



# Link

## Hero of the Wild

Link has his BotW design! I wrote this set BEFORE Ultimate's reveal, noteworthy.

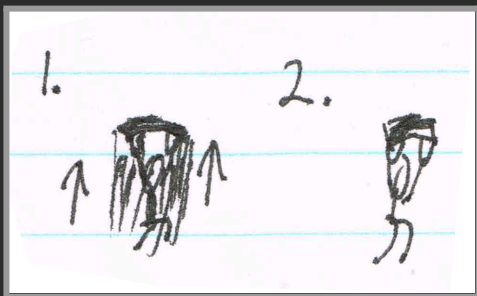
## Stats

Height, Grounded Jump, Falling  
Link

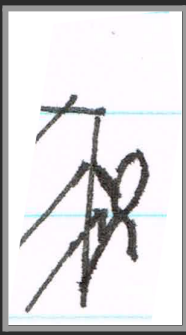
Weight, Dash, Walk  
Marth

Air Movement  
Sonic

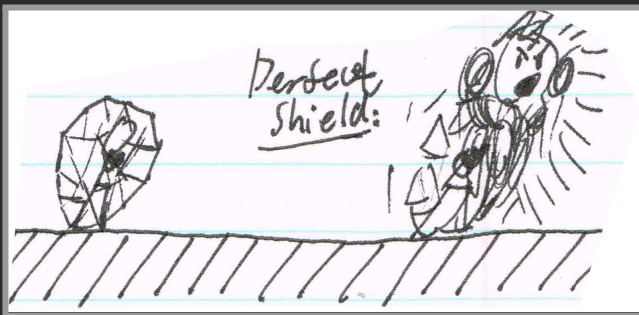
Link is an agile, capable hero. His lightweight clothing means that he's a bit easy to launch, but in exchange, Link can easily get around the battlefield in record time. He retains Smash 4 Link's high fastfall-to-normal-fall speed ratio, bringing along with it lots of landing mixups.



Link's midair jump uses the Paraglider! If he has his midair jump available, pressing the button in midair has Revali create an updraft for Link to ride, granting good vertical height. It's a little bit slow to start, though, so he might have trouble escaping some juggle or combo situations. Tap jump after expending your midair jump, and Link can still glide down for brief spurts, extending his recovery and allowing for landing mixups. You can cancel any of these Paraglider actions into another action, such as a dodge or attack.



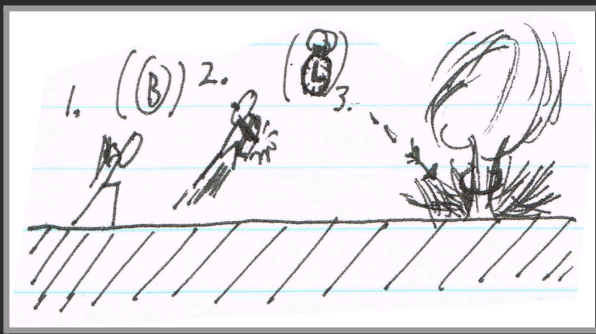
In this new game, every character can wall jump by holding toward the wall and pressing jump. Like in his source game, Link can climb walls by holding jump instead of lightly tapping it. He can only climb for a second, but it gains enough height to grab onto the ledge from a little bit below.



Finally, Link has a unique shield: Daruk's Protection. Its color matches the player color just like your everyday shield, but it has a unique look, with the polygonal / crystalline shape it has in the game. Rather than shrinking, it becomes more and more cracked when damaged, again like in the game. Finally, landing a perfect shield has Daruk's spirit burst out and stun the opponent for one second, allowing Link to easily counterattack. Try taking risks and going for powershields!

