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Smash bros tier list official

Welcome to our Super Smash Bros Ultimate Best Characters Tier list for the Nintendo Switch, We'll also include a complete list of confirmed and upcoming announced DLC characters. Super Smash Bros Ultimate Best CharactersThe Super Smash Bros Ultimate Best Characters Tier List will evaluate and rank the best characters to play. In RankedBoost, we rank characters from Combat Game using a tier list. You find the best characters in S tier, further down you go weaker they become ending with F Tier. DLC characters will be turned on and placed once their information is available. This character list will apply to only one platform where you can find this game, Nintendo Switch.S Tier - (Best) highest ranking of characters in our SSBU Tier List.A Tier - (Strong) Very strong selections, but not at the same level as S Tier Choices.B Tier - (Good) Solid Choice and can be viable in the hands of a qualified player. C Tier - (average) The middle of the pack is neither good nor bad. D Tier - (below average) Slightly on the weaker side of the average pick. E Tier - (Weak) Underpowered choice and not recommended if you do not enjoy the character. F Tier - (Worst) Lowest character rank in this Smash Ultimate Tier List.Weight - Character Weight Class (Heavy Weight/Feather Weight/etc.). Air - Sign speed while moving in the air. Running - Speed of character while running on the ground. Dash - Speed of Characters Dash Movement.NEW - Latest characters joining the Super Smash Bros. franchise. DLC - Fighters to buy downloaded content. ECHO - Echo Fighters share similar abilities and movesets with their Echoed counterpart. Smash Ultimate Tier List Patch 8.0S Tier | Peach, Joker, Roy, Wolf, Wario, PalutenaA Tier | Lucina, Olimar, Daisy, Fox, Link, Young Link, Hero, Pikachu, R.O.B., Mario, Pokemon Trainer, Mr. Game & Watch, NessB Tier | King K. Rool, Bowser, Zero Suit Samus, Chrom, Cloud, Ike, Min Min, Mewtwo, Samus, Pac Man, Rosalina & Luma, Sonic, Yoshi, King Dedede, JigglypuffC Tier | Ganondorf, Snake, Ridley, Captain Falcon, Donkey Kong, Luigi, Corrin, Robin, Falco, Dark Samus, Marth, Pichu, Greninja, Mega Man, Terry, Byleth, Kirby, KenD Tier | Inking, Piranha Plant, Zelda, Duck Hunt, Bayonetta, Isabelle, Dr. Mario, Simon, Richter, Shulk, Villager, Lucario, Diddy Kong, Incineroar, Banjo Kazooie, Lucas, Toon LinkE Tier | Wii Fit Trainer, Pit, Dark Pit, Mii Swordfighter, Bowser Jr., Sheik, Ice Climbers, RyuF Tier | Meta Knight, Little Mac, Mii Brawler, Mii Gunner (Tap/Click any character to see more information on how to unlock, counter matchchampions, best spirits, and more.) Smash Ultimate Tier List 8.0This Smash Ultimate Tier List for patch 8.0 is based on the character's viability in the Player for Player (PVP) setting. If you're just trying to have fun when you're playing, choose everything that speaks to you, since each has its own unique and worth exploring. Want to play with Amiibo AI you can level up, equip ghosts and train with? All you need is an Amiibo

character and our guide on how to scan it with a Nintendo Switch.Link to Amazon AmiibosRankedBoost can get a commission from Amazon's purchase. Link to our Amiibo GuideWant to view all other NEW content in the SSBU? Tap any of the links below to display other in-game content besides this Smash Ultimate Tier List.NEW CharactersNEW ItemsNEW StagesNEW PokemonNEW Assist TrophiesSuper Smash Bros Ultimate Character List (This Super Smash Bros Ultimate Character List will feature all unlocked characters and DLC characters joining the franchise.)NEW characters so far:Chrom – Fire EmblemDark Samus – MetroidSimon – CastlevaniaRichter – CastlevaniaRidely – MetroidInkling – SplatoonKing K Rool – Donkey KongKen – Street FighterIsabelle – Animal CrossingIncineroar – PokemonPiranha Plant – Mario | DLC confirmed all Super Smash Bros Ultimate characters for Nintendo Switch. Nintendo has announced that New Super Smash Bros. will include all characters ever released for the franchise. All Characters In Super Smash Bros Ultimate So far#Number is the Order in which they joined the super smash franchise. Icons are the series they come from. Now, #Number echo fighter.See the character in the Super Smash Bros Ultimate Best Characters Tier List that you can't play? Check out our guide to unlocking play-to-play characters. Unlocking charactersAs multiple lists has been revealed and we will confirm we will keep this Super Smash Bros Tier list of the best characters to date. Until then, players can guess who will join the list this time through the Downloadable Content (DLC). Nintendo Games | Tier List Where does Steve debut our updated Super Smash Bros Ultimate tier list? Fight your friends in Super Smash Bros. Ultimate has become more heated than ever, but with more than 70 characters to play, it can be hard to choose which is the best Smash Bros Ultimate character to try. We did the hard work and did the Super Smash Bros Ultimate Tier List to help you get to grips with the competitive game, updated to include all the latest Smash Bros DLC characters, right