Drifblim



Drifblim is one of many Pokemon, introduced in the 4th generation as Pokemon #0426. Known as the "Blimp Pokemon", 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 Pokemon, 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 Pokemon on the most Elite 4 teams, with four of them using it.

As for how Drifblim corresponds to this Jamcon's theme, *Pokemon* as a franchise is incredibly profitable: in fact, <u>according to Wikipedia</u> 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)

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,

and deals 30% damage with strong horizontal knockback that can kill at 60%. Afterwards, the remaining pieces of the balloon will float to the ground, before vanishing as it reappears on the next platform. Note that Drifblim does not "officially" lose a stock if this happens until 2.5 seconds afterwards, meaning that if both are on their last stock and it scores a KO with this it will win the match.

This forces the foe to play far more cautiously around a shielding Drifblim than they would against almost any other character. While shield pressure is an integral part of normal Smash gameplay, going for shield breaks will typically result in the opponent being heavily punished by the explosion if they're in close range. It also gives Drifblim a situational edge against characters with moves that are excellent for shield breaking, such as Marth with his Shield Breaker or Bowser with his Bowser Bomb. A particularly risky player could even intentionally lower their shield to the breaking point, allowing it to force the foe to back off if they're at a high percent and/or bad position. However, the size of the actual hitbox is fairly low, meaning that several characters can break Drifblim's shield from a distance to get the stock loss without having to take the explosion, so for the most part it has to get fairly close to them to land this.

Specials

Up Special - Ominous Wind

A purple wind suddenly appears around Drifblim, as it floats in place if done in midair. After a second, it bursts into a stream, moving the Pokemon along with it. This is not a hitbox at any point, but does move Drifblim a good distance, by default 6 Units upwards, at Mii Swordfighter's air speed. During the second that Drifblim floats, the player can move the control stick to direct the windstream in any direction, though it can only take it a cumulative 6 Units. They are also capable of pressing the A or B button to automatically trigger the windstream, which happens over just 3 frames, with B causing Drifblim to move with the wind and A causing it to stay in place, though this has the downside of proportionally decreasing the distance it takes the Pokemon (10 frames = 1 Unit). This can only be used once per air trip and does not refresh jumps, though it also doesn't cause Drifblim to enter helpless afterwards.

This is quite a strong, versatile recovery for Drifblim, able to take it in any direction it wishes at a fast pace. While the lack of a hitbox means that it can be hit out of, it can start the move whenever it wants to potentially weave around the foe's attack, helped by its great air statistics. Drifblim can also use USpec in the middle of its jumps as a form of mixing up how it will recover. Ultimately, this enables it to go fairly deep offstage for edgeguarding attempts, though wall of pains are significantly harder to perform with its kit than its stats may initially suggest.

After Drifblim uses this move, the windstream will stay in place for a total of 15 seconds before it fades away, hence the "Ominous" in the move name. Horizontally, it is 1 Unit tall, with this

shifting to width if vertical. While this has no effect on other characters, if Drifblim stands still inside of it it will move in the same direction the windstream takes it at its dash speed. It does not affect its normal movement, however; moving against the wind will have it move at its normal movement speed, and it can fastfall or jump out at any time if it is taken into the air. Jumping out of the stream will leave Drifblim with its four midair jumps, regardless of its position on stage. Only one windstream can be onstage at a time, with another use of USpec having the old one go away the moment the new one arrives.

This gives Drifblim the ability to perform grounded attacks while moving, a fairly strong advantage that its kit is built with in mind. If Drifblim uses a grounded attack and is taken into the air by the Ominous Wind, it will continue the attack regardless, making them more versatile than normal and allowing for some fairly tricky techniques. Lastly, it can also force panicked reactions by shielding with low shield health while heading towards the opponent, threatening the powerful Aftermath and encouraging them to do something about it ASAP. This utility is the reason as to why Drifblim can choose not to follow the wind, in case it just wants one on stage for its effects on its movement rather than as a movement option. On the other hand, it also means that being knocked offstage can force it to sacrifice its setup to recover, with it having to get the space to set up another USpec if it wants to get a large windstream up.

Neutral Special - Shadow Ball

Drifblim shudders in place for a moment before expelling a black ball out of its underside. Coming out on frame 14, the Shadow Ball is around the same size as a mid-charge Mewtwo Shadow Ball, and travels downwards up to 10 Units from wherever it was at Sonic's fall speed. On hit, it deals 7.6% damage and straight upwards knockback with decent base, but slow scaling that leads to it only KOing at the late 300% mark. The endlag is fairly low, as Drifblim deflates from the brief inflation it does when expelling the projectile.

As the projectile travels straight downwards, it obviously can't be used for zoning or approaching like most others can. It also isn't as good for edgeguarding raw as the similar downwards projectile Hard Knuckle, since the knockback is straight upwards. Instead, Drifblim will want to use this in the air, where NSpec's quick start and endlag make it a great way to bomb the foe from above and its excellent air stats allow it to position itself above where they are easily. It serves as the premiere landing option for the Pokemon, as its NAir doesn't hit under itself and its standard DAir is very slow, which is important to note given how slowly it falls and its low gravity leaving it susceptible to star KOs. If Shadow Ball hits, Drifblim can easily combo into any of its aerials due the upwards knockback, with the low scaling making these combos very consistent. It is also fairly easy to combo NSpecs into NSpecs, enabling it to potentially ladder the opponent towards it from very high up on the stage, though DI means that these can be escaped with enough control stick movement.

