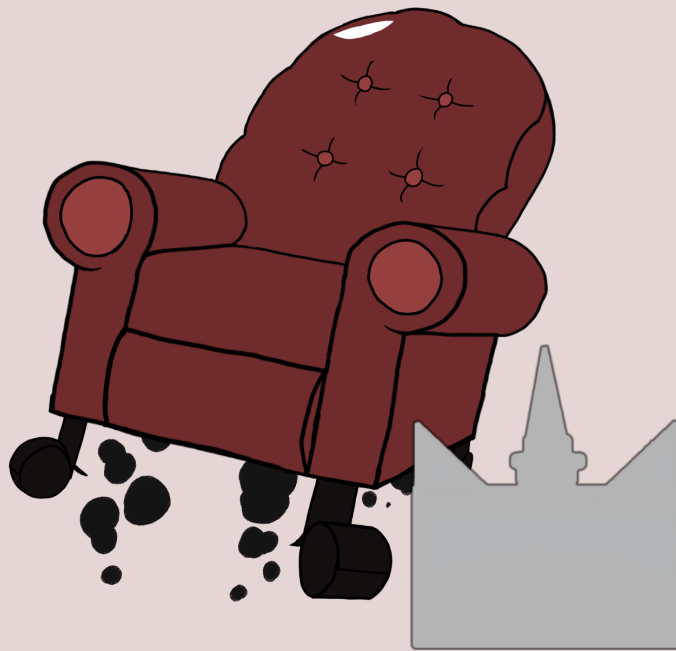


Chair



Breaks a Leg!

By Ferality

Smash Logo made by [picartpictures](https://www.picartpictures.com)

Entrance

A furniture truck drives backward, opens its back doors as the chair flies into the fight as the truck leaves.

Context

This is not from real life: this is from Unikitty. I cannot describe this episode in words, so I will reference the [Unikitty Wiki's page](#) about it to approximate what I felt.

“When Unikitty finds an old chair on the curb, she sees its inner beauty and brings it home.

Everyone sees it as a old chair at first, but they soon grow attached. Dr. Fox discovers a new element. Hawkodile perfects his back flip. Puppycorn sees the chair do the coolest thing hes seen all day. Richard continues to see it as a old chair. After siting in it finally, he states that its comfy before it suddenly explodes.



The death is traumatic and sickening, with a funeral following. Afterward, Richard states that they need to stop bringing in furniture. The camera zooms out to revival a cemetery full of chairs and benches.”

When I watched this episode in 2018, I was deeply moved by it. So moved that I was compelled to make a Smash Bros. Lawl moveset out of it. This is the culmination of 5 years of brainstorming. Give the boy a warm welcome.

Appearance

The chair looks like its regular recliner form, only with a much more modern and updated design. With its proportions no longer fitting only a child, it now has a footrest and an adjustable back pad. Not only that, but it has swivel wheels with brakes for running, and rockets on its bottom for jumping. Took some pages from the Chinese there, huh?