down to the newly available Steve, released in October 2020. On this page: One of the first things you should look out for is the character's general style of play. We segmented them into three categories, Melee, Sword and Ranged. However, keep it safe that some characters (such as Link and all its variants) generally do not fit into this mold. When you're settled on which character to play as, you have to get them first – which is where our Super Smash Bros Ultimate character unlocking site comes in handy. We also have some Super Smash Bros Ultimate tips if you want to brush about the basics. We tried to rank every current fighter in Super Smash Bros. Ultimate to one list, based on their strengths, weaknesses, attacking options, recovery and general attacking power. With volume 2 Fighters Pass for Super Smash Bros Ultimate now starting to deliver more characters frequently to us, we looked at all the changes in Patch 9.0 Super Smash Bros Ultimate, and we also toied with Steve in the lab to see how these brand new balance changes affect our Super Smash Bros Ultimate list , helping you decide which characters you might want to invest in. Super Smash Bros Ultimate Tier List changes at first glanceBetween new characters and patches, here is Super Smash Bros Ultimate Tier List (Fighters ranked since steve's arrival and updates 9.0:Ness (Good to Strong)Steve (NEW - Good)Super Smash Bros Ultimate Tier List (Fighters ranked by Tier, last updated 16.10.2020.) TierCharacters BestLucina, Peach, Daisy, Pikachu, Pichu, R.O.B , Hero, Chrom, Ridley, Inkling, Olimar, Ryu, Young Link, Toon Link, Wii Fit Trainer, FalcoStrongRoy, Marth, Mega Man, Yoshi, Mewtwo, Fox, Cloud, Bayonetta, Bowser, Donkey Kong, Isabelle, Peasant, Ken, Link, Simon, Richter, Shulk, King K.Rool, Lucario, Joker, Corrin, Lucas, Robin, Incineroar, Terry, Ike, Snake, NessGoodPit, Dark Pit, Samus, Dark Samus, Wolf,, Palutena , Pokemon Trainer, Rosalina and Luma, Sonic, Zero Suit Samus , Zelda, Greninja, Mr Game and Watch, Mii Brawler, Mii Gunner, Mii Swordfighter, Wario, Jigglypuff, King Dedede, SteveAverageBanjo, Bowser Jr., Diddy Kong, Duck Hunt Duo, Ice Climbers, Mario, Luigi, Dr. Mario, Meta Knight, Pac-Man, Piranha Plant, Sheik, Captain Falcon, Kirby, Byleth, Min MinWeakGanondorf, Little MacSuper Smash Bros Ultimate Tier List (Fighters Listed alphabetically)Bros Smash FighterTier rank BayonettaStrongBowserStrongBowser Jr.AverageByLethAverageCaptain FalconAverageChromBestCloudStrongCorrinStrongDa icyBestDark PitGoodDark SamusGoodDiddy KongAverageDonkey KongStrongDr MarioAverageDuck Hunt DuoAverageFalcoBexStrongGanondorfWeakGreninjaGoodHeroBestIce climbersAverageIkeStrongIncineroarStrongInklingBestIsabelleStrongJigglypuffGoodJokerStrongKenStrongKing DededeGoodKing K. RoolStrongKirbyAverageLinkStrongLittle MacWeakLucarioStrongLucasStrongLucinaBestLuigiAverageMarioAverageMarthStrongMega ManAverageMeta KnightAverageMewtwoStrongMii BrawlerGoodMii GunnerGoodMii SwordfighterGoodMin MinAverageMr game and WatchGoodNessStrongOlimarBestPac-ManAveragePalutenaGoodPeachBestPiranha PlantAveragePichuBestPikachuBestPitGoodPokemon TrainerGoodR.O.BBestRichterStrongRidleyBestRobinStrongRosalina and LumaGoodRoyStrongRyuBestSamusGoodSheikAverageShulkStrongSimonStrongSnakeStrongSonicGoodSteveGoodTerryStrongToon LinkBestVillagerStrongWarioGoodWii Fit TrainerBestWolfGoodYoshiStrongYoung LinkBestZeldaGoodZero Suit SamusGood with Patch falling alongside the latest sign added to the lengthy Super Smash Bros Ultimate roster, it seems like there are fewer changes within this patch, compared to the significant balance changes we saw in Patch 8.0 before it. That's not a bad thing, however, as Super Smash Bros Ultimate approaches its second birthday, it's definitely a good sign that we're seeing less sweeping changes affecting most rosters, and with more changes just fine-tuning some characters each time. This does not mean that 9.0 does not contain any fundamental change of all characters. In the previous patch, you should have had a small advantage of the frame when perfectly guarding or parrying missiles. However, the bug limited this only to training mode. This is just a very small difference in frame, but for players at an absolute top level it will absolutely be a big change. And there's most of the changes for the rest of the patch, a quick look over the patch notes won't tell you the full story of the impact of changes 9.0. When tested, this amounted to almost small differences that fundamentally do not change the feeling or play of certain characters. Most of these changes amount to mild-mannered fans, in line with the way the game is balanced per minute, and we see this trend in previous patches; Nintendo is much more keen on making signs stronger than wholesale debuffing them. Some characters who have received these little fans include Simon and Richter, who have slightly extended launch distances on some attacks, except that they recover better from some attacks. The same generally applies to Lucari, Bowser Jr. and Ness. The only real outlier here is that shulk shield is a little nerfed, but he reciprocates with