connected. If all 7 hits landed, it will deal high knockback that kills near the ledge at 118%, which has a better chance of happening when you consider the dragging effect. But you need to start the move at close range, and the first 6 hammer swings don't have much reach to them. If only 5 hits connect, the knockback won't KO til around 170%; and if only 3 hits connect, the knockback becomes average, but better for keeping opponents close. And if only 2 or 1 of the hits connect? You get either low knockback that can combo into your quicker moves or another Dash Attack, or you deal no knockback but good hitstun that can combo into most of your moveset. Yes, even your Forward Smash if your opponent doesn't react quickly enough.

By pressing or holding B when Kaela glides over a fallen weapon, she can equip that weapon and instantly cancel into its own Dash Attack! Its starting lag is brought down to frame 6, same as Unarmed Dash Attack, which is enough for that Dash Attack to hit foes who were struck by the unarmed version. Very scary if Kaela has been throwing weapons around, and she happens to drag foes into one that she had lying around. It also works on your D-throw anvil, which will trigger a D-throw proning session at the cost of using up the anvil instead of keeping it around.

Sword ✂

Bringing the blade close to her body, Kaela performs a quick down-to-up slash of the attack in a classic swordmaster's dash attack! Dealing 7% damage, this attack's modest knockback won't kill until 180% while having a pretty standard knockback angle to it. Kaela puts her all into her lower body posture as she swings, taking a nice step forward despite the fact she doesn't move far during the actual attack (about as much of a lunge as a Lucina Dash Attack). This gives the move some nice range without dangerous movement. Ending lag is on the faster side.

All things considered, the best thing about the sword dash attack is utility and safety. The end of the swing hits high, so it can anti-air opponents who are sloppy with shortpops. The short ending lag means it isn't punishable and the quick starting lag makes it a quick punish tool. The nice range lets it poke well, but the fact it isn't from just moving forward a lot makes it safer than average. It is a nice evergreen tool for Kaela to whip out when she needs it, befitting a sword-style attack in Smash!

Gauntlet 🖐

One of the few attacks that has a bit of "variable" starting lag here, Kaela charges forward at an enhanced (1.2x) speed with her uncovered hand stretches forward, then upon reaching an opponent swings upwards with the gauntlet for a fierce attack that has a powerful looking "wind billow" around her clothing! It looks really cool, but the looks aren't just for show. With 10% damage that kills at 110% this is one of the best Dash Attack KO options for Kaela. With her having it equipped and all this is a great true combo out of an Up Tilt bury for Kaela, providing a kill confirm at higher percents and being more of a vertical launcher into her air game at mid percents. She travels roughly as far as Captain Falcon's Side Special.

The reason I mentioned "variable" starting lag is because it uses an inert detection method, meaning Kaela doesn't swing until an opponent enters the detection range. So the six frame start-up is just to begin detecting the foe. The actual swing takes 4 frames, so it takes 10 frames total if the opponent is point blank. She takes 5 frames to travel her full distance, so the latest detection is Frame 11 and in turn the latest the attack comes out is Frame 15. Ending lag is modest if she hits the attack or swings and missed, but if she doesn't get to swing at all due to not detecting a foe she'll crash to the ground. Fortunately her outstretched hand allows her to brace, but this is still heavy and punishable ending lag on a miss.

Halberd 🗡 / Trident 📢

Slides 3 grids across the ground, knees bent with her weapon pointed at an upwards slant. A simple attack that deals 8% and pretty solid, low-scaling knockback, sticking closer to your opponent the earlier it connected. It is not quite enough to start combos, but the move is very fast as a whole and is consistently safe on block, making it a low-commitment approach tool that is limited only by the weapon's durability - especially in tandem with other trident or halberd-based attacks - and the potential for crouching or short fighters to avoid the tail end of the attack. The general outcome of this Dash Attack is that it forces opponents into a 50/50: if they jump, you U-air. And if they land, you Side Special, Dash Attack again or D-tilt.