## Special Moves

**Neutral B:** Bomb Arrow



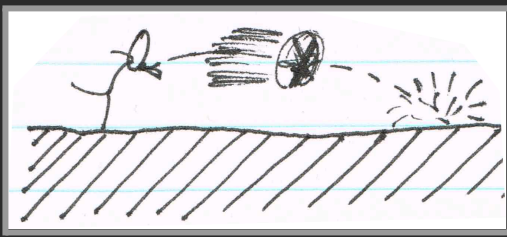
Link hops a short distance forward and into the air, drawing his bow with a lit Bomb Arrow loaded. At the apex of his jump, Link enters bullet time, with familiar GFX and SFX to any Breath of the Wild veteran. After two thirds of a second, meaning the total startup of the move (including the jump) is similar to that of a Falcon Punch, Link lets loose the arrow, which travels at a 30° downward angle by default. Hold up or down to influence it by up to 50°.

Upon hitting something, the Bomb Arrow explodes, dealing 20% and very strong upward knockback. It has a large hitbox, especially in its tallness, so foes must respect it. Especially potent is the ability to cancel the bullet time into an airdodge at any point, retaining some of the upward momentum from the hop. Use this for deadly baits and fake-outs!

After the explosion, a Bomb Arrow leaves behind a patch of fire on the ground. It deals 1% per half-second to foes standing in it, and also creates a tall updraft of wind. All fighters are blown upward slightly by the updraft, but Link especially can gain loads of height with his Paraglider! Use this to chase after a foe who's just been hit by the Bomb Arrow's upward knockback.

Use Neutral B in the air, and Link enters bullet time right away, without the hop. He'll keep moving in the direction he was before the move began, expectedly. One neat quirk is that during bullet time, Link cannot lose momentum. So if you jump and then immediately enter bullet time, you can retain the upward momentum from Link's jump and get more overall height! And then you can cancel it into an airdodge to quickly exit. Since Link's midair jump involves the Paraglider and is more of a constant upward push than a single "jump," the timing is a bit tricky to get optimal results. To avoid blatant stalling, consecutive midair uses of bullet time yield shorter and shorter durations.

## Side B: Sword Toss

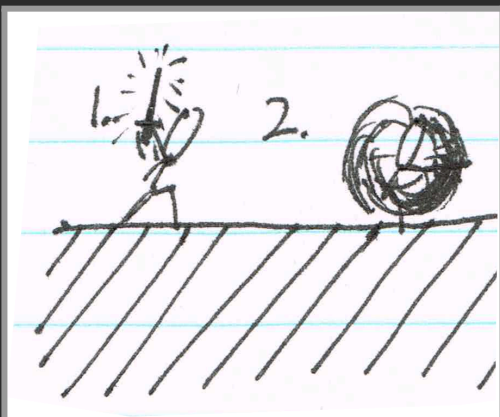


In battle, Link wields two main weapons: the classic Master Sword, and the ancient Guardian Sword. Link uses the Guardian Sword for Smashes, Dash Attack, Up B, and Side B, and uses the Master Sword for everything else. Unlike Robin, Link cannot use the Guardian Sword for Aerials.

The Guardian Sword is extremely powerful, but can only take so much of a beating before it breaks. Specifically, every three uses, it breaks... and then Link just immediately pulls out a new one. This adds a bit of ending lag, but unlike Robin's Levin Sword, there is no cooldown to punish you for breaking your sword. In fact, the hit that broke the sword deals 1.5x damage as the sword explodes into blue energy! And the knockback increases too. So really, the ultimate strategy is having your Guardian Sword break at *just* the right moment to score you a KO.

As for Side B, Link throws his Guardian Sword forward in an arc as it spins through the air. Upon hitting a foe, it deals 9% and low knockback with anticlimactic "smacking" hit SFX, then shatters with some audible electrical fizzing. Side B's animation is short, so you can kind of spam this projectile a little bit. In exchange, doing so prevents you from breaking your sword over an opponent's head for the extra damage. Then again, sometimes resetting your Guardian Sword is just what you need to do, in which case Side B comes in handy. Additionally, the Side B itself can be the breaking hit, in which case it deals the 1.5x damage. Pretty handy for added shield pressure!