a little more force than before. The only real shift I believe can be justified is to move Ness to the 'Strong' level, because he has previously teetered on the abyss of the 'Good' layer, and with changes in his inclination, throws, dashes and air strikes, anything that does a little more damage before, or have a little more range, makes for a strong combination. , and is more up to the same quality and strength that we've seen Ness boast in previous Super Smash Bros titles. A more interesting change is in the AI of one of our humble ice climbers, Nane, who was previously generally in general helpless when playing as ice climbers. With 9.0 claiming to boast a 'better AI' for Nana, it seems like it might be marginally better than before, but this is one of those changes that really needs to be addressed to see if ice climbers are starting to look more like a threat than they currently are. No matter what we can say, we have decided to leave them in the 'average' layer for now, until the implications and power of this AI change become a little clearer in time. Adding new characters always adds dimensions of ranking list levels - and it can be difficult to track the impact they make each time. Here a rundown of what each DLC character adds to Super Smash Bros Ultimate.Kicking off with Piranha Plant, its range of moves and attacks make it a slightly weaker range of character, but it doesn't exactly give you the same kind of options as the latest addition, adds the Joker. The Joker is incredibly versatile, with fantastic attacks from close range and crowds, with a dynamic recovery. In addition, when you load his gauge and unleash his persona, the Joker becomes a master of zone control, if you want to keep your enemies at bay, you can - but you can also stand from finger to finger with some of the better melee fighters, but changing the way Arsene reacts to missiles at 4.0 means we gave him a slightly lower rank. That said, the Joker player just won Evo 2019. Sometimes raw levels don't always count towards player skill! In update 4.0, we saw the addition of Dragon Quest's Hero and its many cosmetic incarnations. And phwoar, he's very strong. Being a swordsman, Hero has an MP Bar, with a menu that allows you to use special attacks, which often do some incredible damage, including movement and speed. In addition, you can block missiles with a forward tilt, and its special attacks consume little MP. If you fully fill your side specifically, Zappple, you're able to almost certainly thwack enemies right off the stage. With a really strong normal, leans and breaks, and above all, a skill named Thwack, which has the potential to immediately KO enemies. It's likely hero will be banned from future tournaments, just because he's so good. The fourth character, Banjo and Kazooie, is worth considering thanks to a decent range of attacks. Banjo and Kazooie normal attacks and inclinations can come across as a bit of a stubby, and as such they are not a great fighter when playing up close, with Banjo and Kazooie you will want to use your excellent throw and side special to do a big chunk of damage and close the gap. If your opponent is in range, you can also use their side special, which pours eggs on the enemy. The trick with Banja and Kazooie is that because their side is special so strong, they give you limited use through feathers, so use them wisely. Banjo and Kazooie is an incredibly situational character, and it's not really the best in all rounds, even with its attacking range, which is why we put them in the average portion of our tier list. Patch 6.0 presented fatal fury and garou: Mark of the Wolves legend, Terry Bogard.This technical fighter is not for players who can't quickly perform combat game inputs, but if you handily know how to do Supers and special moves in Street Fighter, you'll be fine. Either way, you can practice in the training room until you nail it. Terry has special moves, and with the right inputs you will be able to master them all. Tapping B works Power Wave, a short-range missile that tracks across the floor, a quarter lap forward and B or A will make Burn Knuckle, a horizontal blow that covers a decent amount of ground. Back, down and down will perform Crack Shoot, an overhead kick that's a really good situation gap closer, that will help with zoning and distances. Power Dunk is forward, down and down forward which will launch your enemies into the air and smash them back down again, which is great for getting those high percentage spikes. Terry's latest rising tackle special isn't too useful we found, and the attack that moves you upwards has caused minimal damage. Just out of those moves, Terry is not too powerful, and it can be difficult to close the gap with ranged fighters, but because of the amount of aerial attacks that Terry has, he can do excellently when fighting offstage. The real interesting meat, and what's terry from good to strong on our tier list are the special moves he gets when he reaches 100% damage, where 'Go' will appear near his portrait. Power Geysyr requires you to immease down, down backwards, back, down