Warhammer 📍

Kaela quickly slides to a stop over 1.5 grids of movement and twists her body to perform a nice-looking horizontal swing. Deals 11% with massive base knockback and overall serves to give Kaela a chunky frame advantage thanks to relatively low end lag. A good time to set-up or be chucking that hammer at your recovering opponent to finish them off. Only downsides are that it kills a little late for such a meaty weapon, not until 150%, and it is not safe on shield. But should your opponent really go on the defensive when doing so could risk getting grabbed into a killing warhammer F-throw, or worse yet a shield break?

Scythe 🪄

Kaela turns a bit and winds the scythe back with a side-eye forward while she runs, taking another big step over 1 grid or so before coming to a quick halt and abruptly slashes it forward horizontally. Just like Up Smash, it's a quick and clean cut, inflicting 11% and popping foes upwards a little bit with weakly-scaling knockback that won't KO until 300% or so. While it doesn't have much range compared to most of her other Dash Attacks, the endlag is very forgiving and this knockback is tailor-made to combo into an Up Tilt or especially USmash. And as discussed previously, this inherits the scythe's magic effect, so Kaela will be healing a little every time she lands it. Nice!

Flail 🌀🌀🌀🌀

Bursting forward about half of a Battlefield Platform, Kaela rapidly spins her flail around her in a flurry of strikes! This deals 5 hits of 1.6% damage each that drags opponents along her path, followed by a single fancy swing that deals 3% and somewhat low, fairly horizontal knockback. That's a total of 11% damage if everything hits, with modest ending lag on the attack. The primary purpose of this attack is repositioning and setting up edgeguards, as the rather horizontal knockback puts an opponent in a spot where recovering high can be tough and the dragging nature of the attack is an obvious repositioning too. The dragging also makes it easier to get opponents to the ledge, feeding into starting up the edgeguard situation!

Mace ★

Taking out her mace and digging it into the ground, Kaela rips into the earth for a total of 6 frames as she slowly swings the mace through it. This also causes her to barely move during the dash attack, pretty much coming to a stop. This deals 6 hits of 0.2% at ground level and essentially traps the opponent into the rest of the attack, which is a brutal and wild swing that sends earth and dirt flying in front of Kaela and has the mace crash into the ground from the swing completing. The swing itself is Kaela's strongest dash attack at 13.5% damage that kills at 100%, but unless the point blank ground-based hitbox goes ahead and traps opponents it has the most "start-up" since the swing itself does not come out until frame 12. Equally, the ending lag is dreadful as she mace crashes down and thus Kaela is incredibly punishable with this move in a lot of scenarios.

The rocks and earth get flung forward 1.5 grids past the mace's hitbox and help provide safety, dealing four hits of 0.5% damage each and lightly pushing opponents away. Kaela doesn't recover before the foes does in nearly any case even with this hitbox, but she normally won't get punished either. It's just a lack of an advantage state. There's little reason to intentionally strike with this hitbox, so it is a pure safety vehicle.

Shield 🛡

A hastened shield bash in front of her, Kaela's shield Dash Attack comes out very fast at Frame 5 and provides the same upper body invincibility as Back Aerial starting on Frame 4 while also having trample priority and the attack's anti-projectile aspect. This makes the attack great for sudden defense or to bully into the foe's space a little, but the hitbox itself leaves a lot to be desired: 5% damage that lightly pushes the foe away for what is essentially just a neutral reset that leaves the foe a bit close before high percents. So while this attack is difficult to challenge, Kaela's reward is also pretty dang minor in the long run. It has short ending lag and in general is difficult to punish, although it has no defense against low hitting attacks like a Down Tilt and the distance Kaela moves (a bit further than a Palutena dash attack) leaves her vulnerable to shield grabs usually. If the shield has been upgraded to Mythril, then if it still has its single projectile reflection then it will be active during this move as well.

Katana 🗡

Drawing her katana from a mysterious space beyond understanding, Kaela completely disappears from view! She remains disappeared for 10 frames before reappearing one Battlefield Platform from where she used the move, posing like she had just sheathed her katana. Opponents who were in that Battlefield Platform of space for the first 5 frames Kaela was disappeared enter a hitrag state until she reappears, at which point they are struck a single hit of 10% and collapse into prone while Kaela enters her neutral combat position. Aerial opponents are weakly spiked and put into prone if they fail to tech.