If NSpec is used in Ominous Wind, then the Shadow Ball will move with the windstream at the same speed as normal. After it reaches the end, it will fly 4 Units in the last direction it traveled

before petering out, regardless of how much distance it traveled. This enables Drifblim to use the projectile in a more traditional manner, with the fast speed forcing the foe to quickly move in response to it. Shielding is typically a bad response, as the projectile does a good bit of shieldstun that Drifblim's passive movement lets it punish with a grab, leaving the opponent to do the more committal actions of dodging or jumping instead. It also makes the entire windstream a decently threatening area for the foes when this can be spawned fairly casually and there is no limit to how many can be present at once. This enables Drifblim to force the opponent to move in certain ways to get around the wave of Shadow Balls, as well as encourage movement around the Ominous Wind that it can chase or discourage platform usage by having a stream cover the area.

Side Special - Phantom Force

Drifblim maneuvers its front-facing arms in front of itself before disappearing in a burst of shadow. Disappearing on frame 7, it takes 22 frames for it to reappear in another shadow burst with its arms splayed out, extending out 0.7 Units to either side of it, a hitbox dealing 10.3% damage and diagonally upwards knockback that scales to KO at 190%. Where Drifblim reappears varies depending on how far the control stick is moved, appearing 3 Units away from where it originally used the move if it is tilted, 1 Unit if it is left to neutral, and 5 Units if it's smashed. Afterwards, it goes through decently long endlag as it holds the pose for a moment.

SSpec is most comparable to Greninja's Shadow Sneak in overall feel, though with enough mechanical differences to serve overall different purposes. While it can't reach as far as Shadow Sneak can, it makes Drifblim disappear much faster, giving it use as a sneaky approach option that enables it to maneuver past projectiles. It also works as a way of punishing rolls away from it in any direction, which means it sees plenty of use in chasing after foes who dodge away from him in fear of Aftermath when Drifblim is drifting towards them through Ominous Wind. You can also use the move as a sneaky escape option, as it's impossible to tell what direction it went until it reappears, meaning that it can move away from where it thinks the opponent would roll to get breathing room. In the air, the burst movement allows Drifblim to potentially snipe a recovering foe, and gives it a horizontal recovery option in addition to its primarily vertical USpec, though like that move it can only be used once per air trip.

In the games, Phantom Force is unique as a move that hits the opposing Pokemon regardless of whether or not they are protected by a protecting move. Here, this is interpreted as a unique effect if it hits a shield; the foe will go through a recoil animation much like what happens when Kazuya's Electric Wind God Fist hits a shield. This takes long enough for Drifblim to be left safe on hit and gives it a sizable frame advantage, enough for it to combo into any of its faster attacks. The unique properties of the attack allow it to punish shielding after a roll just as, if not harder than not shielding, potentially discouraging the opponent from rolling at all at high percentages so they don't risk being caught in a kill confirm. Shielding on its own is still a good counter to Drifblim's approach, since SSpec is reactable enough that it can only reliably score the recoil on a read, but that just leads into its fairly strong grab game. All of this pressure can

be avoided by jumping, as the hitbox on Phantom Force is fairly short-ranged vertically, but if predicted Drifblim can just answer them with its own aerials.

Down Special - Explosion

Drifblim closes its eyes as it wraps all four of its arms around itself before, with a cry of "DRIFBLIM!" it becomes surrounded in fire! This takes a good 25 frames to happen and has very short range around it, but on hit it deals 20% damage and radial knockback that kills at 135% assuming it was horizontal. Drifblim can use this as a very high damage read tool, and the knockback is high enough for it to serve as a very strong juggle ender if it can land the move. It can be thought of as a less powerful, but far safer version of Aftermath that makes up for its relative lack of kill power for not leaving it without a stock if it goes wrong.

After a short period of endlag, the fire will remain on Drifblim for a total of 10 seconds. During this time, its Hidden Ability Flare Boost will kick in, an Ability unique to the Drifloon line that boosts the power of their Special moves by 50% if they have the burn status. In Smash, this is interpreted as Drifblim gaining a 1.25x boost in damage and knockback to all of its attacks, with some moves also gaining other alterations. However, the fire will also deal damage to the Pokemon for as long as it is on it, adding up to 25% in self damage over the effect. Drifblim cannot use Explosion again until the burn effect disappears.

Much like in the games, Explosion is a high risk, high reward attack. The damage and knockback buffs, while worsening Drifblim's combo game, also make it much easier for it to KO foes at high percentages. It also proves helpful at mid percentages, since the knockback increase makes many of its moves more effective for edgeguarding, and can often secure kills much earlier than waiting for high percents. However, it still leaves Drifblim with an over 20% damage increase by the end, making combos against it hit harder and making it even more fragile than it already is. DSpec does not have to be used to do well with it, in much the same way that a player doesn't have to go for Aftermath, but it can lead to very early KOs if it plays well enough.

Aerials

Neutral Air - Whirlwind

Drifblim extends two of its arms out before spinning around. Coming out on frame 7, the arms stretch quite a bit to give the move good range, around 1.3 Units on both sides of it, though with a fairly thin width. Being hit by the arms deals multiple hits that add up to a total of 8.9% damage with decent diagonally upwards knockback at a fairly steep (roughly 80°) angle that scales to only KO at the 300% range. There is also a "sweetspot" on the yellow tips that deals

the same amount of damage but alters the knockback to position the foe right above Drifblim. This lasts for a total of 20 frames, and leaves Drifblim with fairly low endlag as it stops spinning, with similarly fast landing lag.

