

DO NOT ASK FOR PERMISSION TO EDIT THIS. IF YOU WANT TO MAKE AN EDIT, THEN COPY THE SHEET AND CREATE YOUR OWN VERSION.

Number	Character	Kill % (FD with no DI)	Difficulty (*=read Notes)	Notes
1	Mario	0%	Easy	
2	Donkey Kong	11% or another loop	Easy	Flit or Upair can be used to get the 11% of you don't want to do two loops
3	Link	0%	Easy	Delay the first dair slightly to get the spike hitbox
4	Samus	2%	Easy	1 pummel can be used to get the 2%
5	Dark Samus	2%	Easy	1 pummel can be used to get the 2%
6	Yoshi	0%	Easy	The upair needs to be very low
7	Kirby	0% with zair	Medium	Delay the first dair slightly to get the spike hitbox, landing the upB with zair requires strict timing
8	Fox	0%	Medium	Drift hard outwards on the first dair and then back in on the dair
9	Pikachu	0% with zair	Medium	Delay the first dair slightly to get the spike hitbox, landing the upB with zair requires strict timing
10	Luigi	0%	Easy	Drift hard outwards on the second dair and back in for the upair
11	Ness	N/A	Impossible*	*Was not able to land, first dair require hard drift out, probably possible though
12	Captain Falcon	0%	Easy	Delay the first dair slightly to get the spike hitbox
13	Jigglypuff	0% with zair	Medium	Delay the first dair slightly to get the spike hitbox, landing the upB with zair requires strict timing
14	Peach	0%	Easy	
15	Daisy	0%	Easy	
16	Bowser	13% or another loop	Easy	There are several ways to get the 13%, doing downthrow>dair>regrab is what I like, but hitting the extra loop on Bowser is very easy
17	Ice Climbers	0%	Easy*	*It's easy to hit on a single climber, but technically shouldn't be possible with another climber able to interrupt
18	Sheik	0%	Easy	Delay the first dair slightly to get the spike hitbox
19	Zelda	0%	Easy	
20	Dr. Mario	0%	Easy	
21	Pichu	0% with zair	Hard	Drift hard outwards on both dairs and back in before the next move, landing the upB with zair requires strict timing
22	Falco	0%	Medium	Drift hard outwards on the first dair and then back in on the dair
23	Marth	0%	Easy	
24	Lucina	0%	Easy	Delay the first dair slightly to get the spike hitbox
25	Young Link	0% regular or with zair	Medium	Delay the first dair slightly to get the spike hitbox, landing the upB with zair requires strict timing
26	Ganondorf	4%	Hard	Drift hard outwards on the first dair and then back in on the dair, can be awkward to only get 4% (Nair 1 and 2 can work) and getting more makes it harder to land the combo
27	Mewtwo	0%	Easy	
28	Roy	0%	Easy	
29	Chrom	0%	Easy	
30	Mr. Game & Watch	0% with zair	Medium	Landing the upB with zair requires strict timing
31	Meta Knight	0% regular or with zair	Medium	Landing the upB with zair requires strict timing
32	Pit	0%	Easy	
33	Dark Pit	0%	Easy	
34	Zero Suit Samus	0%	Easy	Delay the first dair slightly to get the spike hitbox
35	Wario	0%	Easy	
36	Snake	1%	Easy	1 pummel can be used to get the 1%
37	Ike	1%	Easy	1 pummel can be used to get the 1%
38	Pokemon Trainer	N/A	N/A*	*In my testing, P. Trainer was able to Switch pokemon before I could land the upB, probably possible with very strict timing though
38 a.	Squirtle	0% regular or with zair	Medium*	Delay the first dair slightly to get the spike hitbox, landing the upB with zair requires strict timing
38 b.	Ivysaur	0%	Easy*	
38 c.	Charizard	5% or another loop	Medium	Jab 1 and 2 or DIit can be used to get the 5%, the upair can be difficult to land because Charizard ducks very low after the last dair
39	Diddy Kong	N/A	Impossible*	*Was not able to land, first dair require hard drift out, probably possible though
