

## OFFICIAL STREET FIGHTER® V SEASON 2 PATCH NOTES

Hey everybody,

Before we dive into the full patch notes, we here at Capcom want to thank everybody for a fantastic year and your continued support of *Street Fighter V*, the Capcom Pro Tour, and Capcom Cup. Next year marks the 30<sup>th</sup> Anniversary of the *Street Fighter* series and we hope you'll join us in the festivities. Make sure to follow us on [Facebook](#) and [Twitter](#) to hear the latest news.

As Combofiend mentioned in his [blogpost](#), the team has been hard at work ensuring the 2017 season of *Street Fighter V* is its best yet! We've been paying attention all year long and these balance changes are the combined result of Capcom Pro Tour tournaments, online play, player feedback, and internal testing. The goal was to ensure a rich, diverse gameplay experience with each character that both players and spectators can enjoy.

In addition to the balance changes, you'll find a few other features included in the patch:

### **Direct Input controller support**

We are happy to announce that *Street Fighter V* on Steam now officially supports Direct Input controllers. You'll find this in the Other Settings section of Options.

### **Background Music Select**

In Battle Settings, you'll now be able to select your preferred music in Training and Versus Modes as well as Casual and Ranked matches.

### **Fighter Profile Radar Charts**

Additional updates and fixes have been implemented into Fighter Profiles.

### **Updated Rage Quit System**

The current Rage Quit System has resulted in a significant decrease in rage quitting. That said, we always planned to take this one step further and are ready to further address the issue with this update. In addition to losing League Points and being locked out of online matchmaking for a set time, the following additions have been made to the system:

- Matchmaking Update - Players who frequently disconnect during matches will now be more likely to be matched up with other players who exhibit similar behavior. The same applies for honorable players who rarely, if ever disconnect; they will be matched up with similar players.
- Player Profile Icons - The worst offenders and the most honorable players will also have a special icon displayed on their Fighter Profiles.
- League Points Deduction – Anytime a player disconnects during a match, their League Points will be deducted as if it was a loss.

## **Change Log**

### **System Changes**

Recoverable damage: Changed recovery speed from 10 points every 4F to 10 points every 8F

Hold button moves: Changed so certain special moves that activate when the button is released can be used as a buffer

Input latency: Shortened the inactive frames on input confirm from 12F to 6F after the last key for a charge attack has been input

## RYU

Hurtbox:

- Adjusted hurtbox when changing direction while crouching
- Forward throw: Increased recovery on-hit by 8F
- Reduced stun damage from 170 to 120
- Reduced CA gauge accrual
- Increased distance from opponent after hit
- Standing LP (Normal/V-Trigger): Shrunk hitbox in upwards direction
- Increased horizontal knockback on-hit in the air
- Expanded hitbox in forward direction

Standing LK:

- Shrunk hitbox in forward direction

Standing MP (Normal/V-Trigger):

- Changed advantage on-hit from +6F to +7F
- Expanded hurtbox that appears during 3-12F of action in forward direction
- Shrunk hitbox in forward direction
- Standing HP (Normal/V-Trigger): Changed startup from 7F to 8F
  - Increased overall animation by 1F
- Only V-Trigger HP is cancellable

Standing HK:

- Changed action recovery from 18F to 20F
  - Recovery on-hit or block have not changed

#### Crouching LP (Normal/V-Trigger):

- Increased duration of hitbox from 2F to 3F
- Expanded distance of pushback on-hit and block
- Fixed bug that when mash canceling into a normal Crouching LP, was not recognized as not countered even when taking a hit before the first frame of attack startup
- Crouching MP (Normal/V-Trigger): Changed startup from 5F to 6F
  - Increased overall animation by 1F
- Somewhat expanded hitbox in forward direction
- Expanded hurtbox around hitbox in forward direction
- Shrunk upper hitbox

#### Crouching MK:

- Changed startup from 6F to 7F
  - Increased overall animation by 1F
- Changed duration of hitbox from 2F to 3F

#### Crouching HK:

- Changed startup from 7F to 8F
- Increased overall animation by 1F
- Lowered damage from 100 to 90
- Shrunk hitbox in forward direction

#### Jumping LK:

- Expanded active hurtbox in downward direction
- Shrunk hitbox in downward direction

#### Jumping MP (Normal/V-Trigger):

- Changed damaged caused by normal version from 80(40+40) to 60(30+30)
- Decreased damage caused by V-Trigger version from 80(40+40) to 60(30+30)
- Block properties for 2nd hit changed from mid to high

#### Jumping MK:

- Shrank lower hitbox
- Axe Kick: Changed recovery on-block from  $\pm 0F$  to  $-2F$
- First and 2nd hits can be cancelled into specials, CA, and V-Trigger