NAir is a staple move in Drifblim's gameplan, serving a variety of purposes. The range and fast landing lag make it a great shorthop move, helped by the fact that it autocancels if done in such a manner. It is also a notably difficult move to shield properly due to its multihit nature, meaning that if done while landing Drifblim has a good chance of being safe on shield if spaced right. As such, it serves as a strong shield pressure tool, with the balloon being able to bully shields to low health if the foe doesn't rush in and stop it, encouraging hasty reactions that a couple of its moves are geared toward punishing. Those same properties also make it a safe move to just throw out in neutral, being hard to truly contest if the opponent just rushes away from it. Drifblim's arms do count towards its hurtbox during the move, though, so it is possible for savvy foes to hit it out of the attack.

On hit, the majority of the hitbox scales well enough that Drifblim can easily chase them with its multiple jumps and combo the move into itself, one of its bread-and-butter damage rackers. The sweetspot also sets up well into UAir, one of its primary enders and KO moves, so it serves double duty as a kill confirm. At low percents, Drifblim can potentially catch out a foe who airdodges away from an anticipated NAir with its slower, but overall stronger USmash, which has enough range to hit them from where they are. Dragdown setups are impractical due to how low its fall speed is, but its air speed is fast enough that it can still position them closer to the ledge or USpec wind via air drift. On that subject, Ominous Wind can allow Drifblim to drag the opponent with it while it travels, potentially artificially increasing the distance upwards it can take them and thus decreasing the percentage it can KO them through ladders or depositing them far offstage. Explosion affects this move fairly little due to how low the knockback already is, meaning that it in large part becomes even better due to adding more damage to the move.

While the varying knockback is quite versatile, it is fairly easy for the foe to DI away from the place where Drifblim wants them to be to mess up its intended combo. For example, shifting to the sourspot when it wants to go for the sweetspot makes it much harder to follow up with UAir, and since typically it will have used up all of its jumps this will drop the combo with the opponent still able to come back down. Drifblim can mindgame this DI with its aerial drift, potentially moving in such a way that it ends with the foe moving towards where it wants them to be, but it is still a notable issue with the move. Additionally, NAir does not cover above or below it, which combined with the duration makes it a bit vulnerable if the opponent happens to be in those positions when it goes for it.

Forward Air - Dark Energy

Drifblim puts its front-facing arms in front of itself as it holds a miasma of purple "ghost" energy. Coming out on frame 9, this has shorter range than NAir at around half a Unit with a fairly small height. Lasting for 11 frames, this deals multiple hits that add up to 15.4% damage and decent

horizontal knockback at a very slight downwards angle behind Drifblim that kills at 170%. The endlag is quite short as the miasma disappears, with decent landing lag as well.

The knockback angle being behind Drifblim means that this is counterproductive towards walls of pain - it much prefers carrying the foe to the afterlife, i.e. the upper and lower blast zones. This is still a useful tool in its own right, however, as the knockback angle happens to be very good for setting up for tech situations or edgeguard situations if your back is to the ledge. FAir sets up well for BAir, which is good in both of these situations, as well as a DAir if Drifblim happens to be using the move while retreating. The speed of the attack also makes it good for intercepting airborne opponents without leaving yourself as vulnerable as NAir does on a whiff. Finally, if Drifblim goes off stage, the knockback sets up very well for placing the foe underneath the stage, where it is very difficult for most characters to come back from.

FAir works quite well with USpec windstreams, as well. If the foe is deposited inside of a stream then Drifblim can potentially use a Shadow Ball to act as a meaty hit, or at least force an unwanted action. Drifting backward with windstreams also enables it to better chase opponents on hit due to the passive movement, letting it use its other tech options like SSpec and Dash Attack, as well as microposition due to the multihit nature. Lastly, if timed correctly, Drifblim can potentially hit the foe as it's drifting off the ledge backwards, where the knockback actually does become a proper gimping move! This requires tight prediction due to the fact that it's facing the opposite direction of where it's moving, but it can be a very nasty edgeguard setup if it manages to pull it off.

This is one of the attacks that gets a specific boost in DSpec beyond a simple power boost. In this case, FAir has its knockback altered to be at a much steeper downwards angle, enough that despite still technically sending backwards it's still very effective as a gimp. While the knockback won't set up for tech chases except at very low percents due to how strong it is, it can still result in groundbounce combos into several of Drifblim's aerials, primarily NAir for damage racking or UAir/DAir for a potential KO.

Back Air - Whiplash

Drifblim looks behind itself as it rears one of its arms back before suddenly whipping it straight backward. Coming out on frame 14, making it fairly slow for an aerial, this has great range of just over 2 Units, though as with the NAir the hitbox is thin. Contact with most of the arm deals 7.8% damage with decently strong diagonally upwards knockback that KOs at 240%, while a sweetspot on the tip deals 13% damage and stronger knockback at the same angle that KOs at 140%. End and landing lag are on the longer side as Drifblim takes a moment to face its front and shrink its arm.

As mentioned prior, BAir works well out of hitting a foe with FAir, mainly due to its range and the power of the sweetspot. While the lag and the thin hitbox make it decently hard to land, it is often one of the stronger attacks Drifblim can successfully land, especially under an Explosion

buff. It can potentially use it as an answer to attempts to roll behind it out of its Aftermath pressure when approaching with Ominous Wind, helped by its air movement and the fact that BAir has enough range to be safe on shield from the tipper's range. USpec also lets Drifblim use it as an alternative approaching tool to NAir, and in this state the sourspot can potentially serve as a combo starter into NAir or UAir depending on how the stream is directed. The knockback on even the sourspot is too high for it to reasonably chase after, however, so despite the move's range it struggles to combo into itself without the aid of windstreams, and even then they have to be placed very specifically to make the most of it.

