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<p>This is a list of all Primary category spirits in Super Smash Bros. Ultimate (SSBU) on the Nintendo Switch. Read on to learn Primary spirit ranks, types, and skills! Primary Spirits have 0-3 slots to equip Support Spirits. They can be leveled up and sometimes have additional effects. Primary Spirits one of the four categories of Spirits. Spirit Rank Type Skill 21 Metal Mario 3 Shield Weight 1 Become slightly more difficult to launch, but movement speed decreases. 28 Cat Princess Peach 3 Shield Weight 1 Become faster, but also easier to launch. 30 Bowser (Wedding) 1 Grab 31 Toad 2 Grab 32 Captain Toad 3 Grab Item GravitationDraws nearby items closer. 35 Waluigi 3 Neutral Foot Attack 1 Slightly increases the power of kicks and knee strikes. 36 Goomba 1 Neutral Foot Attack 1 Slightly increases the power of kicks and knee strikes. 38 Hammer Bro 2 Grab Jump 1 Slightly increases jump height. 39 Lakitu & Spiny 2 Grab Weight 1 Become faster, but also easier to launch. 40 Blooper 1 Shield Weight 1 Become faster, but also easier to launch. 41 Bullet Bill 1 Attack Can Be Enhanced at Lv. 99 42 Banzaï Bill 2 Attack Impact RunDamages enemies when dashing into them. 43 Shy Guy 1 Neutral Fist Attack 1 Slightly increases the power of punches and elbow strikes. 45 Birdo 3 Grab 46 Mouser 1 Grab 47 Wart 2 Grab 48 Boo 1 Neutral Can Be Enhanced at Lv. 99 49 King Boo 2 Neutral Flooty JumpSows your fall speed after jumping. 51 Chain Chomp 2 Attack Weight 1 Become slightly more difficult to launch, but movement speed decreases. 53 Nipper Plant 1 Grab Can Be Enhanced at Lv. 99 54 Petey Piranha 3 Grab GiantBecome giant for a while at the start of the battle. 55 Boom Boom 2 Attack Can Be Enhanced at Lv. 99 56 Boom Boom & Pom Pom 3 Attack Hyper Smash AttacksIncreases the attack power and smash-attack charge speed. 57 Tatanga 2 Shield 59 Charg'n Chuck 2 Attack 61 Kamme 2 Grab Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 63 Dry Bowser 4 Shield Fire Attack 1 Slightly increases the power of fire-type attacks. 65 Big Urchin 2 Shield Electric WeaknessIncreases the damage taken from electricity attacks. 66 King Bob-omb 2 Attack Strong ThrowSlightly increases the power of grabbing and throwing attacks. 70 Shadow Mario 3 Neutral 81 Goo-Goo Buggy 2 Attack Weight 1 Become faster, but also easier to launch. 88 Cheep Charger 1 Grab Speed 1 Slightly increases run speed. 90 Biddybuggy 2 Grab Weight 1 Become faster, but also easier to launch. 91 Budwingon 3 Shield Speed 1 Slightly increases run speed. 93 Master Cycle 4 Grab Speed 1 Slightly increases run speed. 94 Paper Mario 3 Neutral Water WeaknessIncreases the damage taken from water attacks. 95 Paper Bowser 3 Attack Can Be Enhanced at Lv. 99 96 Paper Bowser (Paper Mario) Sucker Star 4 Attack Meteor Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 98 Vivian 2 Shield Weight 1 Become faster, but also easier to launch. 99 Shadow Queen 3 100 Mr. L 2 Attack Water WeaknessIncreases the damage taken from water attacks. 101 Dimentio 2 Grab Weight 1 Become faster, but also easier to launch. 104 Geno 4 Attack 105 Prince Peasley 1 Shield 106 Fawful 2 Neutral Electric Attack 1 Slightly increases the power of electricity attacks. 107 Princess Shroob 2 109 Broque Monsieur 1 110 Dreambert 1 112 Papercraft Mario 1 Attack Fire WeaknessIncreases the damage taken from fire and explosion attacks. 115 Eggplant Man 1 Shield 124 Waluigi (Super Mario Strikers) 2 Grab Foot Attack 1 Slightly increases the power of kicks and knee strikes. 125 Petey Piranha (Super Mario Strikers) 2 Grab 126 Mini Mario 2 Neutral Can Be Enhanced at Lv. 99 127 Mini Mario & Hammers 3 Neutral Hammer Duration 1 Increases the amount of time the Hammer and Golden Hammer items last. 129 Rabbid Peach 2 Shield Jump 1 Slightly increases jump height. 130 Rabbid Mario 2 Attack Jump 1 Slightly increases jump height. 131 Rabbid Kong 1 Attack Weight 1 Become slightly more difficult to launch, but movement speed decreases. 137 Donkey Kong & Lady 4 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 138 Donkey Kong Jr. 3 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 139 Stanley 2 Shield 140 Cranky Kong 3 Attack Speed 1 Slightly decreases run speed. 145 Dixie Kong 3 Grab Can Be Enhanced at Lv. 99 146 Dixie Kong & Kiddly Kong 4 Thrown Items 1 Increases the distance and power of thrown items. 147 Lanky Kong 2 Grab 149 Chunky Kong 2 Attack 150 Rambi 3 Attack Speed 1 Slightly increases run speed. 151 Enguard 2 Attack Electric WeaknessIncreases the damage taken from electricity attacks. 159 Knight 1 Grab 60 Zinger 1 Shield 161 Kleptap 2 Attack Weight 1 Become faster, but also easier to launch. 162 Kaplup 1 Rool 4 Attack 163 Baron K. Rool 4 Attack 165 Tiki Tak Tribe 1 Neutral Fire WeaknessIncreases the damage taken from fire and explosion attacks. 