Kaela gets a nice, free tech chase off this for landing it! This is in part because of some variable ending lag, with this attack having low ending lag if she hits it. The ending lag is increased if she misses though, as Kaela's pose is less steady and she has a slight stumble. Not hitting the opponent threw off her balance! This does not apply to if she hits a shield, but note that as a hitrag the actual hitbox won't affect the foe. Consider it a middle ground between the two.

Clock Hands ⌚

Spinning and swinging her clock hand forward once while only traveling one grid, it leaves behind roman numerals suggesting the current time of the match as it does so. This deals a mere 3% damage, but leads into the second attack fairly reliably as Kaela does a full spin and swings low with the clock hand for 6% damage and upwards popping knockback. The upwards knockback can combo into a fast attack, like say Neutral Aerial, due to the attack's low ending lag. But keep aware that since it takes 12 frames to perform the second swing, Kaela is more vulnerable than she might appear if the opponent avoids the first hit. The second hit is a great shield poking tool.

This attack is noteworthy for gaining bonus properties with Mythril thanks to the enhanced magic, the clock hand seeming to "teleport" into Kaela's other hand as she performs the first swing to allow her to perform a fast second swing! She does a quickened spin to perform it, taking only 6 frames to hit for another 3% damage and carrying herself a bit further. The roman numerals the clock leaves behind are also the "opposite" of the current time (IE if the time is 4 AM, then it shows 10 PM) for some cool flavor factor. Outside of simply adding some extra damage and linger to the attack for catching out foes it also keeps opponents trapped in shield longer. Since the last hit can shield poke this is a nice little side benefit. Note that in turn the extra spin and hit do add duration, so Kaela's vulnerability when she whiffs is now even stronger.

Shuriken ★

Kaela smirks with confidence as she passes her shuriken to her other hand, tossing it with an upwards angle to it while at the same time using the momentum to bring her main arm and shoulder down for a crashing shoulder charge! The shuriken is the attack that comes out on Frame 6, dealing 3% damage and flinching opponents. It travels out 3/4ths of a Battlefield Platform in the process, setting opponents up for the resulting shoulder charge. Kaela is a rather strong woman (all that hammering isn't easy!), and the start of her shoulder charge's hitbox does a meaty 12.5% that'll KO the foe around 135% off the top. This goes for about 1/3rd of a Battlefield Platform, and then for another 1/3rd is a sourspot that deals 9% damage and upwards knockback that won't kill until 230% or so. That becomes a pure aerial spacer and juggling move. Note that the shuriken outranges the shoulder charge, so you can poke someone out with that even if the dash attack misses and maybe avoid a worse punish.

The shuriken spins in a circular motion up after being thrown that makes it go above Kaela and end behind her, picking up speed. It deals 4% with extremely light upwards knockback while traveling up, then 5% with light inwards knockback as it flies back to Kaela. She opens her palm for the shuriken to be grabbed during the ending lag, if interrupted the shuriken will keep flying with that hitbox for about another Battlefield Platform before dropping to the ground as if left there by Side Special. This generally makes it difficult to punish Kaela for the shoulder charge without taking damage. Note however that while the ending lag on this move is only modest, that's by technically: Kaela having to wait for the shuriken to return to her means she has a big window to get punished if the shuriken doesn't help her out. It also makes this generally unsafe on shield.