Up Air - Expand

Drifblim's body suddenly puffs up, briefly almost doubling its height and width. This serves as this move's hitbox, coming out on frame 7, which deals 6.5% damage and upwards knockback. While the knockback initially starts off fairly weak, it scales very strongly to the point where it starts to KO at 150% from Battlefield's main platform. The endlag is on the longer side as Drifblim takes a moment to deflate back to its regular size, with similarly long landing lag.

At low percents, this is a relatively low damage combo ender off of NAir with generally low reward. However, the knockback is low enough that Drifblim can quickly threaten its powerful anti-airs upon landing, so it may be better to drop NAir combos if it thinks it can get more out of the damage. Once higher percents roll around, this becomes the primary vertical kill move, coming out fast and killing at much lower percentages than its listed kill percent suggests thanks to how high Drifblim can take the foe. It also creates a mixup with DSpec, in which a properly timed Explosion can catch out opponents who dodge in anticipation of the faster UAir with a much stronger attack that kills much earlier. The capabilities are helped further by windstreams, which can make Drifblim actually combo the move into itself on heavier characters, and the DSpec buff, which makes the NAir combo loops significantly easier to KO with.

Down Air - Expulsion

Drifblim starts to slowly inflate as light blue lines - representing wind - fly into the hole in its underside. After a while, it is expelled as a small burst of wind, around Drifblim's width and extending 0.5 Units from it. Coming out on frame 19, the slowest of its aerials, it is also the most powerful, dealing 16% damage and a fairly strong spike. The endlag is notably shorter than you'd expect for a move of its power as Drifblim quickly returns to normal, but the landing lag is on the longer side as it is interrupted in the midst of the attack and takes a moment to float back up.

This primarily sees use offstage, where it is one of the best kill moves Drifblim has and a major boon to its very strong edgeguarding game. With its multiple jumps and great recovery options, it can go very far offstage to secure a kill while also being safely able to recover. Onstage, Drifblim can also use it as a high damage combo starter into NAir since the knockback is strong enough to groundbounce, mainly good when chasing a disadvantaged opponent with

windstreams. However, the slow startup also means that it makes a poor landing option, easily able to be interrupted by the foe and making it a notable weakness when combined with how floaty it is. Shadow Balls, as stated earlier, are the primary method Drifblim has for covering its landing, but they eventually get predictable; it's best to space them out or use USpec downwards so the burst movement gets it away from them, though landing during it does have notable lag.

Smashes

Forward Smash - Gust

Drifblim tilts its body back as a series of wind lines travel towards its underside, much like in DAir. Upon release, a large gust of wind bursts from it, covering a range of 1 and a half Units horizontally and as tall as the Pokemon itself. This takes 15 frames to start charging - during the charging period, a windbox is created extending 2.5 Units away from Drifblim's front with a small height of just 0.2 Units that pulls foes toward it at 1 Unit every 40 frames. Once released, it takes 9 more frames for the hitbox to come out, dealing 16-22.4% damage and fairly strong horizontal knockback with a notable upwards bent that scales poorly to only KO at 230-200%. Afterwards, Drifblim goes through decent endlag as it adjusts itself to be rightside up again.

While the knockback won't be securing kills anytime soon, it is still strong enough to set up for edgeguards - something that Drifblim is particularly good at setting up for and exploiting, as you've noticed by now. The windbox combined with the good damage lets it see use as a whiff punish, dragging the opponent towards the hitbox during their endlag to hit them with it. It makes missing attacks quite dangerous when Drifblim can just drag them towards it with FSmash, meaning that a midrange foe is more likely to play cautiously, leaving them open to either SSpec or Dash Attack. Lastly, the move works fairly well under the Explosion buff, where the knockback becomes strong enough that it can actually kill if close to the ledge. On the other hand, the windbox also typically makes it easier for the opponent to hit Drifblim if they aren't in lag, so typically it will only go for the attack raw if it has an opening.

This has a unique interaction if done inside of Ominous Wind. Once the hitbox comes online, the windstream will briefly gain a bit of light blue to it as it becomes a hitbox. This lasts for only 2 frames, but deals the same damage of the original move with knockback that corresponds with the windstream's direction, though the knockback has a much weaker base and kill percent. For an example, if the foe was in the middle of a stream that starts traveling forwards but shifts to move upwards, then being hit by this will take them forwards before their knockback suddenly shifts vertically at the point the stream does.

Being able to turn a sizable part of the stage into a hitbox is quite a strong advantage for Drifblim. If it actually hits, then depending on how the stream is positioned the opponent can

either be sent towards the Pokemon for a potential combo starter, deposited onto platforms for pressure with BAir, or even sent deep under the stage, though that last one requires a stream placed out of the way of the main battlefield. It is very reactable, and the short duration Ominous Wind becomes a hitbox makes dodging or shielding good methods to counter, but the presence of this option still encourages foes to rush Drifblim down so it doesn't get the option to pull this off. While this makes the FSmash interaction harder to pull off than it seems, this tactic can potentially lead them into pulling a move that ends up breaking Drifblim's shield while in range of its Aftermath explosion.

Up Smash - Astonish

Drifblim suddenly starts to deflate, its body shrinking in much the same way a balloon does as it sinks to the ground. This takes a good 19 frames to start charging, but also gives it intangibility frames starting from frame 4 and lasting until the charge animation, where it then turns into just a particularly low profile maneuver. Upon release, Drifblim poofs back up in an instant - only 2 frames - briefly expanding to just reach the height of Battlefield's lower platforms, though the width is fairly short. On hit, it deals 17-23.8% damage and strong upwards knockback that kills at 150-120% assuming this was performed on Battlefield's main platform. Afterwards, Drifblim goes through fairly short endlag, swiftly deflating back to its normal size.