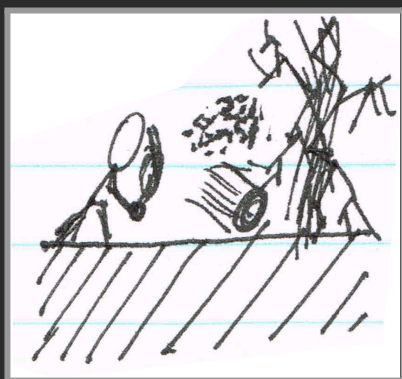
### Up B: Spin Attack



Spin Attack returns once again as Link's recovery! For the most part, it behaves the same as it did before. The main difference is that Link uses the Guardian Sword for this move, so he can potentially break it on the foe's head for extra damage and knockback. This can prove quite devastating given Up B's power! For the aerial version of the move, only the final hit counts as far as damaging or breaking the sword.

One small tweak: the grounded, uncharged version of Up B is merely a single quick spin, still with good power but now with much less ending lag.

## Down B: Magic Rods



Link pulls out the Fire Rod and swings it in a downward arc, letting loose a bouncing, Kirby-sized fireball. It rebounds off walls and floors alike, traveling quickly for half of FD's width before disappearing. It deals 9% of damage and a little bit of knockback, notable for its decently low lag. Try using it to set up for edgeguards, or to pressure a distant shield!

There is one problem: after Link swings the Fire Rod, it breaks! Anyone who played the game should find this situation familiar. After a half-second cooldown on Down B, Link has a solution: he instead pulls out the Lightning Rod for the next use of Down B and summons a thunderbolt from the skies! It appears a platform's distance in front of you, dealing 12% and moderate upward knockback.

The final rod in this cycle is the Ice Rod, which lets out a lasting, multi-hit swirl of ice magic. It deals 16% damage total, with hardly any actual knockback. Use its low ending lag for shield pressure, interrupting approaches, and other unorthodox strategies.

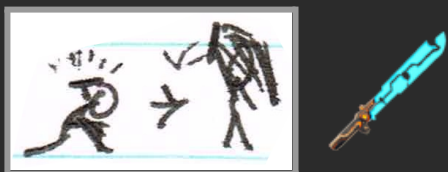
As mentioned previously, there is a half-second cooldown between uses of Down B, in addition to the starting and ending lag. If you use Down B twice within two seconds, the cooldown after the second Down B is extended to two seconds. So you can use it twice in quick succession, but after that, you have to wait.

This distinction is quite important, since you can actually get bonus effects by “combining” two of Down B’s attacks. For example, by striking a Fire Rod fireball with the Lightning Rod’s bolt, it explodes with a large-ish blast radius, dealing 17% and knockback that KOs at very high percents. Strike the Lightning Rod’s bolt with the Ice Rod’s magic to freeze it into a 2 SBB tall wall of ice, which breaks in one hit and acts as a solid object. Link in particular gets a special benefit out of this wall, thanks to his ability to climb! Finally, use the Fire Rod right after using the Ice Rod to superheat the ice into steam, which expands out over a large area while still dealing the flinching and damage.

Whichever rod you happen to have on hand at a given moment, be resourceful and make use of it! Each has its own uses, and while you could try and plan everything out, often the spontaneous nature of Smash battles means that you have to make do with what you have. Deciding whether or not to risk the extra lag and cooldown in exchange for a more powerful combined attack also plays a crucial role.

# Smash Attacks

## Up Smash



As promised, here Link uses the Guardian Sword! He also happens to be carrying the Hylian Shield, and during Up Smash’s charge, he blocks above his head with it, negating air-to-ground attacks. Afterward, Link lets out a mighty slash with the Guardian Sword, similarly to Toon Link’s up smash. It deals 11% and decent upward knockback. Up Smash’s true potential is devastating, though. If you fully charge it and break the sword, it deals  $11\% * 1.4 * 1.5 = 23\%$ ! Getting a full charge is pretty viable, since the shield can block attacks as you charge. Up Smash is a devastating anti-air and landing trap, thanks to its ability to block attacks and immediately retaliate.

