



Firelight Ekko^ε

Ekko learned at a young age that there's no such thing as second chances. Everyone he once knew and loved as a kid didn't get any such chances - all gone in a blaze one fateful night. So he had to grow up and bring every other Zaunite kid along with him, creating their own haven within Zaun beyond the reach of either arrogant Pilties or corrupt chem-barons. As the leader of the infamous Firelight gang, they'll fight to make a place worth living in.

In *League of Legends*, Ekko is a kid genius who fights for the youth of Zaun with the aid of a crystal that let him rewind time. But in the universe of *Arcane*, Ekko never found that miracle crystal, and so had to grow up a lot faster and rougher to carve out a space in the Undercity for the free people of Zaun.

Statistics

Weight: Low (Bayonetta-level)

Size: Medium (Luigi-level)

Speed: Average (Dark Pit-level)

Traction: Fair, but somewhat slippery

Fall Speed: Medium-high

Gravity: Low

Air control: Above Average (Meta Knight level)

Jumps: Above Average first jump (about 2 body lengths high), average second jump (1.5 body lengths high)

Firelights

Ekko is followed by a faint glowing trail...wait, is it actually from him, or just some weird trick of the light? It trails behind Ekko based on his movement, reaching as far as his last location 3 seconds ago.

But he's not alone, and his fellow Firelights are always a step behind Ekko. You'll see the glowing trails of at least two Firelights flying *around* the stage on hoverboards as soon as the match starts, far out of the reach of any attack. They're not just watching the fight though - they're looking for a chance to jump in.

The moment a foe steps in the trail left behind by Ekko, a Firelight will close onto the fighting, arriving within 1.5 seconds. Once they reach the axis of fighting, they'll jump off their hoverboard swinging, mimicking any attack that Ekko might have performed at that location previously. However, if Ekko simply passed by that spot without using any attacks, the Firelight will instead simply make a swipe at the foe wherever they are, dealing 8% damage before flying past the background and out of reach. If the other Firelight is still around, they'll make their own attempt 1 second afterwards if the foe's still within the Firelight trail. Otherwise, Firelights follow Ekko's cue foremost, so he'll need to be the one to start swinging before any of the others do.

If a Firelight disembarks without getting punished, they'll actually *chase* the foe and attempt to hit them. Firelights have 40% stamina and share Ekko's moveset, armed with similar crude bars or metal spears. They'll use certain inputs on their own on a case-to-case basis. They'll watch for at least a few seconds until they run at the foe in an attempt to land a hit, dealing 3/4ths of the damage that Ekko would, but full knockback otherwise.

Landing at least 10% flinching damage on them will cause them to back off, after which they'll attempt to fly back out of reach when given the chance. They're smart fighters though, and they'll attempt to dodge attacks they see coming before turning tail. Once they're on the backpedal, they'll flee by waiting one second for a hoverboard to fly in and get them out of there, which they'll hop onto to resume flying around the stage. Once they're out of reach, they'll observe and recover for at least 10 seconds before making another dive - but at that point, the other Firelight should be dropping by in the meantime.

Firelights aren't a perpetual nuisance, though, as they have 40% stamina. Depleting that will knock them out of the fight until Ekko respawns, which is why they'll avoid taking direct hits to begin with. It's up to Ekko to make sure his crew can make a getaway if things go south for them.

Firelight Mark

Ekko's attacks apply Firelight Marks on the foe struck, signified by glowing graffiti circle effect around the enemy. Once 2 marks are applied, the next hit will deal 8% bonus damage, with the move's hitstun increased by a third of its usual amount. Activating this effect on a foe will also extend *all* hitstun the foe takes by 1/3rd for the next 3 seconds, while also increasing shield damage they take by 1/3rd. Rough, but a foe will become immune to it for 9 seconds afterwards once the effect wears off.

Marks are a lot harder to shake off, though, as they can even be applied onto shielding foes. Thankfully for their enemies, Firelights only apply marks on the first attack they can land on an enemy upon entering the battle, with the rest of their moveset failing to apply it until they fly back out.