#### Collarbone Breaker (Normal/V-Trigger):

- Changed startup from  $20F$  to  $22F$ 
  - Increased overall animation by  $2F$
- Changed recovery on-hit from  $\pm 0F$  to  $+1F$
- Changed recovery on-block from  $-4F$  to  $-6F$

#### Solar Plexus Strike (Normal/V-Trigger):

- Increased stun damage (for normal:  $100$  to  $150$ , for V-Trigger:  $130$  to  $180$ )
- Changed advantage on-hit from  $+6F$  to  $+8F$

#### Jodan Sanrengeki:

- Increased damage of second hit from  $60$  to  $70$
- Increased stun damage of second hit (for normal:  $70$  to  $100$ , for V-Trigger:  $100$  to  $130$ )
- Increased stun damage of third hit from  $80$  to  $100$
- Second hit can be cancelled by V-Trigger
- Shrank hit back on second hit
- Increased duration that damaged side is suspended in when third hit hits

#### V-Reversal Hashogeki:

- Changed startup  $15F$  to  $17F$
- Changed distance and advantage on-hit

#### V-Skill Mind's Eye:

- Changed animation recovery on whiff from  $29F$  to  $32F$
- Increase V-Gauge accrual from  $25$  to  $50$  when successful

#### Hadoken:

- Changed overall animation (L:  $46F$  to  $47F$ , H:  $48F$  to  $47F$ )

- Decreased amount of CA gauge accrued on activation
- Increased amount of CA gauge accrued on-hit or block
- Changed advantage on-block from -7F to -6F

#### Hadoken (V-Trigger):

- Decreased amount of CA gauge accrued on activation
- Increased amount of CA gauge accrued on-hit or block
- Fixed bug that even when hit during 1-7F of animation, was not registered as a counter

#### EX Hadoken (Normal/V-Trigger):

- Changed advantage on-block from -2F to +2F
- Fixed bug that even when hit during 1-6F of animation during V-Trigger, was not registered as a counter

#### L Shoryuken (Normal/V-Trigger):

- Reduced damage from 120 to 110 during V-Trigger
- Expanded hurtbox that appears during 1-3F in downward direction
- Expanded hitbox on startup during V-Trigger in forward direction

#### M Shoryuken (Normal/V-Trigger):

- Decreased damage during V-Trigger from 140 to 130
- Added hurtbox and throwable box during 1-2F
- Changed physical strike/projectile invincibility to 3-6F
- Added collision box to lower body during 6F
- Expanded hitbox on startup in upward direction

#### H Shoryuken (Normal/V-Trigger):

- Decreased damage of normal version from 140 to 120
- Decreased damage during V-Trigger from 160 to 130
- Decreased stun damage of normal version from 200 to 150
- Decreased stun damage during V-Trigger from 250 to 200
- During 1-3F, removed invincibility and added hurtbox and throwable box

EX Shoryuken (Normal/V-Trigger):

- Expanded hitbox on startup both in forward and downward directions

L Tatsumaki Senpukyaku:

- Increased damage from 80 to 90
- Decreased stun damage from 200 to 150

M Tatsumaki Senpukyaku:

- Changed recovery when landing from 12F to 14F
- Decreased chip damage on-block from 25×2 to 17×2
- Decreased stun damage from 200 to 150

H Tatsumaki Senpukyaku:

- Changed recovery when landing from 11F to 15F
- Decreased damage from 120 to 110
- Decreased chip damage on-block from 30×3 to 19×3
- Decreased stun damage from 200 to 150

EX Tatsumaki Senpukyaku:

- Decreased stun damage from 200 to 150

Airborne Tatsumaki Senpukyaku:

- On-hit, can juggle with Shinku Hadoken or Denjin Hadoken

EX Airborne Tatsumaki Senpukyaku:

- Increased damage from 160 to 170
- Increased stun damage from 200 to 250

Shinku Hadoken:

- Reduced pushback on-block

## **CHUN-LI**

Hurtbox:

- Changed hurtbox when changing directions while standing and crouching
- Expanded hurtbox when crouching

Stun meter:

- Reduced from 1000 to 950

Koshuto (Forward throw)/Tenshin Shushu (Reverse throw):

- Expanded throw range

Koshuto (Forward throw):

- Reduced stun damage from 170 to 150
- Decreased CA meter gain

Ryuseiraku (Airborne throw):

- Expanded hurtbox during throw in downward direction
- Shrank throw range

Standing LP (Normal/V-Trigger):

- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box
- Increase pushback on-hit and block
- Delayed attack activation by 5F when cancelling into from a special move
- Shrank hitbox

Standing LK (Normal/V-Trigger):