USmash's main feature is easily how hard it makes it to hit Drifblim during the charge animation, itself inspired by the move Astonish growing stronger if used during the shrunken state induced by Minimize, both moves being ones it naturally learns. This makes it a good move to use as a counter to the rushdown strategies enforced by FSmash, as well as a very strong anti-air. Drifblim's combos will often leave the foe in the air afterwards, so this can be used as a tool to catch their landings, helped by windstreams improving its movement. USpec also enables it to be used as an approaching method, with it slipping beneath projectiles and most of the opponent's attacks before hitting them with the strong USmash hitbox. It can also artificially decrease the kill percents on the move, by sending the foe upwards with Jab then following while charging USmash (which is not interrupted if Drifblim enters the air while charging). Unfortunately, the hitbox is a bit too short-ranged horizontally to be a truly viable OoS option combined with the startlag, meaning that as with FSmash it typically sees use as a read option.

Down Smash - Hex

Drifblim raises its arms upwards as swarms of dark energy appear around it, before throwing them downwards to send it towards the ground. Taking 8 frames to start charging and 8 to come out, making it the fastest smash in its kit, Hex covers a range of 1 Unit to both sides with a height of 0.3 Units and lasts for a total of 12 frames. On hit, it deals multiple hits that add up to a total of 13.2-18.48% damage and low upwards knockback that KOs at 190-160%. The endlag is fairly decent as Drifblim waits for the ghost energy to die down a bit before resuming combat.

While the least damaging of Drifblim's smashes raw, the speed and range allow it to be used in the middle of combat fairly easily, which can't be said for the other two. It mainly sees use as a roll covering move at low percents, when Dash Attack doesn't kill and it doesn't want to risk whiffing SSpec. On hit, the low knockback lets Drifblim transition into its air game, with NAir typically being the best choice, though if close enough to the ledge BAir may be preferable. Using this when drifting through Ominous Wind will have the energy stay where it was when Drifblim used the move, potentially letting it better position itself for other moves such as DAir if it wants to secure a kill or FAir at low percents for damage and extending its advantage.

In addition to creating a hitbox, DSmash will also leave a trap where Drifblim used the move in the form of leftover energy if this is performed grounded. This is 2 Units wide and 0.5 Units tall, and deals 7% damage and decently strong upwards knockback to those that touch it. It lasts for 10 seconds before automatically disappearing, with another DSmash creating a new one while making the old one disappear. Aside from being yet another means to encourage the foe to jump or roll in manners that Drifblim can punish, the low knockback of the main hitbox means that the trap is an immediate threat on hit, encouraging them to jump or dodge away, all of which Drifblim can chase with its excellent air mobility. It can also serve as a combo tool if it manages to hit the opponent into it, such as through FAir's strange knockback - in that circumstance, BAir is typically the best response.

DSmash has a unique interaction with the Explosion buff, in that it becomes much more powerful than is the norm for the buff, now dealing 21.5-30.1% damage and knockback that kills at 100-75%. It maintains the same speed, as well, meaning that this becomes one of Drifblim's scariest kill moves, though as a tradeoff it does not leave behind a trap. However, the duration of the move makes it decently easy to punish Drifblim for whiffing the move, and the startlag is on the slow end, meaning that if thrown out carelessly it is likely to result in it eating a combo that is made more damaging by the passive damage it is taking.

Standards

Jab - Burst Curse

Drifblim points an arm forward as a purple energy sphere appears in front of it. This spawns on frame 4 and has a fairly small size, around the same size as a no-charge Samus Charge Shot. If it hits the foe, it deals 8% damage and decent knockback on a horizontal, slightly upwards angle that KOs at 220%. Endlag is very low as the sphere quickly disappears, though not low enough that it can be spammed.

This is Drifblim's fastest grounded attack, giving it a useful role in its kit as one of its most reliable grounded defensive tools. As a tradeoff for its ability to punish shield pressure hard through Aftermath, its actual defensive capability is fairly lacking for the most part, relying on

fear of the explosion, shorthop NAir, or its grab in order to escape. With how fast this move is, not the fastest jab but still unreactable, Drifblim can pop it at close range to get a good bit of distance at close range, resetting the situation back to a mid range area where the range on its attacks is more prominent. The angle also sets up for a tech chase at low percents, giving it a quick way to press an advantage with SSpec or Dash Attack, though this quickly falls off once the opponent reaches around 20% or so. Lastly, the move has fast enough endlag that Drifblim can use it as a wall of sorts while drifting in Ominous Wind, to add more pressure to its approach, while also allowing it to better chase the foe after hit. It does still have very short range, though, as well as short height, meaning that the opponent can still outspace the move or jump over it.

Under the DSpec buff, the burst will cause a brief stun effect before dealing the knockback it would normally do. While Drifblim cannot infinite with this since using Jab again while the foe is stunned will just do the standard knockback, it does still give a good opening to use DTilt or, if it predicts an attack, USmash.

Dash Attack - Balloon Tackle

Drifblim turns to face the top of its body forwards before splaying its arms out like an octopus as its body starts to inflate. A bit afterwards, it bursts forward 3 Units over 20 frames by expelling invisible gas, its body deflating a bit as its arms shift position to wave behind itself. This interrupts Drifblim's ground movement on frame 2 and, after an additional 13 frames, sends it forward while making its entire body a hitbox. On hit, this deals 12.3% damage and upwards knockback that KOs at 130%. Drifblim goes through fairly extensive lag as it takes a moment to float rightside up and inflate its body to its normal proportions.