Specials

Down Special: Hoverbreak

Ekko's own hoverboard is always on his back, its radiating heater the source of the glowing trail that follows him. On activation, he'll kickflip and immediately board it, dealing 1% flinching damage that knocks foes back. Then he'll zip away, flying straight to the tail end of the firelight trail he left behind, dealing with 7% and medium-high knockback to anyone along the way. On arrival, he'll do another flip that covers a half-circle area away from the direction he arrived at, dealing 8% damage, knocking enemies away with high knockback, and stowing the hoverboard back.

Every time the hoverboard is stowed away, it takes 7 seconds for it to recharge completely, being unable to leave any trail behind in the meantime. Without a trail to watch for, Firelights won't strike from the air, and Ekko won't be able to reuse this move until it recharges. However, the hoverboard will *still* create a trail until the end of Hoverbreak's dash, which means there'll be a long streak between Ekko's starting location and destination after using this move, one that the Firelights will be watching.

It's possible to knock Ekko off his hoverboard in the middle of the dash, causing his hoverboard to fly offstage. As long as there's a Firelight around the stage, they'll catch it for him and toss it back to him at least 3 seconds afterwards, though it'll still take 7 full seconds for it to recharge. If he's alone, though, then he won't get that hoverboard back until his stock resets, disabling both the Firelight trail *and* this input for the rest of the stock. Better watch yourself out there.

Side Special: Stonebinder

Ekko brings out an explosive bomb about the size of a baseball, then throws forward after winding up. If he's standing in neutral, it'll fly straight forward but also suffer from gravity, following about the same arc as Inkling's fully-charged Splat Bomb while only reaching 2/3rds of the distance. If he's riding his hoverboard, the velocity of the pitch will be changed accordingly, increasing the range by half if he's zipping towards the direction of the lob and decreasing it by half if he throws it the opposite way.

Upon impact with any solid object or hitbox, the bomb will explode into a burst of crystals about the size of a Bob-Omb explosion, dealing 7% and trapping any grounded foe struck in a crystal prison via a command-grab hitbox, holding them in place for 1-3 seconds depending on their percentage (and how much they attempt to escape). While foes can break free earlier, the crystals will last for 6 seconds after exploding before they dissipate, during which time Ekko can't throw another bomb. While bound, enemies will be stuck in place and forced to take pretty much *any* hit thrown at them that doesn't break through the Sakurai angle. The perfect practice dummy, or at least a good way to keep a foe down to make some breathing room.

Stonebinder bomb strikes early in the stock can help Ekko rack up damage really fast by guaranteeing they stand around to take hits, while a late hit is almost as good as a KO if Ekko can hit them fast enough. Because they're a command-grab, blocking and counterattacks won't do much good against them, and they'll even apply a Firelight mark on hit. However, any attack that hits these bombs will cause them to explode prematurely *without* the grab hitbox, instead dealing only flinching damage. Foes can also simply jump to avoid getting pinned down by the stone prison, though they'll still take damage and flinch from the blast, and might just be setting themselves up to take a hit instead now that they've spent a jump.

Firelights will use their own Stonebinder bombs only if Ekko does, but they each only have 2 of them per stock. If they're on the field, they'll use one of them at the same time Ekko does, but will aim at a different foe if they can, prioritizing trapping foes away from wherever Ekko is facing.

Neutral Special: Zaunite Insurgence

Ekko whips out then lobs a smoke grenade into the air, with the angle changing similarly to Splat Bomb's mechanics - a light tap will cause it to fly near-vertically and land half a BFP away, while holding it for up to half a second moves the angle forward, causing it to reach up to 1.5 BFPs forward on landing. This grenade will always land after 2 seconds (though it can also land on an elevated platform earlier), but will deal only 3% damage and a flinch by itself.

On hitting the ground (or any surface), it'll burst into a large field of smoke that lasts for 3.5 seconds, dealing another 3% and knocking foes back a short distance. This smoke field is about half the area of a Smart Bomb explosion, and deals 1% non-flinching damage per 0.2 seconds (or 5% every second) to enemies within the area. Ekko can't pull out another grenade as long as either a smoke grenade or smoke field exists on the battlefield, and foes can even juggle the grenade upwards via reflectors to keep it from exploding.