Extras

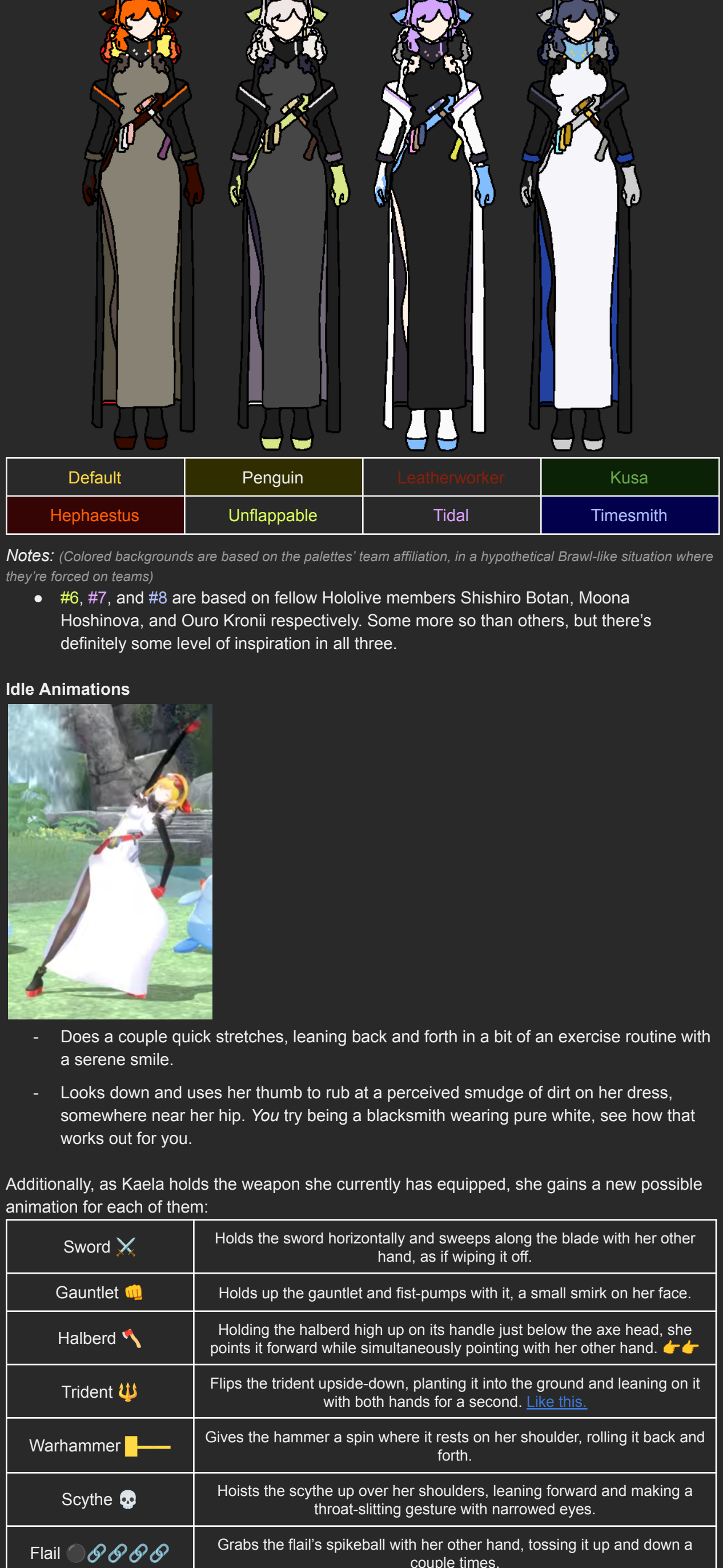
Stage: [Bengkel Pandai Besi](#)

Entrance: A burst of flames appears on the stage, receding in a circular manner to reveal Kaela crouching on the stage in reference to her streams' screen transition animation. She stands up and brushes off her dress, then shifts to her idle stance, ready for battle.

Boxing Ring Title: **The Grindsmith**

Copy Ability: Upon inhaling Kaela, Kirby will copy [her goggles and bandana](#), gaining access to her NSpec, [Adamant Forge](#). A move that closely tied in with Kaela's mechanics doesn't end up being horribly effective for the puff, as he obviously doesn't have to deal with durability on his items that aspect of it ends up kind of wasted on him, but he can still use the emerging hitbox and burning status to threaten Kaela in turn. (In the event there's more than one forge on-stage at a time from players with different allegiances, whether from Kirby or Kaela dittos or what-have-you, they'll be marked with arrows matching player/team color like how items and such are indicated.)