backwards, forwards and A or B, this will force Terry to perform a quick breaking of the ground, which can kill in relatively low percentages, and launch your opponents into the air. Another notable move is Buster Wolf, which can be performed with two-quarters of the laps forward on the stick and B or A. That will launch Terry forward and connect with one offense, before we shoot them. It does some great damage and can also kill in the lower percentages, especially if you are near the edge of the stage. The only thing holding Terry back from Best Tier are his options for closing distance with other characters and average speed of movement. That makes Terry the harder character to use, but one to look out for in the competitive scene. Finally, Fire Emblem: Three Houses star Byleth gets a well-deserved cameo in Super Smash Bros Ultimate as the final character in the first Fighter's Pass. Byleth appears in both male and feminine form, and has several other tricks up her sleeve. Byleth's ruse is that they are often slower, hard-hitting a character who has a fairly variable (inconsistent) range, but can very easily kill in lower percentages. Doing the attack upwards will see byleth use a quick whip, which causes more hits, a lateral attack using a spear has a long range and usually comes out slower. The Down attack uses Byleth's Axe, which comes out incredibly slowly but with pretty incredible damage. Byleth's most useful attack is their Bow, which can only be used using a neutral special. It can be charged and do an obscene amount of damage, throwing your enemies away across the screen. Key to use is not only to know how fast your attacks are coming out, but also how to wrap your enemies around your finger using zone-control using an arc. Since the arc is quite potent and also has a longer range, you need to think carefully about what attacks to use and when. Like Terry, you don't want to gush at Byleth willy-nilly, as it probably won't end well when the slow speed of movement is compounded by slower side and down attacks using the spear and axe. One thing that redeems this is that Byleth has a major recovery, which can also allow you to bounce straight from the walls and into another attack. However, this is a really picky character. Since you're able to handle a little more damage than many other characters, we've popped Byleth into the 'Average' level. We can only hope to see that Byleth will be chargeable in the future, because the slow speed of movement and slow attacks do not compensate for the damage we have managed. With arms finally getting some representation in the form of Min Min in Super Smash Bros. Ultimate, we found that she's not quite all that when it comes to raw power and versatility, compared to some of the other characters we've seen being introduced into the game. Min Min has a fairly average speed of movement, with some impressive range on some attacks, that doesn't necessarily mean the fighter is in range, however. We found that it can be kept up close or at medium distance, thanks to its hands full of spring. Side specialties and smashes work relatively well, if not a little weak how slowly they come out. You can fill the cannonball with a special one and release the energy with a side special. But we found it to be a bit too much investment to prove useful when it comes to being in a high-octane brawl. However, it has an impressively fast recovery time, using the patenting hands to the edge, it can be useful for keeping the edges in a pinch. Its airstrikes are where those spring hands come in really handy, you can keep your enemies at a pretty safe distance, but all your attacks share in pretty mediocre damage, and they don't necessarily always have the launch power to completely take out your enemies. Unfortunately, this means that we didn't think of it very well online with Min Min, because it just didn't have all the tools we needed to hold on. Saving grace for Min Min are her defensive options, which are thanks to her impressive crowd range. For this reason, we put Min Min on the 'Average' level. If you think it could have got weirder than how characters like Joker, Hero or Terry play, strap in, because Minecraft is the iconic default of skin, Steve has entered the ring, and he might just be a little too much to get into. The mechanics for Steve revolve around mining the stage for resources and then using those resources to power your attacks. With each stage that has a different Resources and the type of resources available you will always modify your attack strategies when playing like this mind-boggling character. However, complexity and chance are not a problem. It gets a little tighter when you look at its slow speed of movement. Fortunately for poor Steve and his equally blocked alternative costume compatriots, the amount of damage Steve can do is pretty daunting. His normal attacks are quieting down incredibly well, which means the characters attacking over shorter distances will have a hell of a time against Steve. His attacks are also pretty good, with an up and down smash that has decent range, doing a decent amount