- Changed startup from 4F to 5F
  - Increased overall animation by 1F
- Shrank hitbox
- Expanded hurtbox around hitbox
- Increased horizontal knockback on-hit in the air

Standing MP (Normal/V-Trigger):

- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box
- Increased duration of hitbox from 2F to 3F

Standing HP (Normal/V-Trigger):

- Changed normal recovery from 16F to 18F
- Changed recovery during V-Trigger from 14F to 16F
  - No changes to advantage on-hit and block, but total animation has increased by 2F
- Changed advantage on-block from -3F to -5F

Standing MK (V-Trigger):

- Increased how long opponent is frozen in the air on Crush Counter
- Increased air combo potential on Crush Counter

Crouching LP(Normal/V-Trigger):

- Changed startup from 3F to 4F
  - Increased overall animation by 1F
- Increased normal damage from 20 to 30
- Increased damage during V-Trigger from 30 to 40
- For normal version, increased duration of hitbox from 2F to 3F

Crouching LK(Normal/V-Trigger):

- Changed normal advantage on-hit from +1F to +2F
- Changed advantage on-hit during V-Trigger from +3F to +4F
- Changed so the only special it can be cancelled into is Hyakuretsukyaku

Crouching HP (Normal/V-Trigger):

- Reduced pushback on-hit for first hit

Crouching HK(Normal/V-Trigger):

- Changed startup from 7F to 8F
  - Increased overall animation by 1F
- Decreased normal damage from 100 to 90
- Decreased damage during V-Trigger from 110 to 100

Jumping MK (Normal/V-Trigger):

- Shrunk lower hitbox

Neutral Jumping HK (Normal/V-Trigger):



- Changed startup from 5F to 7F

#### Hakkei (Normal/V-Trigger):

- Increased how long opponent is frozen in the air by 4F on Crush Counter during V-Trigger
- Expanded hurtbox around feet in upward direction
- Shrunk upper hitbox
- Delayed attack activation by 4F when being cancelled into from a special move

#### Senenshu (Normal/V-Trigger):

- Changed normal advantage on-hit from  $\pm 0F$  to +2F
- Changed advantage on-hit during V-Trigger from 3F to +4F

#### Yokusenkyaku (V-Trigger):

- Changed advantage on-hit from +3F to +4F

#### Kakurakukyaku (Normal/V-Trigger):

- Shrunk lower hitbox
- Expanded hurtbox around hitbox
- Increased duration of hitbox from 6F to 7F

#### Yosokyaku (Normal):

- Fixed bug that when hit during 1F of animation, was not registered as a counter

#### V-Skill - Rankyaku (Normal):

- When transitioning from V-Skill to a jumping attack, changed so that the jumping attack adds V-Gauge meter gain instead of CA Gauge on-hit or block
  - During V-Trigger, will gain CA Gauge

#### V-Reversal – Sohakkei:

- Changed startup from 10F to 12F
- Changed attack recovery from 20F to 24F
  - No change to advantage on-block
- Changed advantage on-hit from +1F to +2F
- Changed physical strike/projectile invincibility during animation from 1-15F to 1-25F

#### V-Trigger – Renkiko:

- Can be cancelled into from Hyakuretsukyaku or Kikoken
- Shortened duration of effect

Hyakuretsukyaku/Airborne Hyakuretsukyaku/Spinning Bird Kick (Normal/V-Trigger):

- Adjusted knockback distance and duration on air counter so that it is easier to hit opponents in the air

Kikoken (Normal/V-Trigger):

- Changed total animation (L: 45F to 46F, M: 43F to 45F, H: 41F to 44F)
  - No changes to advantage on-hit or block
- Decreased CA meter gain on activation
- Increased CA meter gain on-hit or block
- Added hurtbox with projectile invincibility around hands

L Hyakuretsukyaku (Normal/V-Trigger):

- Decreased normal damage from 80 to 60
- Decreased damage during V-Trigger from 90 to 70
- Changed advantage on-hit from +3F to +4F
- Can be performed by mashing LK in addition to current command (↓↘→+LK)
- Expanded pushback on-hit for last hit
- Fixed bug that when hit during 1F of animation, was not registered as a counter

M Hyakuretsukyaku (Normal/V-Trigger):

- Changed startup from 10F to 11F
- Decreased normal damage from 100 to 80
- Decreased damage during V-Trigger from 110 to 90
- Increased stun damage from 100 to 120
- Changed advantage on-hit from +2F to +3F
- Can be performed by mashing MK in addition to current command (↓↘→+MK)

H Hyakuretsukyaku (Normal/V-Trigger):