The fairly long startlag prevents Drifblim from using this as an approaching method, though the fact it stops its movement means that it can juke out foes timing an attack so as to hit it as it approaches. Its air speed and multiple jumps means that it can safely jump and weave around any projectiles the opponent has, and Ominous Wind allows it to move while threatening any attack in its arsenal, so it doesn't have too hard of a time approaching. However, the distance covered makes it a great move to use to punish foes who are too antsy about the threat of Aftermath to make their own move, which is helped by its initial dash and the momentum stop evading most attacks done on reaction. Dash Attack serves as the best kill move in Drifblim's standards, and as such is one of the better moves to use against rolling opponents. It is quite unsafe on shield, however, due to the endlag combined with Drifblim not crossing up on shield.

If Dash Attack is performed while moving in the direction of a windstream, then the attack's range will be buffed to 4.5 Units, happening over the same time frame. The move itself also deals more damage and knockback due to the increased momentum, now dealing 17% and killing at 100%. This is one of the major things that makes Drifblim's Ominous Wind movement so threatening, since it can threaten a fairly powerful kill move by dashing at them. While this can easily be shielded, this can be used to land a grab, and if the shield has been sufficiently

bullied with NAir/BAir it may not be able to survive, forcing the foe to either dodge or jump over it. Moving in the opposite direction has the move act the same as usual, but it will briefly move with the stream during the period it is immobile, letting it move away from attacks before lunging forth to punish; the distance also makes it a good means of punishing rolls behind Drifblim to done to avoid the amped move.

Forward Tilt - Strike Out

Drifblim shifts to its left (or right if facing left) as it shifts an arm in the same direction before turning as it strikes out with it. Coming out on frame 12, this has similar range to the BAir, though slightly shorter. On hit, the arm deals 7.8% damage and diagonally upwards knockback that KOs at 250%, while the tip of it serves as a sweetspot that deals 11.2% and horizontal knockback that KOs at 175%. This can be angled like many other FTilts; the sourspot knockback is consistent among all versions, but the sweetspot is changed to 9.2% damage that KOs at 210% for the downwards angle and 13.2% that KOs at 150% for the upwards angle, with the knockback shifting to match the attack's direction. The endlag is on the middling side as Drifblim's arm shrinks back to its standard length.

As with many FTilts, this is mainly used as a poking move, having fast enough startup and enough range to be used to space the foe out. This has more risk than on other moves, however, since Drifblim's arm is still counted as part of its hurtbox in a similar way to Mewtwo's pokes and the hitbox itself is fairly thin. Nevertheless, it is still a fairly versatile move, able to be used in a variety of situations. The sourspot is consistently a good combo starter, occasionally comboing into itself, while the neutral sweetspot is a decent late percent kill move close to the ledge. Downwards angled, the knockback becomes a semi-spike angle, though it is a fairly gentle one that still leaves the foe able to recover if hit offstage. Lastly, the upwards angle is good for attacking short hops as well as sharking platforms.

FTilt also has good interplay with Ominous Wind. Used when approaching, Drifblim can potentially chase after the opponent after hitting them and combo the move into itself. When retreating, the range and the powerful sweetspot make it a nice means of punishing foes who don't respect it when attempting to get close to it again.

Up Tilt - Groundbound

Drifblim raises its front-facing arms upwards before swinging them downwards. Taking 11 frames to become a hitbox, this covers 0.7 Units above it and a bit over one Units horizontally at the end. If Drifblim's arms hit the opponent, they deal 10.3% damage and a decently strong spike at a diagonally downwards angle if they're airborne, while setting up for an automatic groundbounce that scales to KO at 220% if grounded. Endlag is on the fast side as the Pokemon quickly shrinks its arms back to normal.

UTilt comes out on the slower side and hits above Drifblim a good ways before it hits in front of it, meaning it is a poor OoS option. On the other hand, the range on the move is enough to catch out foes who jump above it to evade its more threatening moves, such as SSpec and a windstream-amped Dash Attack, while sending them back to the ground in the process. If the opponent happens to be grounded, then the resulting bounce can consistently be followed up on by either NAir or FAir, the former typically best at low percents and the latter best when Drifblim's back is to the ledge. Ominous Wind allows it to keep moving after hitting the foe with the move, potentially letting it confirm into DAir if the foe was grounded or chase after them if they were airborne. And of course, the angle makes it a good way to send an offstage opponent into the lower blast zone.

Down Tilt - Wind Wheel

Drifblim's crouch has it move to the ground and deflate itself a bit, similarly to Jigglypuff's. While not as extreme, this still enables it to duck underneath several projectiles and even approach if it's being moved by windstreams.

Once the input for this move is made, Drifblim claps its front-facing arms forward, creating a small tornado of wind in front of it. This forms over 11 frames, has a width of a Unit, and a height of 0.5 Units. If the foe comes in contact with it, they will take multiple hits that bounce them left to right inside the tornado that add up to a maximum of 6.7% damage, before a final hit that deals 3.5% and strong upwards knockback that scales to KO at 230%. The tornado lasts for 35 frames, but Drifblim is able to act a short ways into its active period; using DTilt again while one is active will cause it to disappear as a new one takes its place. It will also follow its movement if performed while drifting on a windstream.

This is another launcher for Drifblim, but one that fills different niches than its UTilt. UTilt only launches if it hits a grounded opponent, as the semi-spike done if they're airborne is at too steep of an angle for it to reliably catch up to lead into combos. Even if they are grounded, the bounce becomes too high for Drifblim to catch up to the foe with a jump at around 120% on middleweights. DTilt, on the other hand, scales very slowly and keeps the foe in place for a good while on hit, letting it jump while they're in the tornado with a move of its choice. It also happens to two-frame the ledge for a good while, though the knockback does mean that it will often save the foe. DTilt is a bit on the slow side, enough that it's fairly risky to use at close range, but is fast enough that Drifblim can reasonably land the move in neutral and use it as a punish against rolls or spotdodges.