If Ekko or any of his Firelights enter the smoke field, they'll be completely shrouded for at least 1 second while it's still active, then flicker into visibility every 0.6 seconds. Within the smoke field, the trail Ekko leaves behind will only be partially concealed, with only the closest parts of it remaining fully-concealed, independent of Ekko's own visibility. While shrouded, Ekko and his Firelights will seem completely invisible, but will reveal themselves for at least 0.3 seconds every time Ekko performs an attack.

While there's little threat of damage from this move, it'll still disrupt any attempt to camp out at a part of the stage, since it knocks foes back on explosion. Ekko can also easily take advantage of the lowered visibility to his advantage, attacking from unexpected angles or baiting foes into hitting him through the smoke. Aggressive Firelights will attempt to enter a smoke cloud if they're close enough, using the cover to attempt to land a backhanded attack.

Firelights have a more compact version of this move, with only 1 use per stock. However, instead of mimicking Ekko, they'll only use this once their stamina drops to 12%, and will throw their grenade straight down to the ground instead of up into the air, immediately causing a smoke explosion at half the duration. If used defensively, Firelights will use this explosion to attempt to disengage from the battle.

Up Special: Hoverboard Dive

Ekko will kickflip and start up his hoverboard to dash in an inputted direction, going the distance of Pichu's Up Special dash. This is a bit of a laggy dash in that it slows down as it reaches the end of the first dash, during which time Ekko has to input *another* direction, causing his hoverboard to super-dash in the second direction at the end of the first dash, traveling at least *twice* the distance at an alarming speed. The first dash will deal 6% and light knockback, but the second hit will deal 8% and really high knockback instead that can KO at 100%, so foes better be prepared to get out of the way! This'll also leave a wickedly-long Firelight trail behind Ekko, though the speed of the dash means the other Firelights will likely only attempt a swipe at foes along the trail. If Ekko dashes into the stage with either dash at an

angle lower than 45 degrees, the hoverboard will slide along the surface instead for the remainder of the dash - otherwise, he'll just bounce off the stage and continue dashing off.

Ekko can't do anything besides use other specials during the first dash, but can perform *any* basic attack or action during the second dash, which will cause him to disembark and his hoverboard to fly the remaining distance before wheeling back around to him harmlessly. Attacks performed will gain the 8% damage that the hoverboard would've dealt, making almost any input he performs especially deadly - if he can time it just right to hit a foe in the right place. Ekko will only be able to perform any valid move based on whether he's in the air or the ground; if the hoverboard's sliding across the ground, then it'll count as Ekko as being on the ground as well. Ekko can also crouch during the second dash to lower his profile, or jump to disembark early without using an attack, his air momentum being carried somewhat before slowing down to his regular air speed.

If Ekko uses shield at any time during the second dash, he'll instead tilt the hoverboard up, shielding him from any attacks that strike the hoverboard itself instead while slowing his his movement speed down. The hoverboard can only take about 16% worth of punishment before it gets knocked away, in which case a flying Firelight will have to rescue it for Ekko, but he can disembark and attack at any time while this occurs. The hoverboard will also deal 6% and medium knockback to anything it collides with, but also receiving the same damage to prevent Ekko from just ramming it through anything.

Naturally, this input can be combined with some of Ekko's specials in fun ways. Stonebinder can become extremely fast when thrown alongside the second dash's direction, though Ekko is free to lob one at any time during this move, all without dismounting. Ekko can also dash into a smoke field to conceal where he'll dash afterwards, or use the field to disguise that he's started a dash at all.

Similarly to Hoverbreak, using this input will disable the hoverboard and Firelight trail for 7 seconds. However, Ekko can cancel *both* Hoverboard Dive and Hoverbreak into each other, performing the second special at the end of the first one instead of stowing the hoverboard away, while also skipping the flipkick needed to start up the second special. So in one scenario, Ekko can divebomb his foes, then immediately dash back to where he began, painting a long triangular trail around the stage. In another, Ekko can dash to the end of the trail, then immediately dash in a second direction out of foe's reach before diving towards whichever third direction he pleases. Chaining the two specials, however, will extend the time the hoverboard needs to recharge to 10 seconds—but Ekko should have a lot of trail and a good advantage state to work with in the meantime.