166 Lord Fredrik 1 Grab Weight 1 Become slightly more difficult to launch, but movement speed decreases. 167 Kip 1 Shield Jump 1 Slightly increases jump height. 170 Karate Kong 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 171 Ninja Kong 1 Shield 178 Link (The Legend of Zelda) 4 Neutral Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 179 Octorok 1 Grab 180 Moblin 1 Neutral 181 Tektite 1 Shield Jump 1 Slightly increases jump height. 183 Darknut 2 Shield Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 185 Agahnim 2 Shield Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 189 Young Zelda 2 179 Octorok 1 Grab 180 Moblin 1 Neutral 181 Tektite 1 Shield Jump 1 Slightly increases jump height. 183 Darknut 2 Shield Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 185 Agahnim 2 Shield Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 189 Young Zelda 2 179 Octorok 1 Grab 180 Moblin 1 Neutral 181 Tektite 1 Shield Jump 1 Slightly increases jump height. 183 Darknut 2 Shield Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 185 Agahnim 2 Shield Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 202 Koume & Kotake 2 Neutral Can Be Enhanced at Lv. 99 203 Twinrova 3 Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 204 ReDead 1 Grab Jump 1 Slightly decreases jump height. 205 Skull Kid 2 Grab Can Be Enhanced at Lv. 99 206 Skull Kid & Majora's Mask 4 LifestealSteals opponents' life force when you strike. 207 Deku Link 2 Grab Fire WeaknessIncreases the damage taken from fire and explosion attacks. 208 Fierce Deity Link 4 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 220 Ganondorf (Twilight Princess) 3 Attack Can Be Enhanced at Lv. 99 221 Beast Ganon 4 Impact RunDamages enemies when dashing into them. 222 Midna 3 Grab Can Be Enhanced at Lv. 99 223 Wolf Link & Midna 4 Grab Dash Attack 1 Increases the tackle and dash attack power, and slightly increases move speed. 224 Zant 2 Attack 226 King Bulblin & Lord Bulblin 1 Attack 228 Ghirahim 3 Grab 229 The Imprisoned 2 Shield Speed 1 Slightly decreases run speed. 230 Demise 3 232 Grouse 2 Shield 233 Wall-Merged Link 2 Neutral Can Be Enhanced at Lv. 99 234 Link (A Link Between Worlds) 3 Weapon Attack 1 Slightly increases the power of swords, whips, hammers, etc. 236 Hilda (The Legend of Zelda) 3 Shield 237 Yuga 3 Shield 240 Daruk 2 Shield Fredrik 1 Grab Weight 1 Become slightly more difficult to launch, but movement speed decreases. 242 Urbosa 4 Attack Electric Attack 1 Slightly increases the power of electricity attacks. 243 Calamity Ganon 4 Attack 244 Bokoblin 1 Neutral Battering Items Power 1 Slightly increases the power of battering items. 245 Tetra 3 Shield Can Be Enhanced at Lv. 99 247 Zelda (The Wind Waker) 4 Shield Chance of Double Final SmashSometimes grants a second Final Smash after using a Final Smash. 248 King of Red Lions 2 Attack Can Be Enhanced at Lv. 99 249 King of Hyrule 3 Transformation Duration 1 Extends the amount of time transformation items like the Super Mushroom last. 255 Vaati 3 Neutral 258 Phantom 2 Shield Can Be Enhanced at Lv. 99 259 Zelda (Spirit Tracks) 3 Shield Trade-Off Ability I Start battles with 30% damage and slightly increased attack, defense, and move speed. 261 Byrne 1 Attack 262 Totem Link 2 Grab 270 Fusion Suit 3 Neutral Shooting Items Power 1 Slightly increases the power of shooting items. 272 Dark Suit 2 Can Be Enhanced at Lv. 99 273 Light Suit 4 Shield Healing ShieldRecovers health when enemy attacks are shielded. 274 Young Samus 2 Neutral Shooting Items Power 1 Slightly increases the power of shooting items. 275 Geemer 1 Shield Jump 1 Slightly decreases jump height. 278 Mother Brain 3 Shield Can Be Enhanced at Lv. 99 279 Mother Brain (2nd Form) 4 Shield GiantBecome giant for a while at the start of the battle. 281 Queen Metroid 4 Grab Jump 1 Slightly decreases jump height. 282 Zebesian 2 Neutral Fist Attack 1 Slightly increases the power of punches and elbow strikes. 285 X Parasite 1 Attack Can Be Enhanced at Lv. 99 286 Nightmare 3 LifestealSteals opponents' life force when you strike. 287 Mecha Ridley 2 Shield Initial Damage 30%Start each battle with 30% damage. 288 Adam Malkovich 1 Shield 291 Omega Ridley 4 Attack Weight 1 Become slightly more difficult to launch, but movement speed decreases. 294 Trace 1 Attack 296 Mech 1 Neutral Weight 1 Become slightly more difficult to launch, but movement speed decreases. 476 Scizor 2 Attack Fire WeaknessIncreases the damage taken from fire and explosion attacks. 477 Heracross 2 Grab Fire WeaknessIncreases the damage taken from fire and explosion attacks. 479 Skarmory 1 Shield Electric WeaknessIncreases the damage taken from electricity attacks. 479 Houndoom 2 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 480 Smeargle 1 Neutral 482 Raikou, Entei, & Suicune 3 Shield Speed 1 Slightly increases run speed. 