- Decreased normal damage from 120 to 100

- Decreased damage during V-Trigger from 130 to 110
- Changed advantage on-hit from +1F to +2F
- Can be performed by mashing HK in addition to current command (↓↘→+HK)

#### EX Hyakuretsukyaku:

- Increased stun damage from 150 to 200
- Shrunk pushback
- Increased distance Chun-Li moves forward during animation
- Can be performed by mashing KK in addition to current command (↓↘→+KK)

#### L Airborne Hyakuretsukyaku (Normal/V-Trigger):

- Changed startup from 7F to 8F
- Decreased normal damage from 80 to 70
- Decreased damage during V-Trigger from 90 to 80
- Changed advantage on-hit from +4F to +3F
- Changed advantage on-block from +1F to -2F
- Shrunk upper hitbox

#### M Airborne Hyakuretsukyaku (Normal/V-Trigger):

- Changed startup from 8F to 10F
- Decreased normal damage from 100 to 90
- Decreased damage during V-Trigger from 120 to 100
- Changed advantage on-hit from +4F to +3F
- Changed advantage on-block from +1F to -2F
- Shrunk upper hitbox

#### H Airborne Hyakuretsukyaku (Normal/V-Trigger):

- Changed startup from 7F to 12F
- Decreased normal damage from 120 to 100
- Decreased damage during V-Trigger from 130 to 110
- Changed normal advantage on-hit from -3F to ±0F

- Changed advantage on-block during V-Trigger from -6F to -3F
- Shrunk upper hitbox

EX Airborne Hyakuretsukyaku (Normal/V-Trigger):

- Decreased normal damage from 175 to 160
- Decreased damage during V-Trigger from 185 to 170

L Spinning Bird Kick (Normal/V-Trigger):

- Decreased normal damage from 120 to 100
- Decreased damage during V-Trigger from 130 to 110

M Spinning Bird Kick (Normal/V-Trigger):

- Decreased normal damage from 140 to 120
- Decreased damage during V-Trigger from 150 to 130

H Spinning Bird Kick (Normal/V-Trigger):

- Changed startup from 22F to 19F
- Changed attack recovery from 26F to 24F
- Decreased normal damage from 160 to 140
- Decreased damage during V-Trigger from 170 to 150

EX Spinning Bird Kick (Normal/V-Trigger):

- Changed attack recovery from 27F to 31F
- Decreased normal damage from 170 to 150
- Decreased damage during V-Trigger from 180 to 160

Hoyokusen:

- Decreased damage from 340 to 330
- Vertically expanded collision box

## **KEN**

Hurtbox:

- Changed hurtbox when changing directions while crouching

Neutral Jump:

- Changed duration of jump from 39F to 38F

#### Knee Bash:

- Decreased damage from 120 to 100
- Decreased stun damage from 170 to 120
- Decreased CA Gauge accrual
- Increased recovery on-hit by 2F

#### Standing LP:

- Changed advantage on-hit from +4F to +5F
- Unified values for hit stop on-hit and block
- Fixed bug that was when hit during 1F of animation, was not registered as a counter when cancelled into by mashing

#### Standing MP:

- Changed advantage on-block from  $\pm 0F$  to +1F
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Standing MK:

- Changed attack recovery from 17F to 19F
  - Advantage on-hit and block has not been changed
- Increased pushback on-hit

#### Standing HP:

- Increased how long opponent reels from attack by 1F on Crush Counter
- Expanded push back on-hit on Crush Counter
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Standing HK:

- Changed attack startup from 13F to 14F
  - Increased overall animation by 1F
- Changed attack recovery from 25F to 26F

- Advantage on-hit and block has not been changed
- Decreased damage from 90 to 80
- Reduced push back on-hit
- Adjusted knock back distance on Crush Counter
- Added hurtbox around feet before 1F of attack startup

#### Crouching LP:

- Changed advantage on-hit from +3F to +4F
- Increased how long hitbox stays out from 2F to 3F

#### Crouching LK:

- Changed advantage on-hit from +3F to +4F

#### Crouching MP:

- Changed attack startup from 5F to 6F
- \*Increased overall animation by 1F
- Changed advantage on-hit from +4F to +5F
- Changed advantage on-block from +1F to +2F
- Shrunk upper hitbox

#### Crouching HK:

- Changed attack startup from 7F to 8F
  - Increased overall animation by 1F
- Decreased damage from 100 to 90

#### Jumping MP:

- Expanded hitbox in forward direction

#### Jumping MK:

- Shrunk vertical hitbox

#### Chin Buster:

- Changed startup from 4F to 5F
  - Increased overall animation by 1F

- Changed attack recovery from 15F to 17F
  - Advantage on-hit and block has not been changed
- Changed pushback on-hit to be the same as that of light attack
- Matched the values for pushback on both hit and block