Even if Ekko doesn't have his hoverboard, he won't be completely without options to recover. Using Up Special while the hoverboard is disabled will have Ekko perform a short jump forward, reaching a Kirby-height upwards and a Battlefield Platform forward. While it's not an ideal amount of distance to cover, especially compared to Hoverboard Dive, he can perform an aerial attack shortly after starting the jump, and so can use this to surprise foes with a change of momentum.

Smashes

Forward Smash

Ekko swings his weapon forward like a baseball bat, putting his all into a strike that deals 15-21% and KOs at 130-100%. This hits a little faster than Mario's Forward Smash, so it's a deadly finisher for any

combo that Ekko's foes leave themselves open to. It better finish, though, since there's a lengthy ending lag in case it misses - Ekko can't afford to make reckless swings here.

The end of Ekko's weapon has a sweetspot at the tip, dealing 18-25% damage. Combine this with a Firelight mark, and you're looking at almost 26% damage with a ideally predicted uncharged hit - perfect if you can space your hit with a stonebound foe quickly enough. If you're *really* good, or really lucky, you could land a sweetspotted superdash-boosted Forward Smash while popping a Firelight Mark for 34% minimum - but you could say the same for a lot of moves in Ekko's arsenal, even if they don't have sweetspots. Forward Smash is just one of the fastest tools in his kit that could realistically pull it off.

Firelights have no inhibitions on using this move themselves in any case, and will prefer it if they're facing a foe with a high percentage. Even if you shield such telegraphed attacks, the pushback from shielding it can still mess your positioning up.

Down Smash

Ekko first attacks with a shoulder barge, dealing 3-4% damage and light knockback in a small area that mostly overlaps with Ekko's shoulder, barely reaching in front of him. This move is fast to start up, and especially fast to end if Ekko ends it there. If he's crouching, he'll perform the attack while keeping his crouch, with the shoulder barge's hitbox lowering accordingly.

If Ekko re-inputs during the, he'll jump back, then sweep his bat in a wide arc that covers almost the whole area he was standing in, dealing 12%-17% damage and knockback that kills at about 175-145%. Naturally, the first hit will combo any foe struck long enough for the second hit, and is fast enough to be used as either an out-of-shield option or a potential poke, which is especially practically given that the second strike is optional.

What makes the second strike *especially* multifaceted is that by tapping in a direction, Ekko can alter where he moves before attacking again. Tapping forward will have him attempt to sidestep any foe in front of him before turning around and swinging in the opposite direction. Tapping "up" will have Ekko jump upwards instead then perform a large downwards swing, spiking struck foes into the stage. Each of these variants do the same damage, but allows Ekko to weave his trail somewhat while also beating his enemies down, or dodge attacks he might take from particular directions.

On a hoverboard, Ekko's elevated position can make it awkward to land the first hit unless he crouches, and the second hit won't have the bonus damage that the hoverboard can grant. But both hits can apply Firelight marks, which means a one-two application of this move can already set up a foe to have a mark popped. He can also use this to quickly catch someone about to break out of the stonebind in order to secure a KO.

Firelights appreciate having a fast move to harass foes with, and are very opportunistic with it - they won't leave themselves open if they miss with the first hit by going for a second, but they'll absolutely go for a second hit from a random direction if they land it. What's especially dangerous is that since Ekko can keep a foe pinned down for a while, wrapping the Firelight trail around them, he'll almost definitely invite one of his Firelights to drop in and keep the pressure going if his foe stays there too long.

Up Smash

Ekko swings upwards in a fast arc from his back to his front, dealing 10%-14% damage to knock foes up into the air. By itself, this is nigh-indistinguishable from an Up Tilt, unlikely to KO until 200-160%, but having both fast starting and ending lag. It has a second input, however, which is only available if a Firelight is flying around the stage.

On re-input, which has to be performed within 0.5 seconds, one flying Firelight per struck foe will head towards wherever that foe is and smash downwards with their weapon at the right time, dealing a heavy flat 12% and spiking foes downwards! This can knock foes right back into a bad situation, especially if they're unlucky enough to DI offstage. Without any flying Firelights, however, Ekko can't access this re-input at all.

