



# Zagreus

## Tagline

ZAGREUS ESCAPES THE UNDERWORLD!

## Stats

Weight: 77

Size: Tall, slim

Initial Dash: 3

Run Speed: 2.17

Dash Frames: 7

Pivot Dash Frames: 10

Base Acceleration: 0

Additional Acceleration: 0.1

Max Acceleration: 0.307

Air Speed: 1.5

Gravity: 0.27

During vertical knockback: 0.07

Base Air Acceleration: 0.02

Additional Air Acceleration: 0.1

Max Air Acceleration: 0.2

Fall Speed: 2.4

Fastfall Speed: 4

Air Friction: 0.04

Vertical Air Friction: 0.2

Short Hop Height: 25

Full Hop Height: 50

Jump Initial Height: 30.00667

Air Jump Height: 50

Air Jumps: 3

Footstool Jump Height: 40

Has a mechanic where random boons drop onto the stage regardless of whether or not items are on or off. Each boon has a different effect (electrical attacks, increased knockback, reflector, increased damage, weakening attacks, poison attacks or a chance to deal critical damage)

# Special Moves

## Neutral B: Bloodstone

Sends a slow-moving projectile towards an enemy. Cannot be reflected or absorbed. Deals 5.1% damage and increases damage dealt to the fighter who was hit by 1.2x. This effect can stack up to 3 times. Increases in speed with Boons of Zeus. Increases the chance of a fighter being launched with Boons of Artemis. 12 frame startup lag and 10 frame endlag.

## Side B: Bull Rush

Equips Aegis and dashes forwards at high speed. Can be used as recovery (but not very well). Can be charged to increase the distance and damage. Deals 1% damage at minimum charge and 13% at maximum charge. Will deal massive knockback at the end with Boons of Poseidon. 15 frame startup lag and 6 frame endlag.

## Up B: Rising Cutter

Uppercuts using Malphon, rising upwards and dealing 15% damage. Does not travel very far. Causes Zagreus to freefall. Zagreus becomes invincible for the entirety of the move with Boons of Athena. Deals 12% less damage but sends Zagreus much higher with Boons of Aphrodite. No startup lag and 10 frame landing lag. Potential combo finisher.

## Down B: Nova Smash

Hops into the air and slams Stygius into the ground, creating a massive shockwave. Deals 6% damage and stupidly knockback depending on how damaged he is. Creates a temporary “circling blades” effect with Boons of Ares. Stuns with Boons of Dionysus. 30 frame startup lag and 10 frame endlag.

# Standard Attacks

## Jab

Slices forwards six times with Stygius. Deals 3% damage per hit. 3 frame startup lag and 2 frame endlag.

## Forward Tilt

Stabs forward with Varatha. Deals 12% damage. 8 frame startup lag and 10 frame endlag.

## Down Tilt

Sweeps low to the ground with Aegis. Trips fighters. Deals 5% damage. 3 frame startup lag and 8 frame endlag.

## Up Tilt

Slashes upwards with Stygius. Deals 6% damage. 5 frame startup lag and 2 frame endlag. Combo tool.

## Dash Attack

Stabs in front with Stygius, sliding a decent amount. Deals 10% damage. 6 frame startup lag and 3 frame endlag. Combo tool.

# Grab Game

## Grab

Holds a fighter by the neck. 4 frame startup lag and 10 frame endlag if missed.

## Pummel

Quickly tightens and loosens his grip. Deals 0.9% damage.

## Back Throw

Throws the fighter backwards. Deals 3% damage. 4 frame endlag. Other fighters hit with the thrown fighter will take 5% damage.

## Forward Throw

Kicks the fighter forwards. Deals 7.2% damage. 4 frame endlag. Other fighters hit with the thrown fighter will take 5% damage.

## Up Throw

Stabs Stygius into the ground and punches the fighter into the air. Deals 11.3% damage. 12 frame endlag. Kill throw. Other fighters hit with the thrown fighter will take 5% damage.

## Down Throw

Slams the fighter into the ground and stabs them with Stygius. Deals 5.1% damage. 4 frame endlag. Combo tool.

# Smash Attacks

## Forward Smash

Fires an arrow from Coronacht. Deals 16.7% damage uncharged. 12 frame startup lag and 12 frame endlag.

## Up Smash

Fires a bomb from Exagryph upwards at high speed. The bomb will slowly move around until it hits someone. Deals 18% damage uncharged or slow-moving. 9 frame startup and 6 frame endlag. Setup tool.

## Down Smash

Performs a 360-degree sweep with Varatha. Deals 15.2% damage uncharged. 6 frame startup and 7 frame endlag.

# Aerial Attacks

## Forward Air

Shoots 3 bullets from Exagryph. Each bullet deals 4% damage. 4 frame startup and 3 frame endlag. 6 frame landing lag.

## Down Air

Stabs Varatha below him 3 times in quick succession. The first 2 stabs deal 3% damage while the third stab deals 6% damage. Meteor smash. 5 frame startup and 5 frame endlag. Combo finisher. 5 frame landing lag.

### Neutral Air

Swings Stygius in a vertical circle around himself. Deals 6% damage. 2 frame startup and 2 frame endlag. Combo tool. 4 frame landing lag.

### Back Air

Swings Aegis behind him. Deals 7% damage. 6 frame startup and 6 frame endlag. Combo tool. 6 frame landing lag.

### Up Air

Performs an upward somersault kick. Deals 6.2% damage. 2 frame startup and no endlag. Combo tool. 5 frame landing lag.

## Playstyle

### Fancy Title

Rushdown.

## Other

### Taunt

Spins Stygius around 5 times. Deals 2% damage to whoever it hits.

## Final Smash: Olympian's Aid

Depending on his Boon, Zagreus's Final Smash will change; Zeus will cause lightning to strike the stage several times (60% per hit), Poseidon will turn Zagreus into a tidal wave that moves at high speed, Athena will make Zagreus completely invincible, Ares will turn Zagreus into a vortex of blades (30% per hit), Aphrodite will rain heart-shaped projectiles on the stage (10% per hit), Dionysus will create a poisonous cloud that will only damage enemies and Artemis will rain arrows that deal 60% damage on the stage.

## Ledge Attack

Gets up by slicing through everything in sight. Deals 10% damage. 3 frame endlag.