DTilt's unique nature gives it a built in 50/50, where Drifblim can either use its faster moves or wait to use its slow moves to punish an air dodge done in anticipation of these faster moves. It also has the option of using the time the opponent is stuck in the tornado to retreat for whatever purpose it needs, from getting space to set up USpec windstreams or simply reversing disadvantageous positioning. Used when drifting in Ominous Wind, the multihit nature and long duration allow Drifblim to potentially drag the foe with it, artificially increasing the height they are

sent or moving them to worse positions on or offstage. However, it is still a bit on the slow side, and the low height of the tornado means that jump-ins are a good strategy for dealing with it. Drifblim's ground moves in general are a bit slower on average than most other characters', giving it a notable disadvantage in that field, which isn't helped by the fact a good portion of its moves are punishable on shield and/or whiff. This means that it will often have to rely on shorthopped aerials in order to successfully fend off grounded opponents, but the best ones for the job are either short range or have thin hitboxes that lead to them being evaded semi-easily.

Grab Game

Grab and Pummel - Constrict

Drifblim extends its front-facing arms forwards before swooping them in front of it. This has fairly good range for a non-tether grab, but also comes out on the slower side, with similarly long endlag. The pivot and dashing grabs are fairly standard, having better range but being slower to come out, though Drifblim's initial dash is high enough that it gets a good bit of mileage out of the latter. It serves as one of its primary means of punishing shielding in response to an approach, alongside SSpec and its recoil effect on shields.

Once grabbed, Drifblim holds the foe in a "bear hug" motion. The pummel has it squeeze tighter for 0.8% damage in a fairly fast pummel, good for filling out its stale move queue, though it may not want to go for this due to it also making NAir better at comboing into itself. It should be noted that grabbing an opponent while Drifblim is drifting on Ominous Wind will result in it continuing to move, dragging them with it. This can potentially lead to it entering the air, which will not cause it to stop holding onto the foe. Releasing from the grab sends the opponent at a fairly high angle, enough that Drifblim can't just grab them and let the wind take them offstage without using a throw, but it still puts them above it to threaten its aerial attacks.

Forward Throw - Destiny Bond

Drifblim extends the foe a bit ahead of itself, holding them in place for a light purple aura to surround them. Afterwards, it throws the opponent away at a diagonally upwards angle for 4.5% damage that KOs at a low 290%. The knockback is still strong enough that it can set up for edgeguards, but aside from that the throw on its own doesn't have much use aside from basic spacing.

This is where the aura on the foe comes in; after they're thrown, it stays around them for 7 seconds. Destiny Bond is a move that forces the opposing Pokemon to faint if they KO the user, and while it is nowhere near that strong in Smash the general spirit is maintained. Here, if an opponent under this effect hits Drifblim with a smash attack, they will take half the damage and

knockback the move would have dealt to it. The knockback does actually increase based on how damaged it is, meaning that the effect becomes more threatening if Drifblim is at a higher percentage. Most notably, if Aftermath is triggered during this period, the hitbox will automatically spawn on the foe, though if Drifblim triggers it itself it can be dodged since the hitbox only lasts for a few frames. If this throw is used again while Destiny Bond is still active, it will not refresh the duration and just do the knockback.

FThrow, as such, is great for artificially extending Drifblim's longevity once it reaches high percentages. Most Smashes serve as kill moves, so the possibility of being taken out with it after landing one will likely discourage foes from using them, especially since its lightweight means it takes more knockback from attacks than most other characters, meaning the knockback decrease matters less than it may seem. It also serves as a strong pressure tool, as Drifblim can now threaten a very powerful hitbox anywhere onscreen, forcing the foe to stay committed to attacking it to alleviate the pressure. This effect makes attempting shield breaks with long ranged moves or projectiles pointless, since Aftermath will just hit them anyway during their endlag. Standards, Specials, and any other moves do not deal damage to the foe, however, so simply restraining from smashes during the effect's active period is effective counterplay.

Back Throw - Ferris Wheel

Drifblim flips backward before slamming the opponent on the ground beneath it, dealing 7.8% damage and diagonally upwards knockback behind it that scales to KO at 270%. At low percents, this serves as the combo throw, with the Pokemon able to turn around to follow up out of the knockback. Drifblim can potentially land a sweetspot BAir, particularly effective as a mixup against foes who dodge to evade its faster options, but typically NAir is the most reliable option due to being so good at comboing into itself. Around 60%, however, the knockback starts to become too high for it to follow up on normally, meaning that it starts to rely on DThrow to get damage racking done. With windstreams, on the other hand, it becomes much easier due to how fast Drifblim moves and the throw happening fairly fast, allowing for some unconventional combo strings.

If this move is done in the air - possible due to Ominous Wind - then the knockback will become a fairly strong spike at a diagonally downwards angle. This is a fairly tricky tactic to pull off, since grabbing while positioned for this is fairly predictable and doing it backwards requires Drifblim to land a grab while moving in the opposite direction it is facing. Successfully doing so, however, leads to this becoming one of its nastier killing methods - especially with the Explosion buff - with its recovery being more than strong enough to take it back. It gets even nastier if you do it while facing the ledge, since the knockback will position the opponent underneath the stage for a scenario nearly impossible to come back from. However, this reliance on a gimmick to KO means that Drifblim lacks much in the way of reliable horizontal KO methods, giving it a unique restriction to its kill routes that most other characters lack - it does have them in the form of Dash Attack and BAir, but both are on the slow side and fairly punishable on whiff.