of damage. Steve's special allows him to 'mine' everything he stood on, and then that resource can be 'made' by eavesdropping again on the special to upgrade his weapons, depending on what resources he has. This makes a basic upgrade to attacks, not much more, however. Steve is down special plops some TNT in front of you and the enemy, which can be a bit of a risky move, but quickly witty players could easily activate TNT from a distance using something like Steve's toss; angle for fishing in the range to start it. To imagine, Steve may have his weaknesses when it comes to speed of movement, but his potential is quite massive. However, there are simply too many elements of chance involved in his style of play, which means that for now he is placed in our 'Good' layer. With the above changes and explanations along the way, it's time to pick a fighter. One of the first things you should look out for is the character's general style of play. We segmented them into three categories, Melee, Sword and Ranged. Keep it safe, however, that some characters (such as Link and all its variants) generally do not fit into this mold. If you're looking for a specific style of play, can the following sections help... Melee fighters are best at getting up close and personal with their enemies. Their normal attacks should be quick, their inclinations exceptional, and smashes the impacts hard. A great example of a good crowd fighter would be Bowser, who might have some different options with his bonfire, but excels at getting closer and personally highlighting the pain. You should also consider a move often forgotten by a lot of casual Smash Players, pitching is an excellent way to get your enemies off the stage, a great example of a big-pitched character is Ken throwing a roll-back, because you're able to take an enemy out of the last quarter of the stage, grab them and roll them straight off the edge, leaving them vulnerable to your spiking breaking attacks to finish them off. While Terry is a great character, we wouldn't recommend him to those who may not be used to fighting the entrance to the game. Practice with Ryu or Ken, and then go after Terry. Peach/Daisy Peach/Daisy are arguably the best melee fighters in Super Smash Bros. With some devastating attacks with a special side and rapid inclinations, you can often find yourself juggling characters in the air or driving enough pressure on them to the side of the stage that they can't escape. The big bonus for any peach/Daisy player out there is the fact that their recovery is also brilliant, with the iconic parasol dishing out the damage where it causes the most pain. Finally, although Terry is a great character, we wouldn't recommend him to those who may not be used to fighting the entrance to the game. Practice with Ryu or Ken, then go after Terry when you're ready. Ryu/Ken While our iconic street fighters aren't in our ultimate 'strongest' tier, that doesn't make them any less lethal up close. With their focus attack, Ryu and Ken get armor on one attack, and are capable of crumpled their opponents to the ground, which means it's a major counter to heavy hitting individual attacks or breaking. Plus, with their repertoire of traditional Street Fighter moves, Ryu and Ken might be a bit stubby when it comes to their normal attacks, but it's a great starting point for someone who wants to play the character melee. Ridley This fan favorite character showed off his true colors as the patches went, noting how good Ridley really is. Focusing on the big game from close range, and with some devastating attacks and a strong recovery, Ridley is a great option for players who want to use a high-level melee character. In particular, Ridley's dominance in the air is one of his greatest strengths. From tilts coming out incredibly quickly, to big recoveries on his side in particular, Ridley is a force to be reckoned with, in the right hands. Kirby With a series of buffs from Patch 8.0, we're really happy to finally be able to pop Kirby on this list, as one of, if not the easiest entry-level Super Smash Bros Ultimate character. They may not have the strongest attacks, but Kirby certainly forgives the most, and with the most options. Kirby's most potent attack is a special on the charging side, a hammer that you're able to disseal a decent amount of damage to break characters off the screen In addition, Kirby's recovery is incredibly generous, so if you're starting out in the game, or trying to tackle the basics, Kirby is a no-brainer. Sword fighters dominate a lot of our 'Best' layer, and for good reason. Their attacks have a decent range, and they use this to use the space to their advantage. Sword fighters have excellent control of the zone, and can often get you into oblivion. Many sword fighters also have a 'Counter', which is in fact parry, but must be excellently timed. What's all the fuss about? Let's go into detail with the two best characters below. Roy / Chrom Roy and Chrom are more than simple Martha clones. With fire damage side specialties with excellent neutral air Roy and Chrom are in our 'Best' layer, and you