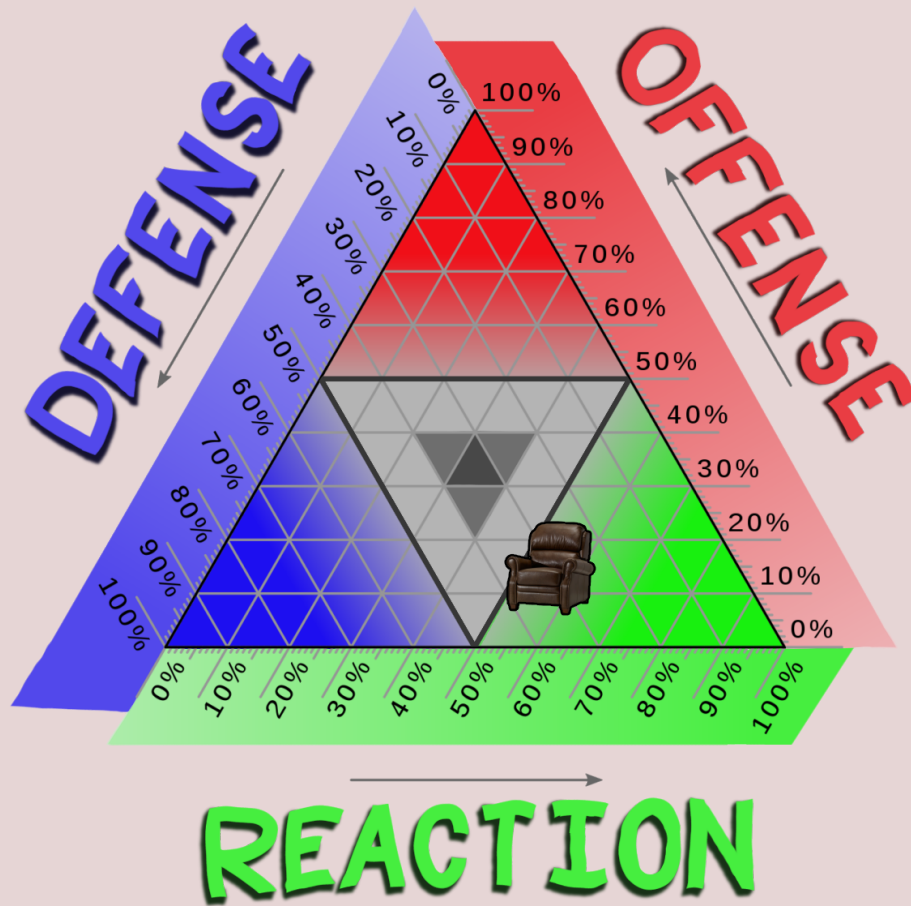
Animation

Chair has many attacks related to chairs in its moveset, such as slapping opponents with its pad and footrest. This is somewhat stilted and awkward, interloping from pose to pose. Think of it as a smoother version of stop motion, but the animator finally knew what key frames were.

Gameplay

Chair is an unconventional **Setplay** fighter who relies on a solid **Close-Range** and huge bursts of damage with its projectiles. While its attack speed is one of the best in the game, its KO power is a worse story. Not to mention that it's bottom 3 in the airspeed department. Because of this, it has to box around the opponent, eventually gaining huge leads with its Monoblocs setplay.

Playstyle: Setplay/Close-Range



15% Offense
30% Defense
55% Reaction

Stats

[Link to Definitions](#)

Size	6.5/10
Frame Data	10/10
Damage	8/10
Combos	7/10
KO Power	4.5/10
Recovery	3.5/10
Range	4/10
Weight	7.5/10
Walk Speed	2/10
Initial Dash	6/10
Run Speed	4.5/10
Short Hop	7/10
Full Hop	3/10
Multi Jump	3/10
Air Speed	1/10
Air Drift	5/10
Fall Speed	5/10
Gravity	10/10
Crawl	No
Wall Cling	No
Wall Jump	No

Ground Attacks

Standard Attacks

Jab:
Footrest Slap

Chair simply slaps its footrest forward, propelling people upward for a combo starter. Not to mention that it has a 1 frame startup!

Dash Attack:
Swivel Spin

Chair, hyper boosting its rockets, spins out of control from a run. This is a powerful burst movement option that goes through projectiles.

Tilt Attacks

Side:
Slashing Swipe

Chair spins forward while throwing out its face. This is fast, and can be angled.

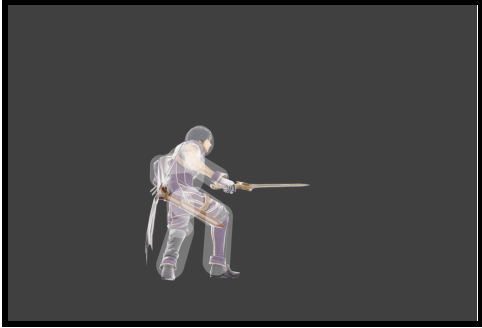
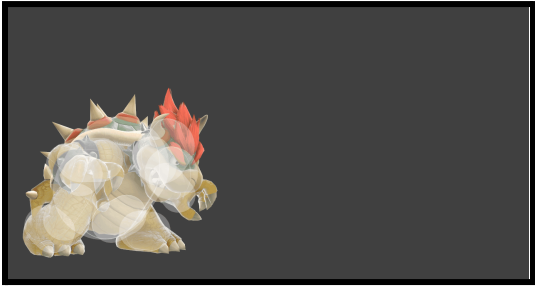
Up:
Backpad Swipe

Chair slaps its back pad into the air.

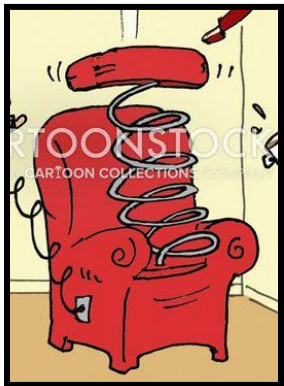


Crouch:

Chair's crouch is just leaning its back pad forward, making it look depressed.

Down: Backpad Slap	Chair slaps its back pad downward, sending opponents upward and away. 
Smash Attacks	
Side: Rocket Propulsion	Chair pushes itself forward with its rockets and lands forward with all its force. This is quite powerful for its average speed. 
Up: Rocket Bash	Chair jumps into the air with its rockets, spinning around in the process.
Down:	Chair spins around with its face out with the help of its rockets and swivels. It can be slightly moved.