483 Tyranitar 2 Shield Water WeaknessIncreases the damage taken from water attacks. 484 Lugia 3 Grab Water Attack 1 Slightly increases the power of water attacks. 487 Blaziken 2 Attack Foot Attack 1 Slightly increases the power of kicks and knee strikes. 490 Flygon 2 Grab 492 Absol 1 Attack 493 Salamence 2 Attack Jump 1 Slightly increases jump height. 494 Metagross 2 Shield PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 496 Kyogre 2 Shield Can Be Enhanced at Lv. 99 497 Primal Kyogre 3 Water/Freezing Resist 1 Slightly reduces damage taken from water attacks. 498 Groudon 2 Attack Can Be Enhanced at Lv. 99 499 Primal Groudon 3 Fire/Explosion Resist 1 Slightly reduces damage taken from explosion and fire attacks. 500 Rayquaza 3 Neutral Jump 1 Slightly increases jump height. 502 Deoxys (Normal Forme) 4 Grab PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 504 Garchomp 2 Attack 505 Mega Lucario 3 Grab Initial Damage 30%Start each battle with 30% damage. 506 Abomasnow 1 Shield Fire WeaknessIncreases the damage taken from fire and explosion attacks. 508 Uxie, Mesprit, & Azelf 3 Grab PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 509 Dialga 3 Neutral 510 Palkia 3 Neutral 512 Giratina (Altered Forme) 3 Neutral Can Be Enhanced at Lv. 99 513 Giratina (Origin Forme) 4 Shield Damage 1 Increases the damage dealt to enemy shields. 514 Cresselia 3 Shield 517 Shaymin (Land Forme) 3 Grab Can Be Enhanced at Lv. 99 518 Shaymin (Sky Forme) 4 Grab Jump 1 Increases jump height. 519 Aurios 4 Neutral 521 Oshawott 1 Grab Electric WeaknessIncreases the damage taken from electricity attacks. 522 Zoroark 2 Attack 524 Hydreigon 2 Attack 525 Cobalion, Terrakion, & Virizion 3 Neutral 528 Reshiram 3 Shield Fire Attack 1 Slightly increases the power of fire-type attacks. 529 Zekrom 3 Grab Electric Attack 1 Slightly increases the power of electricity attacks. 530 Landorus (Therian Forme) 3 Neutral 532 Kyurem (Black Kyurem) 3 533 Kyurem (White Kyurem) 3 534 Keldeo (Ordinary Form) 2 Shield Can Be Enhanced at Lv. 99 535 Keldeo (Resolute Form) 4 Shield Hyper Smash AttacksIncreases the attack power and smash-attack charge speed. 537 Genesect 3 Shield 538 Chespin 1 Shield Fire WeaknessIncreases the damage taken from fire and explosion attacks. 542 Xerneas 3 Shield 543 Yveltal 3 Grab 544 Zygarde (50% Forme) 1 Grab Can Be Enhanced at Lv. 99 545 Zygarde (Complete Forme) 4 Critical-Health HealingRecovers a great deal of health when a certain amount of damage is taken. 546 Diancie 2 Grab Can Be Enhanced at Lv. 99 547 Mega Diancie 4 Franklin Badge EquippedStart battles wearing a Franklin Badge. Reflect enemy projectiles. 548 Hoopa (Confined) 2 Grab Can Be Enhanced at Lv. 99 549 Hoopa (Unbound) 3 Toss & MeteorIncreases upward and downward launch power. 551 Rowlet 1 Shield Fire WeaknessIncreases the damage taken from fire and explosion attacks. 552 Bewear 2 Attack 554 Togedemaru 1 Shield Electric Attack 1 Slightly increases the power of electricity attacks. 556 Tapu Koko 3 Shield Electric Attack 1 Slightly increases the power of electricity attacks. 557 Solgaleo 3 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 558 Lunara 3 Grab 565 Ninten 4 Grab PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 567 Lloyd 3 Grab Electric Attack 1 Slightly increases the power of electricity attacks. 568 Teddy 2 Attack 569 EVE 3 Shield 570 Flying Man 3 Attack Initial Damage 30%Start each battle with 30% damage. 571 Starman 2 Grab PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 572 Pula 4 Shield PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 574 Poo 3 Shield PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 575 Buzz Buzzy 1 Attack Initial Damage 30%Start each battle with 30% damage. 580 Master Belch 2 Neutral Speed 1 Slightly decreases run speed. 581 Flint 2 Attack 583 Boney 1 Neutral 584 Duster 1 Attack Foot Attack 1 Slightly increases the power of kicks and knee strikes. 585 Kumatora 3 Attack PSI Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 586 Salsa 1 Grab 588 Absolutely Safe Capsule 4 Shield 589 Masked Man 3 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 590 Claus 4 Neutral 593 Pico 2 Shield Speed 1 Slightly increases run speed. 594 Samurai Goroh 4 Attack Speed 1 Slightly increases run speed. 596 Mighty Gazelle 2 Shield Speed 1 Slightly increases run speed. 598 Octoman 2 Grab Speed 1 Slightly increases run speed. 600 Bio Rex 1 Attack Speed 1 Slightly increases run speed. 601 Blood Falcon 3 Attack Speed 1 Slightly increases run speed. 602 Jack Levin 3 Neutral Speed 1 Slightly increases run speed. 603 Zoda 2 Attack Speed 1 Slightly increases run speed. 604 Black Shadow 4 Shield Speed 1 Slightly increases run speed. 620 Caeda 4 Shield Jump 1 Slightly increases jump height. 