can see that when he comes face to face with them. They have incredible control in the air and options, in addition to being able to provide some incredibly heavy attacks. Combine that with some of the fastest running speeds in the game, and you're left with an absolute beast of character. Ike Ike is a tank. His movement may not be the best, but when it comes to the raw power of attack, he's hard to beat. Combined with a handful of buffs, this is the best version of Ike so far. Why? With a quick cleaning side, in addition to a neutral special that can be charged to erupt into three fire pillars, Ike is great when you're surrounded, or you have to deal with multiple enemies, its smashers can sweep away more enemies, and while they're slow, they can KO Characters with less than 75% damage when they come out raw. Hero This new DLC character is one of the most unpredictable characters out there, with great range and a huge range of spells available, Hero can even make 1 hit kill if the RNG gods smile at you with the spell list you get when hitting down special. Either way, he has a very good running speed as well as being able to KO in low percentages with a neutral special or side tilt. Hero could be the best character in the game, for now. Byleth Byleth is not strictly another sword fighter, but he certainly fights in the same style as one, with a number of options alongside them, you can expect byleth as others in low percentages with spear and axe attacks, which can be a good strategy if you manage to dominate through the use of onions, using responsible zone control where necessary. Coupled with a rather generous recovery, Byleth is a good fit for a mid-range fighter who can be powerful in the right hands. Ranged Fighters are excellent at turning off fast-moving characters and capturing these slower characters in a loop, all from a distance. As their name may imply, they might be in a place of trouble when up close against a good melee fighter, but with options available to you to keep them at arm's length and graze the pain that leads to a strong smash, ranged fighters are no joke. Simon / Richter Simon and Richter are exceptional fighters in range. Namely, Holy Water, Axe Throwing and Boomerang are all lethal combinations for more or less any character. With axes thrown at the arch, they hit incredibly hard, and can KO a high percentage of characters. Combined with horizontal control with a boomerang, you can complete the setup by trapping them with your Holy Water and accusing them of whip attack. This deadly fabrication can extinguish almost any character. Samus Although not as powerful as Simon or Richter, Samus is a great fighter in the beginner range. With rockets and a rechargeable explosion, Samus is a good starting point for construction when it comes to range combat. She has some problems struggling up close, but when you practice your game in a range with Samus, she has ample opportunity to build and get into better character. Samus has value, if not only because it is a great starting point to use as a fighter in range. Ready to start playing like one of the fighters listed above? Our Super Smash Bros Ultimate unlocking characters can help you get your hands on them. Banjo and Kazooie Rare's best fighter is finally in Super Smash Bros. Ultimate, and they're a very situational duo. The Banjo and Kazooie we found were the best within range and finishing distance when you softened them with your attacks in range. The feathers that appear above your head mean you only have five side specialties per stock, and they are exhausted by each use. But, if you use them wisely along with your pitching, you can end up with some great lineups to smash your enemies offstage. Banjo's down spike to break attack is also great, but you'll have to make sure the enemy is at a pretty high percentage and if you can land safely. They're a pretty tricky character to learn, not super strong, but we found that they were incredibly fun to play like. Ness Ness is a Super Smash Bros staple, and no list would ever be complete without highlighting the benefits of this slightly harder to control character. If you've dealt with simpler characters in the range before, Ness is hardly a bad choice, when it comes to strengthening your game. PK Fire, a Ness's side special can provide enough interference for your enemies to find another opening, and just when they think they're safe, you can use your special, PK Thunder, to shoot them out of the sky and continue with the sweet yo-yo smashing to finish the job. At first glance, Ness may look slow and a bit buoyant, especially compared to closer fighters, but don't rule out, it just takes some getting used to. The same can be said of Ness's PK Thunder, which can also be used to run back to the platform once you've been ejected, but takes careful control. If you're looking for a slightly different character that washes away piles of damage, you could be worse off than Ness, who was recently introduced into our Strong layer after a series of buffs, thanks to patch 9.0. 9.0.

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