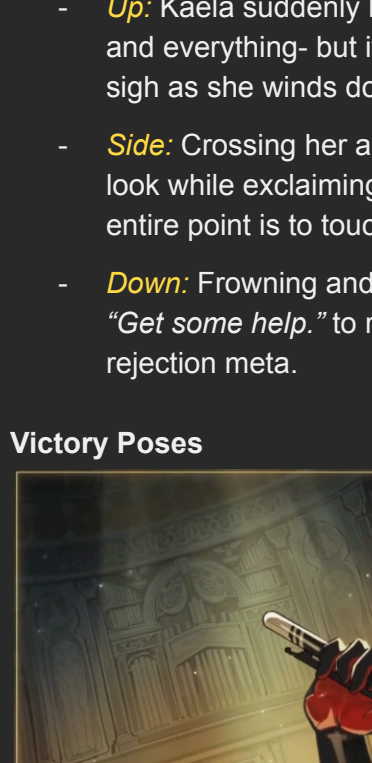
Alternate Costumes



Notes: (Colored backgrounds are based on the palettes' team affiliation, in a hypothetical Brawl-like situation where they're forced on teams)

- [#6](#), [#7](#), and [#8](#) are based on fellow Hololive members Shishiro Botan, Moona Hoshinova, and Ouro Kronii respectively. Some more so than others, but there's definitely some level of inspiration in all three.

Idle Animations



- Does a couple quick stretches, leaning back and forth in a bit of an exercise routine with a serene smile.
- Looks down and uses her thumb to rub at a perceived smudge of dirt on her dress, somewhere near her hip. You try being a blacksmith wearing pure white, see how that works out for you.

Additionally, as Kaela holds the weapon she currently has equipped, she gains a new possible animation for each of them:

Sword ✂	Holds the sword horizontally and sweeps along the blade with her other hand, as if wiping it off.
Gauntlet 🧤	Holds up the gauntlet and fist-pumps with it, a small smirk on her face.
Halberd 🏹	Holding the halberd high up on its handle just below the axe head, she points it forward while simultaneously pointing with her other hand. 🍀🍀
Trident 🦶	Flips the trident upside-down, planting it into the ground and leaning on it with both hands for a second. Like this.
Warhammer 🛡	Gives the hammer a spin where it rests on her shoulder, rolling it back and forth.
Scythe ☠	Hoists the scythe up over her shoulders, leaning forward and making a throat-slitting gesture with narrowed eyes.
Flail 🌀🌀🌀🌀	Grabs the flail's spikeball with her other hand, tossing it up and down a couple times.
Mace ⚔	Lets the mace drop down, holding it loosely as she yawns wisely and covers her mouth with her other hand. Swinging all this stuff around is hard work!
Shield 🛡	Turns the shield to the side and slams her fist against it a couple times, showing off its sturdiness.
Katana 🗡	Turns to the side a bit, holding up her blade in the koncho-no-kamae stance.
Clock Hands ⌚👉	Closes her eyes and brings both blades up in a crossed formation over her chest, then opens one eye to wink and smirk for a second.
Shuriken 🗡	Hooks one finger on an inward corner of the shuriken's hollow frame and idly twirls it around a few times.

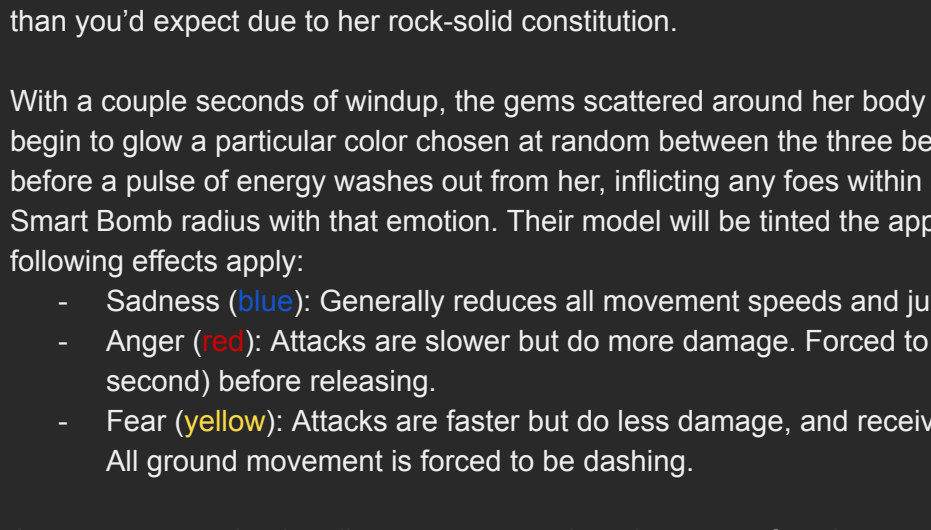
Taunts

- **Up:** Kaela suddenly bursts into laughter, slants over her stomach as she bends forward and everything- but it's completely silent. The only vocalization to be heard is a quiet sigh as she winds down, also wiping a tear away from her eyes in the process.