## Forward Smash





In Smash, the Guardian Sword can transform into two other types of ancient weapons from Breath of the Wild. Forward Smash uses just this functionality, as Link grips it with one hand and stabs it forward for insane reach. This strike deals 9% normally, along with mediocre knockback. At the tip, Forward Smash deals 13% and is more of a viable kill option, complete with a flashy, blue magic hit effect and stun similar to Clairen's tipper from RoA. Forward Smash has some lag, but the tipper is safe on shield due to its reach and shield hitstun. And if you break the Guardian Spear on a foe's shield, the extra damage from the break makes it safe even without a tipper in some cases!

Charging Forward Smash increases the damage and knockback like normal, but now Link also does four rapid, two-handed stabs before the main hit. Each deals only 1% (2% at the tip), and serves mainly just to link into the final hit. These hits have a SDI multiplier of zero, meaning the foe cannot really escape. They also push the foe toward the tipper, which proves quite useful! If the foe is extremely close at the start of the move, though, this push does not quite manage to bring them all the way to the move's tip. Note that, like Up B, only the final hit can damage or break the Guardian Spear.

This deserves its own paragraph: the main scary part about a charged, multi-hit Forward Smash is its insane use during ledge traps. It covers about the range of Shulk's forward smash, and with that duration, you can basically cover every single ledge getup option with one move. If the foe just waits below the ledge, though, they can easily escape due to Forward Smash's ending lag (which increases when charged).

## Down Smash



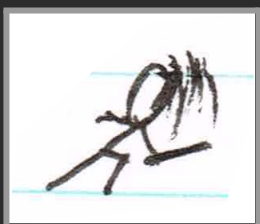
Link's Guardian Sword transforms into an Ancient Bladefire, and he swings it diagonally downward with two hands. Down Smash has lots of startup, but relatively low ending lag. As for damage, it deals 16% over its multiple hits, and it launches foes at a semi-spike angle for tech-chases, edgeguards, and immediate KOs at high percents. Down Smash is punishable if blocked, but since its ending lag is actually kind of low, you might still



want to risk that punish for the potential reward of the damage and semi-spike. And like Forward Smash, breaking the Ancient Bladesaw on a shield makes it safer due to added damage, stun, and pushback.

# Standard Attacks

## Jab



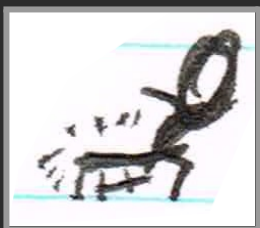
Master Sword in hand, Link uses the basic sword combo from Breath of the Wild: swipe to the right, swipe to the left, and then a body-spinning swipe rightward. They deal 3%, 3%, and 5% respectively, and the final hit launches with decent diagonal knockback. Jab is quick to start, but has noticeable ending lag. It racks up good damage, and allows Link to keep up the pressure at low percents. On block, however, Jab is very unsafe. So you might try rushing in to get a quick up-close victory... but if your attack is blocked, you may eat a punish.

## Forward Tilt



Link pulls the Hylian Shield off of his back and swings it out to his left, shield bashing any foe who tries to hit him from the front. Forward Tilt has short reach, but deals 10% and decent knockback. It also has trample priority like Palutena's shield, and reflects projectiles while multiplying their speed by 1.5x. Use this move to stuff approaches, deny campers, and box in close range – but be wary of the ending lag if you time it wrong!

## Down Tilt



Link adopts a reverse grip on the Master Sword and stabs it behind himself, low to the ground. Down Tilt hits low and behind Link, dealing 9% and a semi-spike. At the ledge, it can potentially two-frame, so try incorporating it into your ledge traps. If you are trying to use the multi-hit version of Forward Smash but the foe likes to stall on the ledge, you could always quickly perfect pivot toward the ledge and Down Tilt to punish them after their invincibility runs out!

## Up Tilt



Link stabs the air above him triumphantly, dealing 6% and small upward knockback in a very quick motion. Up Tilt is a handy combo tool all around, since it can lead into air attacks quite consistently. Against fast fallers at low to mid percents, you can even combo into some grounded moves, like a grab or tilt!

Mashing A is actually kind of useful, since Up Tilt has functionality similar to Link's rapid jab from Melee: use Up Tilt repeatedly and Link stabs at varying angles. This means you can use Up Tilt in quicker succession than you otherwise could, but the varying angles give the foe a chance to escape.