621 Jagen 2 Shield 622 Draug 1 Shield Weight 1 Become slightly more difficult to launch, but movement speed decreases. 624 Bord & Cord & Barst 1 Attack 627 Minerva 2 Shield 629 Pegasus Sisters 3 Grab Jump 1 Slightly increases jump height. 630 Tiki 2 Neutral Can Be Enhanced at Lv. 99 631 Tiki (Naga's Voice) Fire/Explosion Resist 1 Slightly reduces damage taken from explosion and fire attacks. 633 Camus 3 Shield Can Be Enhanced at Lv. 99 634 Sirius 4 Shield Weapon Attack 1 Slightly increases the power of swords, whips, hammers, etc. 637 Alm & Celica (Young) 1 Neutral Can Be Enhanced at Lv. 99 638 Alm & Celica Back Shield EquippedStart battles with a Back Shield. Guard against attacks from behind. 639 Sigurd 2 Neutral Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 641 Seliph 2 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 642 Leif (Fire Emblem) 3 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 643 Julius 1 Neutral Fire Attack 1 Slightly increases the power of fire-type attacks. 644 Lilina 2 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 645 Lyn 3 Attack 646 Lyn (Blade Lord) 4 Attack Critical Hit 1 1 Grants a 12% chance to land a devastating critical hit. 647 Eliwood 3 Neutral Fire Attack 1 Slightly increases the power of fire-type attacks. 648 Raven 1 Attack Sword Attack 1 Slightly increases the power of electricity attacks. 654 Ephraim 3 656 Lyon 2 Grab Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 657 Titania 1 Grab 661 Elincia 2 Shield Can Be Enhanced at Lv. 99 662 Queen Elincia 4 Shield Additional Midair JumpIncreases number of midair jumps by one. 664 Zelgus 3 Attack Can Be Enhanced at Lv. 99 665 Black Knight 4 Armor Knight/Reduces move speed, but greatly increases defense and slightly increases attack. 666 Miciaiah 3 Grab Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 669 Cordelia 2 Shield 670 Tharja 2 Grab Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 672 Gangrel 2 Attack Electric Attack 1 Slightly increases the power of electricity attacks. 674 Owain 1 Attack Electric Attack 1 Slightly increases the power of electricity attacks. 675 Severa 1 Neutral 679 Hinoka 3 Attack Jump 1 Slightly increases jump height. 680 Takumi 3 Grab 682 Xander 4 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 683 Camilla 3 Grab 684 Leo 3 Attack Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 687 Tsubasa Oribe 1 Shield Can Be Enhanced at Lv. 99 688 Tsubasa Oribe (Carnage Form) 3 Shield Jump 1 Increases jump height. 696 Lion 2 Shield 698 Octopus 4 Shield Strong ThrowSlightly increases the power of grabbing and throwing attacks. 701 Fire Giant 1 Shield Fire Attack 1 Slightly increases the power of fire-type attacks. 706 Pit (Original) 3 Jump 1 Slightly decreases jump height. 708 Three Sacred Treasures 3 Neutral Shooting Items Power 1 Slightly increases the power of shooting items. 710 Medusa 2 Attack Can Be Enhanced at Lv. 99 711 Medusa (Kid Icarus: Uprising) 4 Attack GiantBecome giant for a while at the start of the battle. 713 Hewdraw 2 Shield Jump 1 Slightly increases jump height. 714 Pandora 2 Grab Can Be Enhanced at Lv. 99 715 Amazon Pandora 3 Grab Easier DodgingIncreases period of invincibility when dodging, and air dodges travel farther. 716 Thanatos 2 Shield 717 Hades 3 Neutral Can Be Enhanced at Lv. 99 718 Hades (Final Form) 4 Shield Trade-Off Attacks I Start battles with 30% damage and higher attack power. 719 Spookette 2 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 731 Jimmy 3 Shield 736 Dr. Crygor 2 Grab Electric Attack 1 Slightly increases the power of electricity attacks. 738 Warrio-Man 4 Attack 741 5-Volt 2 Neutral Can Be Enhanced at Lv. 99 742 5-Volt (Angry) 3 Neutral Critical-Health Attack 1 Increases attack power for a while when badly damaged. 745 Captain Syrup 2 Grab 747 Count Cannoli 4 Attack Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 748 Shake King 1 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 750 Liquid Snake 4 Attack 751 Gray Fox 4 Attack 754 Meryl Silverburgh 1 Neutral 756 Solidus Snake 3 Grab Can Be Enhanced at Lv. 99 759 Big Boss Metal KillerIncreases damage dealt to metal opponents. 760 The Boss 4 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 762 Revolver Ocelot (Metal Gear Solid 3) 2 Grab Can Be Enhanced at Lv. 99 763 Revolver Ocelot (Metal Gear Solid V) Shooting Attack 1 Slightly increases the power of projectile weapons such as bows or guns. 765 Raiden 4 Grab 766 Metal Gear GEX 3 Shield Speed 1 Slightly decreases run speed. 770 Metal Gear RAY 2 Grab Weight 1 Become slightly more difficult to launch, but movement speed decreases. 772 Metal Gear ZEKE 1 Shield Can Be Enhanced at Lv. 99 773 Saheleinthropos 3 Shield Metal and GiantBecome giant and metal for a while at the start of the battle. 776 Dr. Eggman 4 Grab Electric Attack 1 Slightly increases the power of fire-type attacks. 