#### Chin Buster 2nd:

- Decreased damage from 60 to 50
- Changed so that can be performed even if Chin Buster is whiffed
- Extended window that Chin Buster 2nd can be performed from Chin Buster

#### Lion Breaker:

- Decreased damage from 60 to 50
- Can be cancelled with V-Skill on-hit or block

#### Inazuma Kick:

- Changed attack startup from 21F to 22F
  - Increased overall animation by 1F
- Increased animation on-hit from  $\pm 0F$  to +1F
- Increased animation on-block from -4F to -6F

#### Thunder Kick:

- Changed attack startup from 23F to 26F
  - Increased overall animation by 3F
- Changed overall length of faint animation from 31F to 34F
- Changed advantage on-hit from  $\pm 0F$  to +2F
- Changed advantage on-block from -4F to -2F
- Reduced pushback on-hit

#### V-Skill - Quick Step:

- Extended how long opponent is frozen in the air on-hit
- Expanded height of collision box during attack animation

#### V-Reversal - Senpu Nataotoshi:

- Changed attack startup from 10F to 12F
- Reduced active frames of hitbox from 4F to 2F
- Made below changes to hurtbox during animation
  - 1F-10F: Physical strike/projectile invincibility
  - 11F-20F: Full invincibility
  - 1F-25F: Physical strike/projectile invincibility
- Reduced pushback on-hit

#### Hadoken (Normal):

- Reduced CA meter gain on activation
- Increased CA meter gain on-hit and block
- Changed advantage on-hit from -4F to -2F
- Changed advantage on-block from -10F to -8F
- Delayed activation when cancelling into CA, making it easier for opponents to perform V-Reversal on-block

#### Hadoken (V-Trigger):

- Changed total animation from 49F to 48F
  - As a result, advantages on-hit and block have changed
- Decreased damage from 70 to 60
- Decreased CA meter gain on activation
- Increased CA meter gain on-hit or block
- Delayed activation when cancelling into CA, making it easier for opponents to perform V-Reversal on-block

#### EX Hadoken (Normal/V-Trigger):

- Changed total animation during V-Trigger from 45F to 44F
  - As a result, advantages on-hit and block have changed
- Reduced damage during V-Trigger from 120 to 110
- Reduced stun damage during V-Trigger from 200 to 150
- Expanded hitbox during 1F-2F of startup in upward direction



L Shoryuken(Normal/V-Trigger):

- Expanded hurtbox during 1F-5F in downward direction
- Removed throw invincibility
- Changed advantage on-block during V-Trigger cancel from -5F to -7F

M Shoryuken(Normal/V-Trigger):

- Reduced normal damage from 130 to 120
- Reduced damage during V-Trigger from 150 to 140
- Added hurtbox and throwable box during 1F-2F
- Changed 3F-6F to physical strike/projectile invincibility
- Changed advantage on-block during V-Trigger cancel from -5F to -7F
- Expanded hitbox of first hit in upward direction

H Shoryuken (Normal/V-Trigger):

- Reduced normal damage from 140 to 130
- Reduced damage during V-Trigger from 160 to 150
- Removed both full invincibility during 1F-3F and throw invincibility during 4F-7F
- Changed advantage on-block during V-Trigger cancel from -5F to -7F

EX Shoryuken (Normal):

- For first and second hits only, changed advantage on-hit during V-Trigger cancel from +3F to +7F
- Changed advantage on-block during V-Trigger cancel from -5F to -7F
- When first three hits hit opponent in the air, opponent can no longer perform quick recovery

EX Shoryuken (V-Trigger):

- Adjusted to make it easier for all hits to be successful when used as a part of an air combo
- When first three hits hit opponent in the air, opponent can no longer perform quick recovery

L Tatsumaki Senpukyaku (Normal):

- Expanded hurtbox during 2F of animation in forward direction
- Added hurtbox around hitbox of first hit
- Shrunk hitbox during second active frame

- Reduced pushback on-block
- Changed advantage on-block when cancelling first hit into V-Trigger from +9F to +2F

#### L Tatsumaki Senpukyaku (V-Trigger):

- Expanded hurtbox of second frame of animation in forward direction
- Added hurtbox around hitbox of first hit
- Shrunk hitbox
- Expanded hurtboxes that appear second hit onwards
- Reduced pushback on-block
- Reduced how long hitboxes stay out from second hit onwards from 4F to 2F

#### M Tatsumaki Senpukyaku (Normal):

- Reduced damage from 100 to 80
- Expanded hurtbox during 3F-5F of animation in forward direction
- Overall shrunk hitboxes during attack animation
- Overall expanded hurtboxes during attack animation
- Added hurtbox around hitbox of first hit

