

Garanted killing percentages

Up-smash (PAL): I measured everything with the 20XX survival DI from the far right corner of every stage sending the opponent diagonally to the top left corner so that it is the longest trajectory possible.

Most of the time you can kill even earlier, but these percentages are just the guaranteed ones.

Note: if the opponent CCs it's not guaranteed

Up Smash	Yoshis	Pokémon	Fd	Battlefield	Fod	Dreamland
Fox	106	109	113	113	113	125
Falco	110	117	122	122	122	137
Marth	95	100	103	105	105	120
Sheik	99	103	105	108	110	123
Puff	68	72	75	75	75	85
Peach	87	90	93	95	97	108
Falcon	124	127	130	132	134	148
Ics (Popo)	89	92	97	97	97	110
Samus	96	98	102	105	104	119

Up-throw Up-air (same for PAL and NTSC) is a different story since it really depends on your opponents DI: maybe he doesn't DI for the throw but he survival DIs the hit, or the other way round. Plus you have to hit your opponent at the apex of the throw otherwise it won't necessarily work.

That's why I tried out up throw into Up-air with random DIs to try to cover every possibility, but sometimes (especially on fast fallers) it's kinda approximate.

Note: If the opponent SDIs the first hit, the second one can't hit, so that it's not guaranteed.

U Thr. Uair	Yoshis	Pokémon	Fd	Battlefield	Fod	Dreamland
Fox	90	90	93	95	95	110
Falco	94	98	100	105	105	120
Marth	80	85	85	87	93	105
Sheik	83	85	92	92	95	113
Puff	45	50	55	55	60	67
Falcon	105	110	120	120	125	145
Ics (Popo)	67	70	77	80	85	100

PS guys I ain't done yet, don't hesitate to tell me if you can get a more correct percentage, so that I can correct them!

Néro

Thanks to mamène Coolflame for helping me out!