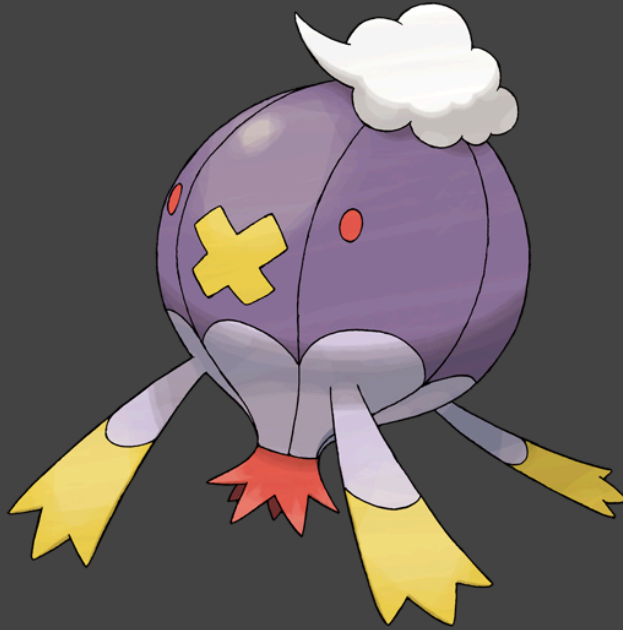


Drifblim



Drifblim is one of many Pokémon, introduced in the 4th generation as Pokémon #0426. Known as the “Blimp Pokémon”, Drifblim evolves from Drifloon, with both sharing the Ghost/Flying type. Drifblim, like real life balloons, fly in groups carried by the wind to parts unknown, though they are capable of controlling the altitude of their drift by generating gas inside their body. The line is also known for carrying those who hold onto them, with it being rumored that those who do so at dusk are taken to the afterlife - this corresponds with Drifloon, which is known for taking away children. On a related note, Pokedex entries state that the line is formed from the departed spirits of people and Pokémon, which serve as the raw material for its gas. Drifblim seems to be a fairly popular pick for particularly skilled Trainers in-universe; while Sinnoh Gym Leader Fantina’s Drifblim is most well known, it’s tied with Bronzong for the Pokémon on the most Elite 4 teams, with four of them using it.

As for how Drifblim corresponds to this Jamcon’s theme, *Pokémon* as a franchise is incredibly profitable: in fact, [according to Wikipedia](#) it is the highest-grossing media franchise of all time by a good margin. This means that it makes a lot of **money**.

Stats



Weight: 75 (same as Mr. Game & Watch/Squirtle)

Walk Speed: 0.735 (same as Jigglypuff)

Dash Speed: 1.43 (same as Byleth and Zelda)

Initial Dash: 1.936 (same as K. Rool)

Air Speed: 1.340 (just under Yoshi, 2nd)

Fall Speed: 0.98 normal, **1.568** fastfall (same as Jigglypuff)

Drifblim is around the same size as Jigglypuff, but in practice is a bit taller due to it constantly floating off the ground. While it floats low enough that any hitbox can still hit it when standing still, its dash has it move its underside behind it as it catches the wind, meaning that in this state it can weave around certain low hitboxes. Nevertheless, Drifblim is still very slow on the ground for the most part, though its initial dash is surprisingly fast and allows it to catch out whiff punishes with some degree of ease. When idle, it floats in place - occasionally, it will shift its direction of facing for a moment, much like fellow Balloon Pokemon Jigglypuff.

As you'd expect, Drifblim truly shines in the air, where it is just barely beaten out by Yoshi for having the best air speed in the game. Additionally, it has a total of 5 jumps, with its first jump having the same height as Ganondorf's (25.49), its second being as strong as Snake's first jump (21.62), then being 18.54, then 15.63, and finally 12.24 (Ganon's shorthop). Combined with immense floatiness and great air acceleration and Drifblim can truly move around the stage as if it were a balloon itself. However, this still doesn't change the fact that it is very light - not as light as Jigglypuff, since canonically it's over twice as heavy, but still enough that it can lose a stock to a few good hits.

(KO percents assume Mario at the middle of FD, unless stated otherwise)

Ability - Aftermath

Much like Jigglypuff, Drifblim has an unfortunate gimmick relating to its shield - once it breaks, it loses a stock. Unlike Jigglypuff, this can be just as dangerous to the foe as it is to Drifblim itself, thanks to its Aftermath Ability. In *Pokemon*, Aftermath is a rare ability that deals damage to the Pokemon that delivered a finishing blow to it. Here, when Drifblim's shield is broken, naturally or by the opponent's hands, the screen will slow down much like it does for Hero's Kamikazee before it POPS, a stream of souls erupting from the now popped Pokemon. This explosion covers 1 Unit in all directions centered around where Drifblim was when it was shield broken,