- **Side:** Crossing her arms over her chest defensively, Kaela turns away with an offended look while exclaiming "No *touchy-touchy*!" Not likely to help in a fighting game where the entire point is to touchy-touchy, but hey, it's worth a shot.

- **Down:** Frowning and shaking her head as she puts her hands on her hips, Kaela utters "Get some help." to rebuke anyone nearby, a very versatile and important tool in the rejection meta.

Victory Poses



- **Up:** With her coat removed and back towards the camera, Kaela appears playing a black-and-red violin, replacing the original victory theme with [this melancholy number](#)- all in reference to her streams' typical ending screen, a fitting farewell to her foes.

- **Left:** Starting on a low-angle close-up of Kaela hammering away at a red-hot sword on her anvil, she stops after a few blows to raise her goggles and inspect her work, smiling warmly.

- **Right:** Kaela squats down in front of a big pile of all of the weapons in her moveset, sifting through it as if looking for something- then with a quiet "aha!", extracts a golden plate inscribed with the letters "GSH" and displays it smugly to the camera.

Abyss Runes (2)

■ TIER 1 ■

- **A:** (Down Special) The first weapon Kaela stores in a stock will automatically be upgraded to mythril.
- **B:** (Side Tilt) Is now a multi-part move like Dancing Blade or Link's Side Smash, allowing Kaela to stop after either of the first two hits.
- **C:** (Neutral Special) The forge's flames now deal flinching hits, similar to PK Fire but steadily pushing foes horizontally out from its center.
- **D:** (Down Aerial) Massively increases the stall-then-fall's fall speed, resulting in a near-instant drop.
- **E:** (Up Tilt) The follow-up command grab attack can be executed when hitting a shield.
- **F:** (Down Special) Reforging is twice as fast, taking 7 frames normally and 5 when using a lingering DThrow anvil.

■ ■ TIER 2 ■ ■

- **G:** (Side Smash) Landing any hit with the warhammer will mine 10 hits worth of metal.
- **H:** (Dash Attack) Instead of using Kaela's current weapon, alternates between all weapons in mostly the order listed, though the Unarmed variant is excluded and weapons from her Smashes (warhammer, scythe, flail) are moved to between her Aerials (katana) and Throws (clock hands). These count as moves using those weapons, and they can be equipped or stored afterwards like normal.
- **I:** (Special Mechanic) Kaela can choose to not equip a weapon after using a move by holding A at the moment of the FAF.
- **J:** (Special Mechanic) Lowers the thresholds for magic effects by one tier, first applying on starsteel and upgrading on [orichalcum](#).
- **K:** (General) Slightly increases Kaela's movement and attack speeds across the board.

■ ■ ■ TIER 3 ■ ■ ■

- **L:** (Special Mechanic) Weapons will slowly regenerate durability when stored away in the inventory, regaining one hit every 10 seconds. Does not apply to weapons upgraded by her Final Smash.
- **M:** (Neutral Special) Standing in a forge's flames will cause all of Kaela's stored weapons to become heated, remaining so for five seconds even after exiting its area.
- **N:** (General) Grants Kaela 10% super armor during the startup of any move using a mythril weapon. Also applies to [orichalcum](#) when combined with rune J.
- **O:** (General) Every cumulative 69% damage dealt to an opponent (within a single stock, resetting when they are KO'd) will cause a paralysis effect. Indicated by a *doot* sound effect referencing *HoloCure*'s Trumpet stamp.