It's a fast tool for both Ekko and his Firelights, and the safest Smash attack for them to use in most cases. If a Firelight lands this attack, they'll *always* call the other Firelight (if they're flying around) to perform the second spike attack. When aggressive, they're not as likely to use this move as other inputs if another flying Firelight isn't around, but expect them to try and go for it even against low percentages.

Standard Attacks

Jab

Ekko performs a fast jab with the butt of his weapon, dealing 4% damage and light damage. This is a typical one-hit jab, free of any other features or follow-up attacks, reaching only a little bit further than the first hit of the Down Smash while also pushing shielding foes back a short distance. While also fast to start-up, it's a little laggy at the end, so isn't as safe as other super-fast jabs in the game unless it lands. Use it more to give your Firelights something to emulate so they'll join the fight, or apply some fast Firelight marks.

Dash Attack

Ekko leaps forward with a wild swing, covering a third-circle arc that deals 16% and knocks foes back and down into prone unless they're at a really-high percent, in which case they'll bounce off the stage, getting KO'd at about 250%. If he misses, he'll make an awkward landing that leaves him well open.

If it successfully hits a foe and leaves the prone nearby, Ekko can, again, re-input to perform a second attack that begins upon him landing. He'll walk forward pin the nearest prone foe down with his weapon and trap them in a weaker grab, then start beating them with a pummeling attack that deals 2% on every re-input. They can break free, of course, but Ekko can also laggily stand up and back off, allowing the foe to get back up. Vicious stuff, unless you're beating down on your childhood-friend-turned-serial-killer.

Because of logistics, Ekko can't perform this attack on his Hoverboard under any circumstance. Firelights will mimic it, but because of how risky a move it is, they won't try to use it in most cases either, nor will they ever use the follow-up attack.

Forward Tilt

Ekko winds up then a forward slash with his weapon, dealing 9% and knocking foes away from him by Sakurai angle. Tapping the input will have him stand in place while he performs it, while holding the input has him kick forward and move forward somewhat, increasing the range but also the otherwise-low end lag to a medium amount. While it doesn't come out fast, it's got good range that reaches a fair distance, and is easy for Ekko do something else afterwards.

If the held version is performed from the hoverboard, Ekko will also factor in the momentum from the hoverboard in his dash. If he's flying the reverse way, this will result in an awkward hop off in the opposite direction - so you really want to use this *towards* the direction you're dashing to more than double your coverage.

Firelights like to use this move since it's another decent poking option, and will step forward if they think they need the extra reach.

Down Tilt

Ekko swipes along the ground in front of him with his weapon, dealing 5% and popping up foes for a follow-up attack. Given both its fast start-up and somewhat above-average end lag, it's a typical chaining hit by itself used to start or continue combos, and is almost safer than Jab given its little extra range. As typical, its low hitbox is what keeps it from being all-purpose, though it's definitely low enough to 2-frame recovering foes.

Unusually, using this input alone on the hoverboard *doesn't* cause Ekko or a Firelight to disembark. He can use this just to make an extra hoverboard-boosted swipe at foes, planning a different mode of attack as he continues to dash forward. Also unusually, if this move pops a Firelight mark, it'll cause the foe to *trip* instead of flying up into the air, knocking them down for longer thanks to the extended hitstun.

As is becoming typical with this set, this move also has a second input. Tapping again to cause Ekko to rise and roughly elbow the foe, dealing 7% and sending them on a nigh-horizontal angle back. Not only does this one-two also guarantee a Firelight mark pop, but if the foe was tripped instead, this'll change to Ekko rising and swiping down at the poor enemy instead, dealing damage in an arc that slides the foe back across the ground.

This move is another favored option for Firelights, especially since some of them like to crouch to keep their profiles low. And of course, they'll go for the second hit if they land the first one or if another source of damage causes a foe to be knocked into range for the second hit.

Up Tilt

Ekko makes an upwards swing with his weapon, starting from his front. As the laggiest of Ekko's basic ground attacks (though still having medium starting and end lag), it'll deal 7%, and even KO at about 180%. And of course, it reaches far enough to hit the platforms on Battlefield.