#### M Tatsumaki Senpukyaku (V-Trigger):

- Reduced damage from 120 to 100
- Reduced stun damage from 200 to 150
- Expanded hurtbox during 3F-5F of animation in forward direction
- Changed how long forward hitbox stays out from 5F to 2F
- Overall shrunk hitboxes during attack animation
- Overall expanded hurtboxes during attack animation
- Added hurtbox around hitbox of first hit

#### H Tatsumaki Senpukyaku (Normal):

- Changed attack startup from 16F to 14F
- Adjusted damage distribution on-hit
  - No changes to total damage

- Increased CA meter gain on activation, hit, and block
- Changed advantage on-block from -2F to -4F
- Increase distance Ken moves forward before attack startup
- Reduced time between first and second hits
- Reduced upward movement

#### H Tatsumaki Senpukyaku (V-Trigger):

- Adjusted damage distribution on-hit
  - No changes to total damage
- Reduced stun damage from 250 to 200
- Increased CA meter gain on activation, hit, and block
- Increased air combo potential
- Reduced time between first and second hits
- Reduced upward movement

#### EX Tatsumaki Senpukyaku (Normal):

- Expanded collision box during attack animation in downward direction
- Shrunk collision box on landing

#### Airborne Tatsumaki Senpukyaku (Normal/V-Trigger):

- Increased CA meter gain on activation, hit, and block
- Expanded hurtbox
- Changed when Ken begins to move from 1F to 2F

#### EX Airborne Tatsumaki Senpukyaku (Normal):

- Reduced damage from 90 to 70
- Reduced block stun by 7F
- Shrunk hitbox in downward direction

#### EX Airborne Tatsumaki Senpukyaku (V-Trigger):

- Reduced damage from 55×2 to 40×2
- Shrunk hitbox

- Expanded hurtbox
- Reduced block stun by 6F

Guren Enjinkyaku:

- Expanded base hitbox in upward direction

## **M.BISON**

Stun meter:

- Changed from 950 to 1000

Psycho Impact:

- Reduced damage from 130 to 110
- Reduced stun damage from 170 to 120
- Reduced CA meter gain
- Increased advantage on-hit by 4F

Psycho Fall:

- Reduced stun damage from 200 to 170
- Reduced CA meter gain
- Decreased advantage on-hit by 2F

Standing LP:

- Changed attack recovery from 6F to 7F
  - Advantage on-hit and block has not been changed
- Increased how long opponent reels on-hit by 1F
  - Advantage on-hit has not changed

Standing LK:

- Changed attack startup from 4F to 3F
  - Increased overall animation by 1F
- Changed attack recovery from 8F to 10F
  - Advantage on-block has not been changed

- Changed advantage on-hit from +4F to +2F
- Shrunk forward hitbox
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Standing MP:

- Changed attack recovery from 12F to 14F
  - Advantage on-hit and block has not been changed
- Reduced pushback on-block
- Expanded hurtbox around hitbox in forward direction
- Added hurtbox around feet during attack recovery
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box
- Fixed bug that when hit before 1F of animation, was not registered as a counter

#### Standing HP:

- Increased damage from 80 to 90
- Expanded hitbox in forward direction
- Expanded hurtbox in forward direction
- Added hurtbox around feet during attack recovery
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Crouching LP:

- Expanded hitbox in forward direction
- Expanded hurtbox in forward direction
- Added hurtbox around feet
- Increased pushback on-hit and block
- Extended how long hitbox stays out from 2F to 3F

#### Crouching LK:

- Sped up when can be cancelled into mash cancel attacks by 1F

#### Crouching MP:

- Removed hurtbox before attack startup
- Changed advantage on-block from  $\pm 0F$  to  $+1F$
- Extended how long hitbox stays out from 2F to 3F
- Shrunk upper hitbox
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Crouching HP:

- Reduced damage during 12F-14F from 70 to 80
- Added hitbox during 12F-14F that will hit opponents behind M. Bison

#### Crouching HK:

- Added hurtbox before attack startup
- Shrunk forward hitbox
- Expanded hurtbox around hitbox in forward direction

#### Jumping MK:

- Shrunk lower hitbox
- Reduced how long hitbox stays out from 8F to 6F

#### Psycho Axe:

- Changed attack startup from 16F to 18F
  - Increased overall animation by 2F
- Increased stun damage from 100 to 150
- Can juggle opponents who have been knocked back
- Changed property on-hit in the air to knockdown

#### Shadow Axe:

- Changed startup of second hit from 16F to 14F
- Reduced damage of second hit from 60 to 50

- Increased stun damage from 60 to 120
- Sped up transition from Standing MP
- Changed advantage on-hit from +6F to +2F
- Changed advantage on-block from -5F to -8F