40	Lucas	N/A	Impossible*	*Was not able to land, first dair require hard drift out, probably possible though
41	Sonic	0%	Medium	Drift hard outwards on both dairs and back in before the next move
42	King Dedede	0% with another loop	Hard	The second and third dairs and the upair can be difficult to hit correctly
43	Olimar	0% with zair	Medium	Landing the upB with zair requires strict timing
44	Lucario	0%	Hard	The second dair requires a hard drift out and makes it difficult to land the upair
45	R.O.B.	1%	Easy	1 pummel can be used to get the 1%
46	Toon Link	0%	Easy	Delay the first dair slightly to get the spike hitbox
47	Wolf	0%	Medium	Drift hard outwards on the first dair and then back in on the dair
48	Villager	0%	Hard	Drift hard outwards on both dairs and back in before the next move, very strict timing and spacing
49	Mega Man	0%	Easy	
50	Wii Fit Trainer	0%	Easy	
51	Rosalina & Luma	0%	Easy*	*Luma can interrupt the combo
52	Little Mac	0%	Easy	
53	Greninja	0% regular or with zair	Medium	Delay the first dair slightly to get the spike hitbox, landing the upB with zair requires strict timing
54	Palutena	0%	Easy	
55	Pac-Man	0% regular or 2% with zair	Easy	1 pummel can be used to get the 2%, landing the upB with zair requires strict timing
56	Robin	0%	Easy	
57	Shulk	0%	Easy	Delay the first dair slightly to get the spike hitbox
58	Bowser Jr.	1%	Easy	1 pummel can be used to get the 1%
59	Duck Hunt	0% regular or with zair	Medium	Delay and hard drift out the first dair to get the spike hitbox
60	Ryu	1%	Easy	Delay the first dair slightly to get the spike hitbox, 1 pummel can be used to get the 1%
61	Ken	1%	Easy	Delay the first dair slightly to get the spike hitbox, 1 pummel can be used to get the 1%
62	Cloud	0%	Easy	Delay the first dair slightly to get the spike hitbox
63	Corrin	0%	Easy	
64	Bayonetta	0%	Easy	Delay the first dair slightly to get the spike hitbox
65	Inkling	0%	Medium	Drift hard outwards on both dairs and back in before the next move
66	Ridley	1%	Easy	1 pummel can be used to get the 1%
67	Simon	1%	Easy	1 pummel can be used to get the 1%
68	Richter	1%	Easy	1 pummel can be used to get the 1%
69	King K. Rool	11% or another loop	Medium	Delay the first dair slightly to get the spike hitbox and drift hard outwards on the second dair, flit or upair can be used to get the 11%
70	Isabelle	0%	Medium	Drift hard outwards on both dairs and back in before the next move
71	Incinerator	4%	Hard	Drift hard outwards on both dairs and back in before the next move, can be awkward to only get 4% (Nair 1 and 2 can work) and getting more makes it harder to land the combo
72	Piranha Plant	N/A	Impossible*	*I was never able to land the correct hitbox on the second dair, probably possible though
73	Joker	0%	Medium	Drift hard outwards on the first dair and then back in on the dair
74	Hero	0%	Easy	
75	Banjo and Kazooie	0%	Easy	Landing the upair can be hard because Banjo low profiles
76	Terry	2%	Easy	1 pummel can be used to get the 2%
77	Byleth	0%	Easy	They go pretty far after the upair, so dash just a little longer before the upB
78	Min Min	0%	Hard	Delay the first dair, the second dair can be very hard to link and be true, timing is tight (I was also very rusty when I did this, so maybe it's not as hard as I think)
79	Mii Brawler	0%	Easy	Hard drift out the second dair and back in before the upair
80	Mii Swordfighter	0%	Easy	
81	Mii Gunner	0%	Easy	Hard drift out the second dair and back in before the upair

NOTE: Make sure to have staling on when practicing. It will affect the combo on certain characters.