778 Super Sonic 4 Grab Speed 1 Slightly increases run speed. 779 Amy 2 Shield Shield Damage 1 Increases the damage dealt to enemy shields. 780 Metal Sonic 2 Shield Speed 1 Slightly increases run speed. 781 Knuckles 3 Grab Fist Attack 1 Slightly increases the power of punches and elbow strikes. 782 ChaosX 1 Grab 783 Big the Cat 1 Neutral Weight 1 Become slightly more difficult to launch, but movement speed decreases. 784 Gamma 1 Grab 785 Chaos 2 Grab Water Attack 1 Slightly increases the power of water attacks. 786 Chao 1 Shield Can Be Enhanced at Lv. 99 787 Hero Chao 3 Shield Fast Final Smash MeterIncreases FS Meter charging speed. 788 Shadow the Hedgehog 3 Attack Can Be Enhanced at Lv. 99 789 Super Shadow 4 Attack Undamaged Attack & Speed 1 Slightly increases attack and move speed while at 0% damage. 792 Omega 1 Shield 797 Infinite 2 Attack 800 Louie 3 Grab 806 Purple Pikmin 2 Shield Poison Damage ReducesReduces the damage taken on poison. 807 Purple Pikmin 2 Shield Weight 1 Become slightly more difficult to launch, but movement speed decreases. 809 Rock Pikmin 1 Grab Weight 1 Become slightly more difficult to launch, but movement speed decreases. 810 Bulborb 2 Shield Can Be Enhanced at Lv. 99 811 Empress Bulborb 4 Shield Stats 1 1 after EatingGreatly increases attack, defense, and move speed after eating food. 813 Burrowing Snagret 3 Attack Speed 1 Slightly decreases run speed. 814 Plank Wraith 3 Neutral Speed 1 Slightly decreases run speed. 815 Fiey Blorhogg 1 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 816 Bubbler 2 Shield Can Be Enhanced at Lv. 99 817 Bubbler 2 Shield Can Be Enhanced at Lv. 99 818 Bubbler 2 Shield Can Be Enhanced at Lv. 99 819 Bubbler 2 Shield Can Be Enhanced at Lv. 99 820 Bubbler 2 Shield Can Be Enhanced at Lv. 99 821 Mocchiwi 1 Shield 828 Tom Nook 2 Neutral Can Be Enhanced at Lv. 99 829 Tom Nook (Nookington's) 3 Item GravitationDraws nearby items closer. 831 DJ K.K. 2 Neutral Can Be Enhanced at Lv. 99 832 K.K. Slider 3 Running StartIncreases attack, defense, and move speed for a while at the start of the battle. 833 Resetti 3 Grab Jump 1 Slightly decreases jump height. 834 Don 2 Shield Speed 1 Slightly decreases run speed. 838 Gulliver 2 Grab Jump 1 Slightly increases jump height. 844 Lloyd 1 Shield Speed 1 Slightly decreases run speed. 858 Zipper T. Bunny 1 Grab Jump 1 Slightly increases jump height. 862 Digby 2 Neutral Battering Items Power 1 Slightly increases the power of battering items. 863 Lotica 1 Grab 865 Proto Man 4 Shield 866 Bass 3 Attack 872 Duo 2 Shield Fist Attack 1 Slightly increases the power of punches and elbow strikes. 874 Wily Capsule 3 Grab 875 Metallar 1 Shield Jump 1 Slightly decreases jump height. 876 Cut Man 2 Grab 877 Guts Man 2 Grab 880 Fire Man 2 Attack Water WeaknessIncreases the damage taken from water attacks. 881 Elec Man 2 Grab Electric Attack 1 Slightly increases the power of electricity attacks. 882 Yellow Devil 3 Neutral Speed 1 Slightly decreases run speed. 883 Metallar Man 2 Grab 888 Wood Man 2 Shield Fire WeaknessIncreases the damage taken from fire and explosion attacks. 891 Saur Man 1 Grab 990 Skull Man 2 Shield 998 Nagan Man 1 Attack 992 Slash Man 1 Attack 995 X 3 Grab Can Be Enhanced at Lv. 99 906 Full Armor X 4 Grab Super Armor 1 Slightly increases the power of punches and elbow strikes. 907 Zoro 2 Grab 908 Z-Saber 4 Attack Weapon Attack & Move Speed 1 Increases the power of melee weapons, and slightly increases move speed. 910 Sigma 3 Star 911 MegaMan.EXE 4 Grab 913 Tron Bonne 2 Grab 914 MegaMan.EXE 4 Grab 915 ProtoMan.EXE 3 Shield Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 919 Model X 1 Grab Can Be Enhanced at Lv. 99 920 Model X 2 Transformation Duration 1 Extends the amount of time transformation items like the Super Mushroom last. 924 Pet 1 Neutral 923 Giga Max 4 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 935 Glass Joe 1 Neutral Initial Damage 30%Start each battle with 30% damage. 937 Mr. Sandman 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 938 Bear Hugger 2 Grab Speed 1 Slightly decreases run speed. 939 Garet 2 Shield Fight Attack 1 Slightly increases the power of punches and elbow strikes. 940 Super Macho Man 4 Fist Attack 1 Slightly increases the power of punches and elbow strikes. 941 Von Kaiser 1 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 942 Don Flamenco 2 Attack Weight 1 Become faster, but also easier to launch. 948 Ghosts 2 Shield 953 Mecha-Flora 4 Neutral Jump 1 Slightly increases jump height. 954 Reyn 2 Grab 956 Dunban 3 Shield Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 957 Melia 2 Neutral Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 959 Mumkhar 2 Attack Can Be Enhanced at Lv. 99 960 Metal Face 4 Metal and GiantBecome giant and metal for a while at the start of the battle. 