#### V-Skill - Psycho Reflect:

- Changed so that can only fire projectile when performing V-Skill a second time after successfully countering an opponent's attack without following up with another attack
- Expanded counter box in upward direction
- Increased juggle potential on-hit with secondary attack

#### V-Trigger - Psycho Power:

- Extended duration of effect
- Increased the amount of timer consumed for special moves

#### V-Reversal - Psycho Burst:

- Changed attack startup from 15F to 16F
- Changed physical strike/projectile invincibility during animation from 1F-16F to 1F-30F
- Changed pushback and advantage on-hit

#### L Psycho Blast:

- Increased CA meter gain on activation
- Increased CA meter gain on-hit and block
- Reduced pushback on-block

#### M Psycho Blast:

- Reduced CA meter gain on activation
- Increased CA meter gain on-hit and block
- Reduced knockback on-hit
- Reduced pushback on-block

#### H Psycho Blast:

- Reduced CA meter gain on activation

- Increased CA meter gain on-hit and block
- Reduced knockback on-hit
- Reduced pushback on-block

Psycho Blast (V-Trigger):

- Reduced CA meter gain on activation
- Increased CA meter gain on-hit and block
- Reduced knockback on-hit
- Reduced pushback on-block

EX Psycho Blast:

- Changed total animation from 42F to 40F
- Extended how long projectile remains on the screen

EX Psycho Blast (V-Trigger):

- Changed total animation from 43F to 38F
- Reduced damage from 130 to 120
- Somewhat reduced projectile speed
- Changed so that can only have one of the same type of projectile on the screen at a time

Head Press:

- Increased damage on-hit in the air from 80 to 100

EX Head Press:

- Reduced recovery on-hit on the ground by 9F
- Reduced damage on-hit in the air from 130 to 100
- Can quick recover on-hit in the air
- Adjusted how long both M. Bison and opponent are frozen on-hit in the air to make it easier to perform successful hit with Somersault Skull Diver
- Changed timing of physical strike invincibility at attack startup from 1F-4F to 3F-7F

EX Head Press (V-Trigger):

- Changed to full invincibility to 1F-25F of animation



- Changed advantage on-block from +2F to -2F
- Increased pushback on-block

L Psycho Inferno:

- Reduced damage from 90 to 80
- Increased stun damage from 100 to 150

M Psycho Inferno:

- Reduced damage from 100 to 90
- Increased stun damage from 100 to 150

H Psycho Inferno:

- Reduced damage from 110 to 100
- Increased stun damage from 100 to 150
- Adjusted so that can juggle opponents with L Psycho Blast on-hit

Psycho Inferno (V-Trigger):

- Reduced damage from 130 to 100
- Increased stun damage from 100 to 150
- Reduced CA meter gain on activation, hit, and block
- Fixed bug that when hit during active frames, was not registered as a counter

EX Psycho Inferno (V-Trigger):

- Changed attack startup from 18F to 15F
- Changed total animation from 64F to 61F

L Double Knee Press (Normal/V-Trigger):

- Changed attack startup during V-Trigger from 16F to 13F
  - Reduced total animation by 3F
- Increased normal damage from 70 to 80
- Increased normal stun damage from 100 to 150
- Increased CA meter gain on-hit and block
- Changed advantage on-hit from +3F to +2F

- During V-Trigger, changed invincibility during animation from 6F-10F to 6F-9F
- During V-Trigger, sped up window to transition into other attacks by 1F

#### M Double Knee Press (Normal/V-Trigger):

- Changed attack startup during V-Trigger from 19F to 15F
  - Reduced total animation by 4F
- Increased normal damage from 80 to 90
- Increased normal stun damage from 100 to 150
- Increased CA meter gain on-hit and block
- Changed advantage on-hit from +3F to +2F
- During V-Trigger, hanged invincibility during animation from 6F-12F to 6F-11F
- During V-Trigger, sped up window to transition into other attacks by 1F

#### H Double Knee Press (Normal/V-Trigger):

- Changed attack startup during V-Trigger from 22F to 19F
  - Reduced total animation by 3F
- Increased normal damage from 90 to 100
- Increased normal stun damage from 100 to 150
- Increased CA meter gain on-hit and block
- Changed advantage on-hit from +3F to +2F
- Reduced normal pushback on-hit
- During V-Trigger, changed invincibility during animation from 6F-15F to 6F-13F
- During V-Trigger, sped up window to transition into other attacks by 1F

#### EX Double Knee Press (Normal/V-Trigger):

- Reduced recovery on-hit by 6F
- Reduced damage during V-Trigger from 170 to 160
- Removed throw invincibility during 1F-3F of V-Trigger