Similarly to the Up Smash, Ekko can call a flying Firelight to follow up via re-inputting this move after it hits someone. The Firelight will arrive in 0.8 seconds and deliver a glancing blow in this case, dealing 4% while juggling the foe in the air, giving more time and room for Ekko to follow up. Given that this is just an Up Tilt, though, foes will likely break out of hitstun and have time to dodge or even counter the incoming attack, assuming they aren't stunned for longer by a having a Firelight mark popped.

Throws

Grab: Kidnapper

Ekko accosts a foe, grabbing them with his arm and holding them backwards. This grab has decently long range deceptive of Ekko's size, albeit more typical grab speed, and enjoys a range boost via dash or pivot grab. Grabbed foes won't be targeted by Firelights, however, and won't get beaten down, since the enemy is clearly neutralized for the time being. Ekko can choke the foe from behind as a pummel, dealing 1.5% damage every 0.7 seconds that won't apply Firelight marks.

Once Ekko grabs someone, he can activate Hoverbreak and *drag* the foe along for the ride! Better yet, the hoverboard won't deactivate until Ekko performs a throw or until the foe breaks out, allowing Ekko some time to just hover around.

While this sounds like a surefire means of dragging a foe way closer to the blast zone, this'll also deal no damage to the foe that Hoverbreak would usually deal, and also cause any throw performed while on the board to only have half the knockback (no steady ground to make a throw from, after all), all while foes can still break out of the grab. This also makes it risky, since you'll willingly disable your recovery and trail trying to cheese a throw KO (though on the last stock, anything's fair game.) No, your main purpose with this is to just drag a foe out of safe territory.

Firelights aren't likely to use their grabs unless mimicking Ekko, but will use it if faced with a shielding opponent or other obstacle that only a grab can deal with. They'll also go for a grab against enemies that they see Ekko can't directly deal with, either because he's busy fighting someone else or recovering. Even in that case, they're also likely to just hold a foe in place and pummel them instead use any specific throws—unless they see another enemy that they want to throw that foe towards, hitting two foes with one throw.

Forward Throw

Ekko pushes the foe away, dealing 1% and then swings hard with his weapon, dealing 8% and batting them a far distance that KO's at 140%. You may not want to do this while moving, since Ekko will just bat in place while potentially leaving the foe where he threw them. This scales from low-to-high knockback decently, making it a good combo throw at early percents.

While this is the better of Ekko's kill throws, getting the foe to face the blastzone can be tricky, doubly so if trying to do it via Hoverbreak since Ekko doesn't change his own direction while flying. But it's definitely akin to kicking someone into a bottomless pit if pulled off.

Down Throw

Ekko pushes the foe and quickly climbs onto their back with his feet before kicking them down, performing a kickflip that deals 7%. This throw is purely for combos, again knocking the foe into prone while leaving Ekko in a good advantage state with its low end lag. The neater bit about this throw is that the animation will cause Ekko's Firelight trail to make a circular path, covering a larger area behind him.

Up Throw

Ekko tosses the foe up then swings up with his weapon to strike them, dealing 8% that juggles the foe upwards. It's not a killer move, scaling so slowly that it's likely to KO at 350% or so, but given that Ekko could easily drag a foe way up close to the top blastzone, it's a little more than fair. Otherwise, it's a way to start a juggle and make an excuse to head into the air.

Back Throw

This time Ekko *doesn't* let go of his foe, instead simply flinging them behind him. This deals a measly 5% and covers a short set distance, about a BFP away, but similarly gives Ekko both some breathing room and time to follow-up. Little else to say here - it's a guaranteed combo continuation at any percent, but also can't be abused to throw a foe directly into a blast zone unless they make some really poor decisions on a walk-off stage.

Aerials

Neutral Air

Ekko preps and does a quick full rotation with his weapon, starting at the 1 o'clock angle. This deals 6% damage in one hit and mostly just covers his body in a fast circular rotation, but while it takes a moment to start up, it ends very fast. The knockback starts low but scales up fast, KOing at 210%.

Probably the nastiest poke Ekko can use out of his hoverboard, since the area is larger than any of his grounded moves while covering a good circle. Also gives Firelights a good hitbox to work with.