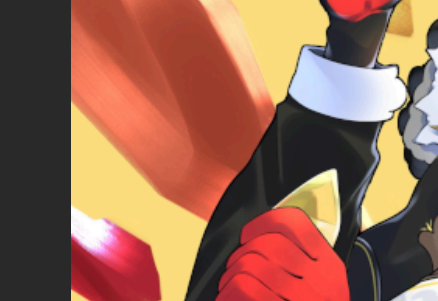
Classic Mode Route (Smash Ver.): Multitool Masters

- Round 1: Mega Man - on *hazardless* Wily Castle
- Round 2: Sgt. Hammer [MYM22] - on [Char Fortress](#)
- Round 3: Mettreon [MYM18] - on *hazardless* [Twilight Valley](#)
- Round 4: Colobot Astronaut [MYM21] - on [Tropica](#)
- Round 5: Forlorn Junk Heap [MYM17] - on *hazardless* [Ultra Ruin](#)
- Round 6: Knightly Witch Garnet [MYM18] - on Bengkel Pandai Besi
- Bonus Game
- Boss: Master Hand & Crazy Hand

Classic Mode Route (MYM Ver.): Heavy Metal Workers

- Round 1: Passionlip [MYM24] - on [Mt. Chimney](#)
- Round 2: Sgt. Hammer [MYM22] - on [Char Fortress](#)
- Round 3: Mettreon [MYM18] - on *hazardless* [Twilight Valley](#)
- Round 4: Colobot Astronaut [MYM21] - on [Tropica](#)
- Round 5: Forlorn Junk Heap [MYM17] - on *hazardless* [Ultra Ruin](#)
- Round 6: Knightly Witch Garnet [MYM18] - on Bengkel Pandai Besi
- Bonus Game
- Boss: Galleom

Assist Trophy: Koseki Bijou

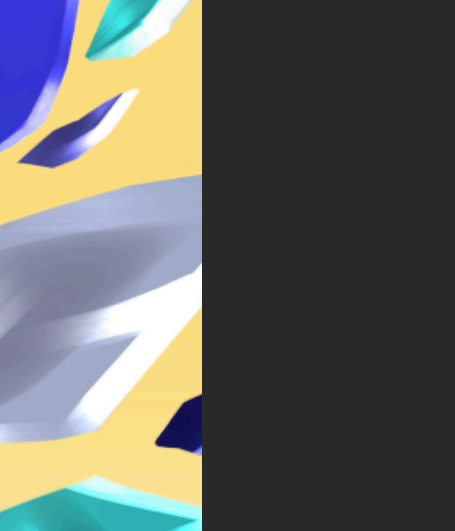


Formed from the crystallization of all forms of human emotion, Koseki Bijou is "The Jewel of Emotions." Over years and years, emotions of beauty and filth alike have woven into her under immense pressure, resulting in an unmatched brilliance. Her ancient, mystic brilliance caused strife between the masses of the greedy, who fought over ownership of her. This led to her being imprisoned in secrecy, far from the reach of humans. It seems as though when she encounters people, and particularly their good emotions, her radiance shines even brighter.

A member of Hololive English's third generation "Advent", Bijou (better known as Biboo, because she has an entire thing about being infantilized for some reason) is one of the five convicts who worked together to break out of the Cell. Unlike the others, she didn't directly do anything herself to be imprisoned, instead being sealed away for the safety of others due to her mystic radiance causing greed and strife among mankind.

Upon her reveal, Kaela took an instant interest in her due to her gemstone theming, and the two became fast friends under the duo name "Grindstone", a bond that could almost be described as mother-daughter if one were so inclined, with the smith dragging the gem along to accompany her on her streams and vice versa.

Upon arriving on the stage when summoned as an Assist Trophy, Bijou will pose like such → while announcing her catchphrase "*Kira Kira Koseki!*", then get to work: by utilizing her emotional radiance ability, she can influence the emotions of the fighters around her! She'll stand in place, eyes closed and hands clasped over her chest as she focuses; while she can be KO'd to interrupt the whole thing early (shouting out "*Dang it!*" as she's sent flying), she's super armored the whole time and has far more HP than you'd expect due to her rock-solid constitution.