Aerial Attacks

Neutral: Spinning Chair	Chair spins around with both its pads out, giving it great range and speed.
Front: Footrest Slap	Chair throws out its footrest. It's quick and weak - It's a combo tool!
Back: Backpad Spike	Chair slaps its face down to the ground. It is a quick but weak spike. 
Up: Eject Pad	Chair throws out its back pad to launch its Eject Pad. This is a kill move, even for its speed. 
Down: Higher Ups	Chair flips around as it slaps down its face three times. This has great speed with weak damage and a weak spiking angle.

Grabs & Throws

Grab:	Chair swipes its footrest forward, and anyone hit by it is forced to sit on it.
Pummel: Uncomfortable Massage	Chair massages the opponent as it sits on them, creating multi-hit damage.

Throws

Front: Footrest Flight	Chair's face pushes the foe with its back pad, then slaps them forward with its footrest.
Back: Dump Down	Chair simply falls down backwards, launching the opponent in that direction.
Up: Ejection!	Chair springs them out of itself with the Eject Pad, leading to a kill throw.

Down:
“The Chair”

Chair straps the opponent's limbs and grabs their head with a helmet, giving them a powerful shock. This leaves them to crumple in front of them.



Special Attacks

Neutral:
Monobloc

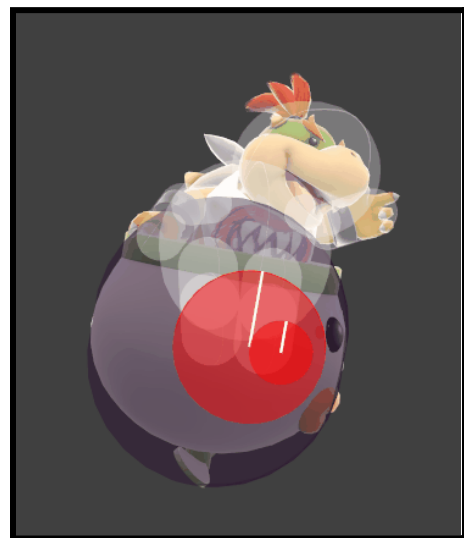
Chair throws a plastic chair, being able to quickly stack them due to their very high startup and ending lag. In fact, Chair can automatically throw them, making its job way easier.

Normally they do nothing and allow fighters to pass, but if they are hit they all fall down. This can get crazy, especially for shield damage.



Side:
Rocket Swivel

Chair uses its rockets to fly forward. It's functionally similar to Bowser Jr.'s Clown Car, where it runs forward and can spin around. The only problem is that it's weaker, and knocks around Monoblocs quite far. Don't worry, they all stand in place.



Up: To the Moon!	Chair twirls around, flying into the air with its rockets! This goes up an average height, and gives Chair slightly better air speed. It's at least a very fast multi-hit tool with great damage.	
Down: Ottoman Smash	Chair summons an Ottoman from the sky in front of it. This breaks all Monoblocs under it, creating insane damage. But on its own, it's a somewhat weak, non-spiking edge-guarding tool.	

FINAL SMASH: Furniture Rising	
Chair builds up to become a giant monstrosity of appliances, itself being the head as it runs forward. It then jumps from the background and punches back into the match, its location of the player's choice. Anyone above 110% is insta KO'd sent to the now-shattered screen as their punishment. Don't worry, it wears off, same for the IKEA Mech.	

The Other Stuff™

Taunts	
Up:	Chair spins around as its rockets propel it.
Side:	Chair awkward cuts from chair pose to chair pose, smoothly moving from keyframe to keyframe.
Down: Massage ON	Chair shakes around as it turns on its massaging devices.
Winning Animations	
Number 1: Grandpa Chair	The camera shows a rocking chair, only for the Chair to run in and sit with it, all while the chair rocks for eternity.
Number 2: Unikitty!	Unikitty flies in enthusiastically to hug Chair. The camera then zooms to her as she winks and waves to it.
Number 3: Into Space!	Chair charges up its rockets so hard it blasts into the sky. The camera pans to Chair flying away from the battle, until being too far to see.
Losing Animation:	Chair lies on the ground sideways, the camera only showing half of it.

Secret Alts

Colors	Explanation
 L Secret: Unikitty	It's pink and pastel colored, with a light blue horn on its back pad.
 R Secret: Debilitated	A chair with dark brown, faded skin and its cotton coming out of it.

That's it!

This will be quite the unique moveset. With great frame data, great damage, but horrible mobility, this would be quite the character to fight against. But what do you think? Is this good or bad? Let me know! [Be sure to check out my other movesets](#), and as always...

Get some sleep.