## Dash Attack

Dash Attack uses the Guardian Sword, and it actually changes based on which form you last used the weapon in. If you last used Up B, Up Smash, Side B, or a move that broke the weapon, you will use the regular Guardian Sword in this attack. Link basically just swings it in a downward angle, like the dashing attack for one-handed weapons in Breath of the Wild. This quick sliding strike deals 9% and moderate diagonal knockback, making for a quick way to punish landings without putting yourself at a huge risk. Try using this after launching a foe into the air with Up Smash, or after pressuring a distant shield with Side B.

If you last used Forward Smash, Dash Attack has Link pull out the Guardian Spear, hop into the air, and strike downward at a shallow angle, just like the spear jumping attack from the game. The hitbox is similar to Corrin's Side B, and like that move, Spear Dash Attack has a tipper. Normally it deals 7% and moderate Sakurai Angle knockback, but the tipper deals 12% and can KO at high percents! This move's high reach is excellent for following up on a spaced Forward Smash that hits a shield, as a surprise retaliation. You can also use it to punish two-frames or otherwise edgeguard opponents, especially since Link can jump clean off the edge of platforms!

Down Smash equips Link with the Ancient Bladesaw, which Link swings upward using the momentum from his run. It deals 16% over its multiple hits, launching upward for KOs at high percents. In exchange, Bladesaw Dash Attack has high startup and ending lag, so it is insanely punishable on shield. Try using it to capitalize on a tech chase started by your Down Smash!

# Grab Game

## Grab

This time around, Link just normally grabs opponents with his left hand, no Hookshot or Magnesis or anything like that. Despite this, his grab has serviceable range. For a pummel, Link knees the opponent, dealing 3%.

## Back Throw

Link grabs hold of the opponent's feet and swings them around in a circle once, kind of like Mario's back throw, but then swings that momentum upward and swings them up into the air behind him. Back Throw launches weakly upward and at a slight angle away, kind of like Zelda's down throw, while also dealing 8%. Use this throw to combo into moves like air attacks or Up Smash. Foes should be wary of the strange knockback when they try to DI!

## Forward Throw

Link grips the Master Sword tight with his right hand, then stabs it forward while lunging with his whole body. The blade briefly pierces the foe's body, and Link lunges forward 1.5 platforms (stopping at ledges) while carrying the foe along. Forward Throw deals 9% right as link stabs with the Master Sword, and after he finishes the dash, the foe gets launched at a high-angle semi-spike with moderate power. By using the momentum from the sliding thrust, Link can potentially close the distance and land either a proper combo or a tech-chase! Make sure to consider which Dash Attack you have active.

## Up Throw

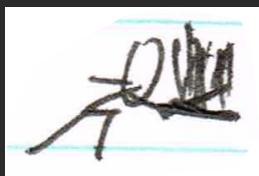
Speaking of Dash Attack weapon management, Up Throw has Link pull out the Ancient Bladesaw and basically hoist the opponent upward with a two-handed multi-hit arc. Up Throw deals 10% damage total, launching the foe diagonally with moderate-weak power. Since it uses the Bladesaw, Up Throw changes your Dash Attack, and also can damage or break the Guardian Sword. In fact, if it breaks, Up Throw has a unique property: the hitstun and damage increase, but the knockback does not. So you can link lots of additional combos with the extra hitstun!

## Down Throw

Link grips the Guardian Spear, kicks the foe to the ground, and stabs them with the spear's tip, dealing 11% and a semi-spike similar to Sonic's down throw. Tech or die, pretty much! The spear Dash Attack is pretty handy to tech-chase with, too. Kind of like Forward Throw, Down Throw incorporates horizontal movement into Link's throw game.