961 Elma 3 Attack 963 Lao 1 Grab 966 Rex 3 Shield Can Be Enhanced at Lv. 99 969 Nia 3 Neutral Water Attack 1 Slightly increases the power of water attacks. 970 Terra 2 Shield 972 Mraz 1 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 973 Zeko 1 Attack 975 Wild Gunman 4 Attack 980 Chun-Li (Street Fighter Alpha) 3 Grab Can Be Enhanced at Lv. 99 981 Chun-Li 3 Physical Attack 1 Slightly increases the power of punches, kicks, and attacks. 982 Blanka 2 Shield Electric Attack 1 Slightly increases the power of electricity attacks. 984 Guile 4 Shield Foot Attack 1 Slightly increases the power of kicks and knee strikes. 987 Vega 3 Attack Weight 1 Become faster, but also easier to launch. 988 Sagat 3 Shield Fist Attack 1 Slightly increases the power of punches and elbow strikes. 989 M. Bison 4 Grab PSI Attack 1 Slightly increases the power of Ness and Lucas's PSI attacks. 990 Cammy 3 Neutral Foot Attack 1 Slightly increases the power of kicks and knee strikes. 992 Dee Jay 1 Grab 993 T. Hawk 1 Grab 994 Akuma 4 Attack 996 Dan 1 Neutral Initial Damage 30%Start each battle with 30% damage. 997 Sakura (Street Fighter) 3 Attack 998 Gen 2 Neutral Fist Attack 1 Slightly increases the power of punches and elbow strikes. 999 Karin 2 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1000 Cody 1 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1002 Yun & Yang 2 Neutral 1008 Gomorrah 2 Attack 1010 Jeanne 3 Attack Can Be Enhanced at Lv. 99 1011 Cutie J 4 Attack Easier DodgingIncreases period of invincibility when dodging, and air dodges travel farther. 1012 Rodin 3 Attack Can Be Enhanced at Lv. 99 1013 Rodin, the Infinite One 4 Attack Critical-Health Attack 1 Increases attack power for a while when badly damaged. 1017 Balder 2 Shield Can Be Enhanced at Lv. 99 1018 Father Balder 3 Franklin Badge EquippedStart battles wearing a Franklin Badge. Reflect enemy projectiles. 1019 Masked Lumen 2 Shield Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 1020 Prophet 2 Shield Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 1021 Affinity 1 Neutral 1022 Inspired 1 Grab 1023 Fortitudo 2 Neutral 1036 Spyke 2 Shield 1042 Octavia 2 Grab Can Be Enhanced at Lv. 99 1044 Octobot King 3 Neutral Made of MetalStart battles in metal form. Become harder to launch. 1047 Octoling Girl & Octoling Boy 3 Attack 1052 Trevor C. Belmont 2 Neutral Can Be Enhanced at Lv. 99 1131 Donbe & Hikari (Shin Onigashiri Kouten) 3 Neutral Stamina 1 Start battles with extra stamina when fighting in stamina battles. 1133 Andy 2 Grab 1136 Eagle 1 Attack 1137 Olaf 1 Shield 1139 Goku & Chao 1 Shield 1140 Sukapon 4 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1143 Frog & Snake 2 Shield Can Be Enhanced at Lv. 99 1144 Prince of Sable 4 Shield Transformation Duration 1 Extends the amount of time transformation items like the Super Mushroom last. 1145 Prince Richard 3 Neutral 1148 Satomi 1 Grab 1150 ST Falcon 1 Grab 1152 Don Max & Jack 1 Neutral 1157 Harry 1 Shield Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1160 Ray Mk II 3 Grab Can Be Enhanced at Lv. 99 1161 Ray Mk III 3 LightweightGreatly increases jump and move speed, but become easier to launch. 1162 Flare 1 Neutral Weight 1 Become faster, but also easier to launch. 1164 Saki Amamiya 3 Attack 1168 Isaac 3 Grab Can Be Enhanced at Lv. 99 1169 Isaac (Dark Dawn) 4 Energy-Shot Resist 1 Slightly reduces damage taken from energy attacks, and slightly increases energy attack power. 1170 Garet 1 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 1172 Mia 1 Shield Water Attack 1 Slightly increases the power of water attacks. 1173 Felix 2 Neutral 1175 Matthew 2 Grab 1176 Magical Vacation Protagonists 2 Grab 1178 Mokka 2 Shield Weight 1 Become slightly more difficult to launch, but movement speed decreases. 1179 DeMille 1 Neutral 1181 Starfy 3 Weight 1 Become faster, but also easier to launch. 1182 Starly 2 Neutral Weight 1 Become faster, but also easier to launch. 1183 Moe 1 Shield 1192 Karate Joe 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1193 The Wandering Samurai 2 1194 Wandering Samurai (Rhythm Heaven Fever) 3 Attack Critical Hit 1 Grants a 5% chance to land a devastating critical hit. 1196 The Chorus Kids 3 Grab Jump 1 Slightly decreases jump height. 1197 Munchy Monk 1 Shield 1198 Reporter & Wrestler 2 Shield 1200 Sumo Brothers 1 Grab Weight 1 Become slightly more difficult to launch, but movement speed decreases. 1202 Alexandra Roivas 1 Grab 1203 Mappo 1 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1204 Spiny 1 Neutral 1205 Mily 1 Neutral 1206 Chibi-Robo 2 Grab Can Be Enhanced at Lv. 99 1207 Super Chibi-Robo 3 Thrown Items 1 Increases the distance and power of thrown items. 1209 Drake Redcrest 1 Neutral Weight 1 Become faster, but also easier to launch. 1210 Chibi-To! 1 Neutral Can Be Enhanced at Lv. 99 1215 Dr. Kawashima (Concentration Training) 4 Neutral Unflinching Charged SmashesGain super armor while charging smash attacks. 