With a couple seconds of windup, the gems scattered around her body begin to glow a particular color chosen at random between the three below before a pulse of energy washes out from her, inflicting any foes within a Smart Bomb radius with that emotion. Their model will be tinted the appropriate color as the following effects apply:

- Sadness (blue): Generally reduces all movement speeds and jump heights.
- Anger (red): Attacks are slower but do more damage. Forced to fully charge Smashes (1 second) before releasing.
- Fear (yellow): Attacks are faster but do less damage, and received hitlag is increased. All ground movement is forced to be dashing.

As you can see, they're all pretty easy to take advantage of, as long as you know what each of them does and plan accordingly! Depending on how she feels, Bijou might pick a single one and stick with it for a full 15 seconds or interrupt it after only 8 to pick another for another 8, a random variance that you ought to keep in mind. But in either case, once she's done, she waves with a cheerful "Okay, bye-bye!" before vanishing.

Final Smash: The Rarest Material



Pulling a pickaxe out of nowhere, Kaela winds back and swings it hard into the ground in front of herself (ensuing a stall-then-fall if used in midair, so watch out!), rainbow light briefly shining from the resulting cracks before a giant boulder (3 grids wide and 2 tall) erupts from the earth in a manner not entirely unlike her own Neutral Special! If a foe finds themselves in the way of the pick, they'll take 14% damage and be pinned in place until the rock emerges, which will do a further 30% and fling them out upwards with power that could potentially KO in its own right.

From here, you'll find that the boulder is actually a mineral deposit, embedded with numerous swirling prismatic gemstones. Kaela's job is now to **mine** it and acquire them, with mechanics broadly similar to Bayonetta's Infernal Climax prelude; the background stays darkened, and it remains for the next 10 seconds, requiring five hits with a cooldown of one second between each to account for multi-hits, the boulder visibly cracking with each strike. Unfortunately, opponents are fully free to move and harass Kaela during this, so if they can keep you away you won't be able to reap its rewards; the best time to use it is right after launching a foe or in a position to land the boulder's emerging hit. Kaela's NSpec isn't incredibly crucial to her playstyle, so you can hold on to the Final Smash for a while and stake out the best conditions.

If you do pull it off, a wave of rainbow energy will erupt from the deposit as it shatters, a band of damage reaching out to equal a max-power Magic Burst that will deal 25% and push foes away with high-scaling radial knockback- quite capable of finishing off damaged opponents, but it's also thin and fast enough to dodge past if they see it coming. Reaching into the wreckage (now becoming invincible like most Final Smash animations), Kaela extracts a single brilliantly gleaming gemstone, holding it aloft with a dazzled expression- then automatically activates her held Down Special, summoning an anvil and upgrading her weapons with it!

This is in fact the **rarest material** itself as alluded to in her lore, and this Final Smash causes it to be applied to all of her weapons in a secret sixth tier of material, both her currently equipped weapon and up to all four in storage. (If you somehow don't have any weapons at your disposal, Kaela will automatically produce a simple **sword** to upgrade just so it doesn't go to complete waste.) As such, weapons using it produce a similar prismatic sheen that also extends in an aura a little bit around them, dealing 1.6x damage on hit and granting them six extra hits of durability. They'll even gain a **magic** effect on par with mythril as the cherry on top, making this a very seriously potent upgrade. You have plenty of opportunity to curate your arsenal to gather the most effective weapons before using the Final Smash, of course, so you really have your pick of the lot here.

The main drawback is that the **rarest material** is indeed pretty elusive- unless you somehow get another Final Smash before they all break, you *won't be able to repair any of your rarest material weapons*. Neutral Special's flames become pretty important here for maintaining their longevity- and they'll last a while with eight points of durability in any case, but still. If you loaded up on all five, also be careful of accidentally equipping another weapon and overriding your currently held one- maybe toss one out with Side Special to make a bit of breathing room!

As one final aside, I want to talk about this move's origins. While directly based on her Special from *HoloCure: Save the Fans*, that itself takes from her own lore, and Kaela has [gone on record](#) that that story was a metaphor for her own life and joining Hololive and she's found happiness from being in the company. So, yes: as it turns out, the real rarest material was in fact the friends she made along the way.