# Aerial Attacks

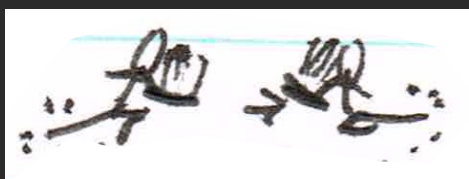
## Forward Air



Link brandishes the Master Sword above his head and does a classic Zelda jump attack! Forward Air has some startup lag, but has huge coverage, as uniquely, it is a falling, momentum-resetting attack similar to Shulk's Back Slash. (In other words, it acts just like a Zelda jump attack!) It has very low landing lag, so it makes for a good approach option aside from the punishable startup. Also, you can cancel Forward Air into a jump or midair action after falling long enough; by full hopping and then using Revali's Gale, you can just barely reach that threshold.

As for damage and knockback, Forward Air deals 14% and can actually KO at decent percents! So Forward Air is quite a viable KO option, especially during edgeguard situations. Wild Link quite enjoys having to land, too, since the threat of using Forward Air from canceling height on a foe's shield demands the opponent's respect.

## Neutral Air

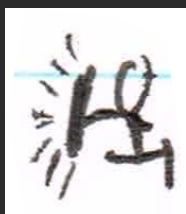


Link does a similar attack to Toon Link's Smash 4 nair, swiping in front and then behind with the Master Sword at a very slight downward angle. In contrast to Toon Link's snappy move, however, Neutral Air has about the speed of Smash 4 Link's slower, two-hit forward air. In exchange, Link adds in a couple of kicks; one accompanying each swing, in the opposite direction. Thanks to Link's retained extra-fast fastfall, you can do similar mixups to the Smash 4 forward air, where you decide between one or two swings by fastfalling to land.

As for new quirks, first I should explain the damage and knockback. Each kick deals 4%, while each sword swing deals 8%. The first swing leads into the second swing, and same for the kicks (kinda like Tink's down smash). The second kick deals weak forward knockback, and the second swing launches backward to potentially KO at high percents near the edge! Note that on shield, the first hit still pushes the foe away, even though its knockback is normally inward.

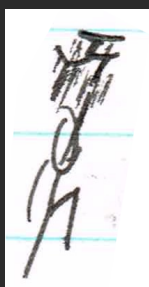
With that in mind, there are several applications. Kick 1's weak knockback hits the foe in front of Link, and if he cancels the move prematurely by landing, can lead into combos such as a grab. Similarly, Swing 1 puts the foe behind Link, ripe for a Down Tilt. Also, since Swing 2 can KO, Swing 1 → Swing 2 is a powerful tool since it can KO a foe in front of Link even if the blast zone is behind him!

## Back Air



Link does a shield bash behind himself, blocking attacks via trample priority and dealing 12%. As for knockback, Back Air is decently powerful, but not a very good kill move. The exception is during edgeguards, in which case the attack-blocking helps fend off recoveries with disjointed hitboxes! You could also use it for air-to-air in neutral.

## Up Air



Link tosses a Lizal Tri-Boomerang upward, which is randomly the only BotW weapon that doesn't have an image on the Zelda Wiki list lmao. Anyway, this weapon should be familiar to BotW veterans, and here, Link throws it up as it spins around for a multi-hit. It

reaches up about two Link heights, with a massive disjoint! It might remind one of [that lousy debt collector the boss hired](#). [That little fella with the cup head...](#)

Anyway, Up Air drags the foe up and then back down, sending them weakly downward at the very end. It deals 10% across its whole duration, or about 7% if you catch them at the apex. Use this move to drag midair foes down to your level, and set up deadly combos!

## Down Air



Link stabs the ground with the Master Sword as a glowing Triforce appears, transporting himself and nearby foes into a cutscene attack! All four Divine Beasts from the game charge up their energy, their respective Champions mounted upon them, and then unleash a devastating four-way laser blast, pinpointed straight at the foe. This attack deals a massive 50%, just like how this cutscene takes away 50% of Calamity Ganon's health for some reason (so proving your skill by beating the Divine Beasts makes the final boss EASIER... right), and KOs super early too.

Wait... this isn't the Final Smash? I was wondering why this input slot existed in a recent Muno set. :thank:

Oh right, this is the Down Air slot. It's just the same as Smash 4 lmao.