Down Air

Ekko twists downwards, then dives straight downwards, dealing 12% and knocking back foes with knockback that KOs at 120% dives through foes. Do this from high-enough in the air, and Ekko will paint a long line streak for his trail. However, this move won't stop until Ekko lands or gets himself KO'd, cancellable *only* by an enemy hit or a hoverboard special. Yep, Ekko will need to bring out one of his hoverboard dashes to twist out of this maneuver if he doesn't want to land - though he can also just leap off his hoverboard with this Down Air for a tricky counter-maneuver that even gains hoverboard-boosted damage.

Flying Firelights will have a lot more leeway to mimic this move, since they'll perform from the *top* of the trail left behind against *anyone* who crosses the line. Don't expect them to use this offstage under any circumstances, though.

Forward Air

Ekko moves and swings forward with his weapon, covering a wide 3/5ths-circle arc that deals 8% damage. This starts with low-medium knockback, but scales up really fast to KO at about 150%. It also helps Ekko move forward a short distance, allowing him some means of recovery without his hoverboard.

If this lands on terrain or a stone prison, Ekko will use some of the momentum to also bounce upwards somewhat, gaining about a Kirby of height.

Back Air

Ekko swings back with a backhanded strike, dealing 6% and knocking foes a short distance back that scales up to KO at 200%. This is essentially an aerial jab, faster than the Neutral Air but covering less range, and your one option for disembarking from a hoverboard efficiently with a nasty boosted hit to boot.

Firelights are smart enough to reverse-hop and use this move, so expect to see this aerial more than the others in neutral scenarios.

Up Air

Ekko swings upwards in a one-third-circle arc with a long-lasting hitbox lasts long. This has decent start and end lag, and deals 9% that can easily juggle, KOing at 140%. It's a prime juggling move that covers a good horizontal area, even if it's not the most spamable thing, but it can be a good move for incoming Firelights to use to land a hit.

This move has extra utility as a recovery option: its sweetspot can catch ledges and pull Ekko up to them, allowing Ekko to recover to the stage from lower distances. Firelights will similarly use it this way if they're thrown off-stage.

Final Smash

Time is precious, and life, more so. Ekko laglessly brings out his watch, and keeps track of the entire fight, which begins to play out through the lens of some kind of painted-flashback. During this time, the fight will continue as normal, and Ekko will even be able to fight as regular, save that all his attacks in this mode will behave as if boosted by popping a Firelight mark.

If Ekko releases before time is up, the entire game will *rewind* to the moment he began the move, as if it had all just been something he'd seen coming. However, for the next 4 seconds, all characters will perform the *exact same* actions they performed within those seconds, except that Ekko can perform different actions at any time. The foe, on the other hand, can only change their actions once Ekko changes course from the timeline, though they'll likely just end up being beaten up in the meantime

If Ekko *doesn't* release the input, then everything will continue as normal. So one can't simply perform nothing, otherwise letting Ekko take advantage of your inaction and land some free mark-boosted hits - but otherwise, it's inevitable that the boy savior will find some opening to work with.

Strategies

- For all his fancy tricks, Ekko is a surprisingly mortal fighter. His toolset is limited in how often he can use them, and using his hoverboard recklessly could get him knocked offstage with no recovery to save him. Without his hoverboard, he's not going to have fancy dashes that'll weave his trail around the battlefield.
- That's why it's fairly important to set up a good scenario for him to trap his enemies with. Throw a smoke grenade upwards, then mix a stonebinder bomb with some fancy hoverboard tricks to disorient your foe with. With luck, you'll catch them from the back just in time for your backup to arrive.

- But Ekko doesn't really *need* to get all around his foes to force them to fall into Firelight territory.. Play defensively enough, and enemies will inevitably walk into the Firelight trail themselves, calling a Firelight to drop by. However they react, Ekko can capitalize on it.
- Ekko has a decent catalog of pokes to work with, making his neutral game somewhat option-heavy. Keep your cool and try to bait out a bad choice.
- Ekko can deal a large amount of damage early in the stock once he goes for a dive, but it's trying to survive while things are on cooldown that can be rough. And when the percentages are high and the chips are down, it's do-or-die on whether things work out in the end.