1222 Warrior Mech Gauss 1 Attack 1223 Kyle Hyde 2 Shield 1224 Kurkin 1 Shield Water Attack 1 Slightly increases the power of water attacks. 1227 Aisya 1 Shield 1230 Welt 2 Neutral 1231 T-Rex 2 Attack Weight 1 Become slightly more difficult to launch, but movement speed decreases. 1232 Nibbles 1 Attack 1233 Glory of Heracles Hero 2 Shield 1234 Heracles 4 Attack 1242 Nick 1 Neutral Can Be Enhanced at Lv. 99 1243 Captain Rainbow 3 First-Strike AdvantageBecome invincible for a while after landing the first hit of the battle. 1244 Raymond Bryce 1 Shield 1246 Orville 2 Grab Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 1247 Frey & Freya 2 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 1250 Zael 2 Attack 1251 Calista 2 Grab 1252 Aenor 2 Grab 1258 Mallo 3 Grab Weight 1 Become slightly more difficult to launch, but movement speed decreases. 1259 Sakura Samurai 2 Shield Weight 1 Become faster, but also easier to launch. 1262 Dillon 3 Attack Speed 1 Slightly increases run speed. 1264 Shovel Knight 3 1267 King Knight 1 Shield Weight 1 Become slightly more difficult to launch, but movement speed decreases. 1268 Specter Knight 2 Attack 1271 Allen 2 Neutral 1272 Tempo 1 Neutral 1274 Kageshina Kurabe 1 Neutral 1280 Tethu 2 Attack 1282 Musashi 1 Grab 1283 Wonder-Red 2 Grab 1284 Wonder-Blue 1 Attack 1285 Rayman 3 Neutral Jump 1 Slightly increases jump height. 1287 Spring Man 3 Neutral Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1288 Ribbon Girl 2 Grab Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1289 Min Min 3 Attack 1293 Bomboman 3 Grab 1294 Akira 4 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1296 Shantae 3 Grab Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 1309 Morgana 3 Grab Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 1310 Ruyji Sakamoto 2 Shield Battering Items Power 1 Slightly increases the power of battering items. 1311 Ann Takamaki 2 Neutral Water Attack 1 Slightly increases the power of fire-type attacks. 1312 Yusuke Kitagawa 1 Grab 1315 Haru Okumura 1 Attack 1317 Toy-Con Robot 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1321 Peachette 3 Shield Jump 1 Slightly increases jump height. 1322 Link (The Awakening) 3 Neutral Water WeaknessIncreases the damage taken from water attacks. 1330 Slime (Dragon Quest) 1 Grab Can Be Enhanced at Lv. 99 1331 King Slime 3 Weight 1 1 Become more difficult to launch, but movement speed is greatly decreased. 1333 Golem 2 Shield 1334 Great Sabrecut 1 Attack Can Be Enhanced at Lv. 99 1335 Great Sabrecut 3 Physical Attack 1 Slightly increases the power of punches, kicks, and bites. 1339 Bottles 2 Shield 1340 Mumbo Jumbo 3 Grab Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 1341 Jinjos 2 Neutral Can Be Enhanced at Lv. 99 1342 The Mighty Jinjonator 3 GiantBecome giant for a while at the start of the battle. 1347 Radiant Gleam 2 Grab Jump 1 Slightly increases jump height. 1349 Bulb Walker (Brigadier General) 3 Shield Shooting Items Power 1 Slightly increases the power of shooting items. 1351 I-Tetrinimo 3 Attack 1353 S-Tetrinimo & Z-Tetrinimo 2 Grab 1355 O-Tetrinimo 1 Shield 1358 Iyo Higashi 1 Grab 1361 Ryo Sakazaki 3 Grab Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1362 Kyo Kusanagi 3 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 1363 Iori Yagami 3 Neutral Speed 1 Slightly increases run speed. 1364 Hoohman 3 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 1367 Ral & Clark 2 Shield Shooting Items Power 1 Slightly increases the power of shooting items. 1368 Zacian & Zamazenta 4 Neutral Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 1369 Grookey, Scorbunny, & Sobble 2 Attack 1372 Wesker 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1373 Leon 2 Shield Item Throw 1 Slightly increases damage dealt by throwing items. 1374 Chris 2 Grab Shooting Items Power 1 Slightly increases the power of shooting items. 1376 ASTRAL SHAIN Hero (Female) 3 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 1377 ASTRAL CHAIN Hero (Male) 3 Grab Shooting Items Power 1 Slightly increases the power of shooting items. 1382 Edelgard 2 Attack Can Be Enhanced at Lv. 99 1383 Edelgard - Five Years Later 3 Armor Knight/Reduces move speed, but greatly increases defense and slightly increases attack. 1384 Dimitri (Fire Emblem) 2 Shield Can Be Enhanced at Lv. 99 1385 Dimitri - Five Years Later (Fire Emblem) 3 Hyper Smash AttacksIncreases the attack power and smash-attack charge speed. 1386 Claude 2 Grab Can Be Enhanced at Lv. 99 1387 Claude - Five Years Later 3 Weapon Attack & Move Speed 1 Increases the power of melee weapons, and slightly increases move speed. 1389 Rhea 3 Neutral Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 1394 Kunio 3 Attack Battering Items Power 1 Slightly increases the power of battering items. 