Up Throw - Balloon Trip

Drifblim shifts its grip to a one-handed grip on the foe's arm before bursting upwards 2 Units, dealing 3.4% damage in the process. Afterwards, it gains limited free flight, able to move in any direction with the opponent in tow and resetting the grab timer. Moving upwards has Drifblim rise at Inkling's air speed, moving left to right has it go at Luigi's air speed, while moving downwards takes a while (around 10 frames) and has it move at Dedede's air speed (the slowest in the game). By contrast, moving upwards after moving downwards happens essentially instantly. Aside from replicating the movements of actual balloons, this ensures that Drifblim can't take the foe offstage too easily with this unconventional cargo throw.

This has two throws out of it, input by pressing the A button and making a control stick input. Inputting down will have Drifblim let go of the opponent for 2% damage and very low downwards knockback, not seriously threatening gimps offstage. Pressing left or right will angle the throw in the respective directions, sending them at a more diagonal angle. While the knockback is weak, that also makes it good for depositing the foe onto a platform, where it can pressure with NSpec Shadow Balls or NAir. It can also make teching out of the knockback trickier by timing it so the opponent hits the ground as soon as they are released.

Inputting up will have Drifblim toss the foe strongly upwards, dealing 6.5% and killing at 220% from Battlefield's main platform. While this is a low kill percent for most UThrows, this automatically gives it more vertical height, and the knockback is strong enough at a base that it can still secure off-the-top KOs at reasonable percentages. This is helped by both platforms and Ominous Wind, which allow Drifblim to start the move from higher off the ground and thus get closer to the top blast zone before the opponent has a chance to escape. As this requires a good bit of damage, this is typically best used at high percents where the foe is less likely to break out of the throw before they're thrown out of it.

Down Throw - Windswept

Drifblim positions the foe under it before letting out a blast of purple wind from its underside the same color as the one it summons on USpec. This deals 7.5% damage and upwards knockback no matter where it is - again, it's "Ominous" wind - that starts off low but eventually scales to KO at 150%. At low percents, this is a worse combo throw than BThrow due to the knockback being too low to really pop the opponent up, but it does set up well for grounded combos into moves like Jab for safety or UTilt, which can serve as a launcher if the timing is right. Mid percents, around 70% on middleweights, see it bounce high enough to lead into air combos, able to lead into most of the same moves BThrow can at around the time it stops comboing without wind. Finally, at late percents this becomes Drifblim's best traditional kill throw; while 150% isn't the best, it's still fairly good, and it can be significantly decreased by being carried upwards through windstreams

Final Smash

Trip to the Afterlife

Drifblim tilts its head forwards as it puffs up, before rocketing forward 8 Units over 30 frames. Missing will result in it stopping in place wherever it was with little lag, which can actually make it a situational recovery option if it happened to be offstage.

If Drifblim hits a foe, up to three, they will take 5% and damage and be paralyzed in place. Afterwards, a pair of its pre-evolution <u>Drifloon</u> will drift down to the stage - one for each character caught by the initial hit - and wrap their strings around their arms (or sides if they don't have arms). They will then proceed to fly upwards towards the upper blast zone at a similar rate to Nabbit in the Mushroom Kingdom U stage, though slightly slower, dealing 17% damage per second in the process. Any foes captured are able to break out of the Drifloons' grip by button mashing, which has around 2x the strength of a regular grab; however, if their percent is over 100% or reaches it during the move, they will be unable to escape the move.

Extras

Entrance

A Pokeball appears onstage, from which Drifblim pops out. It makes no indication that it knows it's in a battle, already being in its idle stance.

Side Taunt

Drifblim blinks its eyes before tilting its body down as it starts to fall asleep. It quickly wakes itself back up with a shake of its head before returning to idle.

Up Taunt

Drifblim deflates itself and falls down to the ground, before suddenly inflating itself back to normal. Based on Jigglypuff's similar taunt.

Down Taunt

Moans start to sound as a spirit, resembling the ones that appear in Aftermath, starts to seep out from Drifblim's extrusion. With a quick scrunch of its underside, the spirit is quickly kept sucked back in, presumably to serve as materials to keep it afloat.

Boxing Ring Title

"Guide for Wandering Spirits" Based on Drifblim's habit of taking people to parts unknown and its pre-evolution's nickname of "Signpost for Wandering Spirits".

Victory Pose 1 (Right)

Drifblim is seen floating in the wind aimlessly. The camera zooms out to reveal that it is in the middle of an entire swarm of Drifblim, all moving in the same direction. It freezes on a particularly zoomed-out shot, and maintains that position until the results screen is left.

Victory Pose 2 (Left)

Drifblim flies around the screen rapidly before suddenly flying towards the camera, which freezes as it gets right up to it. It stops before it hits the camera, however, and proceeds to hover in place until the player leaves. A trick typical of a Ghost-type Pokemon.

Victory Pose 3 (Up)

Drifblim is seen holding a gray sphere in its arms, inside of it an image of the loser's head (second place in matches with multiple opponents, chosen randomly if multiple people are second). It swiftly places the soul of its defeated foe underneath it, where it is sucked inside to become fuel, the camera freezing as this happens. Afterwards, Drifblim rubs its belly as if full from devouring a meal. This pose will always play if Drifblim wins a match with its Final Smash.

Victory Music

The standard Pokemon victory music.

Loss Pose

Drifblim claps using its front-facing arms.

Edit Log