

*Pit,  
Kid Icarus*



# Super Smash Brothers Brawl

Character Strategy Guide 8

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Pit is one of Nintendo's least recognizable heroes. While he was the star of one of the best games to ever grace the Nintendo he was forgotten in the shuffle of bigger success stories, namely the Link, Mario and Metroid series. An angel in the service of the Goddess Palutenia, Pit fights the forces of darkness to protect his divine superior.

This being his first appearance in a game in more than 15 years, Pit comes out of obscurity with a bang. Pit is fairly strong, really fast and quite able to move around the battlefield thanks to his wings. In addition to all of that, his double bladed weapon is actually a bow of quite some power. All things considered, the little cherub is quite a powerhouse.

**Game Appearances**

*Kid Icarus: Of Myths and Monsters – GB.....1991*

*Kid Icarus – NES.....1987*

## Pit's Moves

This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

- \* Red Skills are range dependant – The closer you are, the more damage you do.
- \* Blue Skills are range dependant – The farther away you are, the more damage you do.
- \* Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Slash	Attack Button	3%	Pit uses his bow to attack his enemies.
Triple Blades	Attack x3	11%	A three hit combo with the blades on his bow.
Blade Flurry	Attack (repeatedly)	1%	Used after the triple slash, can continue indefinitely.
High Kick	Up + Attack	13-16%	Kicking upwards you can juggle foes.
Leg Slash	Down + Attack	11%	Slash at a foes legs.
Dual Blades	Left or Right + Attack	12%	Using his bladed bow, Pit hacks at his foes.
Walking Side Slash	Attack (while walking)	8%	Attack using your bow while moving.
Running Blade Slash	Attack (while running)	12%	A rushing slash with the bow blades.
Knee to the Face	Grab / Attack button repeatedly for attacks	2%+	Knee enemies in the face for coming too close.
Throw Skyward	Up + Grab	11%	Fling enemies into the air setting up a combo.
Ground Slam	Down + Grab	6%	Throws enemies to the ground for a combo.
Spinning Throw	Left or Right + Grab	8-10%	Fling enemies away from you.

Airborne Attacks	Command	Dmg.	Description
Airborne Spinning Blade	Attack	11%	Spins his blades to hit opponents repeatedly.
Upward Blade Twirl	Up + Attack	12%	Spin the blades in a combo; Great knockback.
Downward Slash	Down + Slash	12%	Downward attack that knocks enemies airborne.
Meteor Slash	Toward Opponent + Attack	13-15%	A side-slash that launches enemies away from you.
Backwards Slash	Away from Opponent + Attack	15%	Backwards attack that sends enemies flying.

<b>Smash Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
Triple Blade Smash	Up + Attack together	13-18%	Smashes opponenets straight up into the air.
Forward & Back Slash	Down + Attack together	9-18%	Wide range attack that hits in both directions.
Twin Slices	Left or Right + Attack together	19-26%	Two hit attack that knocks enemies away.

<b>Special Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
Palutena's Arrow	Special Button	5-11%	Fires a holy arrow that can be shot upwards.
Wings of Icarus	Up + Special	0%	A recovery move that allows limited flight.
Mirror Shield	Down + Special	0%	Guards attacks and reflects projectiles.
Angel Ring	Left or Right + Special	1-2%	A swirl of energy that is good for trapping foes.



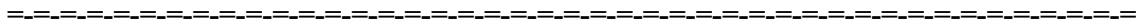
<b>Final Smash</b>	<b>Damage</b>	<b>Description</b>
Palutena's Army	48-80%	An army sent by the goddess flies to assault Pit's enemies one at a time.



## **Combat Strategies**

Pit is something of a peculiar combatant. Many of his abilities are dedicated towards evasion, self-protection and mobility instead of direct offense. That, paired with his lower damage output on his basic and smash attacks, leaves him at something of an offense hole. He doesn't have the raw damage output to go toe to toe with most other brawlers. This means that he requires a fair bit of strategy and proficiency to use properly.

- Before you even start using Pit in actual fights learn to use his Wings of Icarus and Mirror Shield. The shield can reflect almost all projectile attacks, notably Lucario's Aura Sphere, and stop certain melee type moves.
- That doesn't even say anything about how useful the Wings of Icarus special ability is. When used he will grow a pair of blue wings over his actual wings. Unlike his normal wings which are only useful for gliding these wings will allow him to fly. Using this you can fly rather quickly upwards, letting you get some serious vertical height.
- Pit's bow attack is quite a bit better than Links. Not even figuring in the damage itself Pit can fire an arrow straight up as opposed to just horizontally by tapping the analog upwards. Using this you can snipe off an enemy who is airborne, possibly taking him out with a fully charged shot if his damage percentage is too high.
- When possible try to entrap foes near the edge of the platforms with an attack like Angel Ring. By using this attack, spinning the blades and damaging foes, you can cause some rather serious damage to your foes and not give them much recourse as far as escape goes. Make sure that you don't keep going with it once the enemy falls off the stage, if they hop back on they can hammer you and send you flying.
- Once you have knocked an enemy off the stage, then is the time to make use of the Meteor Smash and the Backwards Slash to send enemies flying away. By using this you can try and prevent your foes from making their way back onto the stage.
- If you find yourself being crowded in by your foes you are in some serious trouble with stages like Eldin Bridge proving especially troublesome. Make use of the Forward & Back Slashes move to play crowd control with the enemies that have surrounded you. You can usually knock them away from you and onto their backs letting you go after one of them, preferably the one with more damage, and hammer them right off the stage.



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