1395 Riku (River City) 2 Shield Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1397 Ruyichi & Ruyji 3 Neutral Foot Attack 1 Slightly increases the power of kicks and knee strikes. 1398 Cuphead 3 Attack Shooting Items Power 1 Slightly increases the power of shooting items. 1399 Mugman 3 Shield Jump 1 Slightly increases jump height. 1402 Lotus 2 Neutral Can Be Enhanced at Lv. 99 1403 Natch 3 Transformation Duration 1 Extends the amount of time transformation items like the Super Mushroom last. 1404 Ring Fit Trainees 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1405 Draegax 3 Shield Weight 1 1 Become much more difficult to launch, but movement speed greatly decreases. 1409 Fick 2 Attack Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1415 Master Mummy 2 Shield Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1417 Byte & Banq 1 Neutral Water WeaknessIncreases the damage taken from water attacks. 1418 Kid Cobra 3 Attack Speed 1 Slightly increases run speed. 1422 Tressa & Cyrus 3 Attack Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. 1427 King Oily 2 Attack 1430 Zombie 1 Attack Fire WeaknessIncreases the damage taken from fire and explosion attacks. 1431 Creeper 2 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 1434 Enderman 3 Neutral Water WeaknessIncreases the damage taken from water attacks. 1435 Villager & Iron Golem 3 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1440 Tifa 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1441 Barrett 2 Shield Weight 1 Become slightly more difficult to launch, but movement speed decreases. 1443 Red XIII 2 Attack Speed 1 Slightly increases run speed. 1444 Cid 1 Grab Jump 1 Slightly increases jump height. 1447 Vincent 2 Neutral Shooting Items Power 1 Slightly increases the power of shooting items. 1450 Chocobo & Moogle 1 Neutral Speed 1 Slightly increases run speed. 1452 Ifrit 3 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 1454 Impa (Age of Calamity) 3 Grab Item Throw 1 Slightly increases damage dealt by throwing items. 1455 Master Kohga 2 Attack Weight 1 Become slightly more difficult to launch, but movement speed decreases. 1456 Seth & Gloria 3 Shield 1460 Rex (Master Driver) 4 Shield Critical-Health Stats 1 Slightly increases attack, defense, and move speed for a while when badly damaged. 1463 Jin 3 Neutral Speed 1 Slightly increases run speed. 1464 Malos 1 Neutral Battering Items 1 Increases the power of battering items. 1466 Sophia 3 Neutral 1467 Arthur 3 Grab Item Throw 1 Slightly increases damage dealt by throwing items. 1469 Palamute 2 Grab Speed 1 Slightly increases run speed. 1470 Magnamalo 3 Attack Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1471 Fury Bowser 4 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 1472 Giga Cat Mario 2 Shield Jump 1 Slightly increases jump height. 1476 Heihachi Mishima 4 Attack Fist & Foot Attack 1 1477 Jin Kazama 3 Shield Can Be Enhanced at Lv. 99 1478 Devil Jin 3 Shield Additional Midair JumpIncreases number of midair jumps by one. 1481 King & Armor King 2 Grab Strong ThrowSlightly increases the power of grabbing and throwing attacks. 1482 Paul Phoenix & Marshall Law 4 Attack Foot Attack 1 Slightly increases the power of kicks and elbow strikes. 1484 Yohimitsu 2 Attack Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 1485 Jack-7 1 Neutral Fist Attack 1 Slightly increases the power of punches and elbow strikes. 1487 Razingrat Ratha 3 Neutral Fire Attack 1 Slightly increases the power of fire-type attacks. 1488 Sakuna 3 Grab Strong ThrowSlightly increases the power of battering items. 1491 Mario (Mario Golf: Super Rush) 3 Attack Speed 1 Slightly increases run speed. 1492 Luigi (Mario Golf: Super Rush) 2 Grab Battering Items 1 Increases the power of battering items. 1494 Travis Touchdown 2 Attack Can Be Enhanced at Lv. 99 1495 Full-Armor Travis (Full Green Mode) 3 Attack Made of MetalStart battles in metal form. Become harder to launch. 1497 Samus (Metroid Dread) 3 Shield Shooting Items Power 1 Slightly increases the power of shooting items. 1498 E.M.M.I. 3 Attack Speed 1 Slightly increases run speed. 1505 Riku 3 Sword Attack 1 Slightly increases sword-attack power of fighters like Link and Marth. 1508 Axel 2 Attack Fire Attack 1 Slightly increases the power of fire-type attacks. 1510 Terra 2 Attack Battering Items Power 1 Slightly increases the power of battering items. 1511 Venet 2 Grab Speed 1 Slightly increases run speed. 1512 Aqua 3 Shield Magic Attack 1 Slightly increases the power of magic attacks, such as Zelda's and Robin's spells. Spirit List See more comments (3 Comments)Super Smash Bros. Ultimate Walkthrough TeamThis article was created by Game8's elite team of writers and gamers.Leave feedback(Login required) Joined Jan 8, 2022 Messages 5 Spirits are kinda underappreciated</p>