#### Devil Reverse (Normal/V-Trigger):

- Increased CA meter gain at activation

- Increased CA meter gain at hit and block

EX Devil Reverse:

- Changed so that during animation, do not move backwards even if player inputs back
- Adjusted to move somewhat forward before falling

Somersault Skull Diver:

- Reduced damage from 80 to 70
- Increased CA meter gain on activation, hit, and block
- Shrunk upper hitbox, and expanded lower hitbox
- Expanded hurtbox around hitbox in forward direction
- Removed throwable box around hitbox
- Increased how long opponent is reeling by 5F on ground hit
- Changed hit property to knockdown on-hit in the air

## **NASH**

Hurtbox:

- Adjusted hurtbox when changing direction while crouching

Dragon Suplex (Forward Throw):

- Reduced stun damage from 170 to 120
- Reduced CA meter gain
- Increased distance from opponent on-hit
- Changed advantage on-hit

Target Down (Reverse Throw):

- Reduced damage from 140 to 130

Air Jack (Air Throw):

- Expanded hurtbox during animation in downward direction

Front Step:

- Changed total animation from 17F to 19F

- Sped up when Nash begins to move forward by 1F
- Shrunk collision box while moving

#### Back Step:

- Reduced distance moved

#### Standing LP:

- Added hurtbox around feet during 4F-8F of animation

#### Standing MP:

- Changed attack recovery from 13F to 15F
  - Advantage on-hit and block have not changed
- Added hurtbox around feet during 6F-10F of animation

#### Standing MK:

- Changed attack startup from 8F to 7F
  - Reduced overall animation by 1F

#### Standing HP:

- Changed attack startup from 7F to 8F
  - Increased total animation by 1F
- Added hurtbox around feet during 8F~14F of animation
- Shrunk forward hitbox during first active frame of attack
- Shrunk lower hitbox during active 2F-3F, and expanded upper hitbox

#### Standing HK:

- Shrunk torso hitbox
- Shrunk forward hitbox during active frames
- Expanded hurtbox in forward and upward directions during active 1F-2F
- Expanded hurtbox in forward and downward directions during active 3F-6F

#### Crouching LP:

- Shrunk upper hitbox during first active frame

- Expanded hurtbox during active 1F-3F in upward direction
- Increased pushback on-hit

#### Crouching MK:

- Shrunk upper and inner hitboxes
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box
- Sped up activation when cancelling into V-Trigger by 1F
  - Advantage on V-Trigger (Sonic Move - Hide) cancel is now +3F to +4F

#### Crouching HP:

- Changed advantage on-hit to +6F to 7F
- Expanded hurtbox during 1F-6F of animation in forward direction
- Reduced pushback on-hit
- Changed hit property to forced standing hitstun

#### Crouching HK:

- Reduced damage from 100 to 90
- Increased advantage on normal hit by 2F

#### Jumping MK:

- Reduced active frames from 7F to 5F
- Shrunk lower hitbox

#### Jumping HP:

- Changed attack startup from 6F to 7F
- Shrunk lower hitbox
- Expanded hurtbox that appears first active frame in upward direction
- Extended active frames from 4F to 5F

#### Jumping HK:

- Changed attack startup from 8F to 9F
- Shrunk lower hitbox

#### Neutral Jumping HK:

- Expanded hurtbox during active 1F-6F and attack recovery in downward direction

#### Chopping Assault:

- Shrank forward hitbox

#### Knee Bazooka:

- Shrank forward and lower hitboxes
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Windshear:

- Increased damage of third hit from 60 to 70
- Increased stun damage of third hit from 80 to 100

#### Raptor Combination:

- Increased recovery of second hit by 4F
  - Advantage on-hit has not changed
- Reduced damage of second and third hits from 70 to 55
- Increased distance moved forward during second hit
- Can be activated even when second hit is whiffed
- Changed advantage on-block from -6F to -10F

#### Bullet Combination:

- Added new target combo, which can be activated by inputting MK to HK to MP+MK

#### Side Knee Attack:

- Changed attack recovery from 15F to 14F
- Changed advantage on-hit from +3F to +4F
- Changed advantage on-block from  $\pm 0F$  to +2F
- Reduced pushback on-hit
- Reduced pushback on-block to match reduced pushback on-hit

#### Step Kick:

- Changed attack startup from 13F to 14F
  - Increased total animation by 1F
- Changed advantage on-hit from +2F to +3F
- Changed advantage on-block from -2F to -3F

#### V-Skill - Bullet Clear:

- Increased damage from 60 to 70
- Reduced V-Gauge meter gain on projectile absorption from 100 to 80
- Increased V-Gauge meter gain on physical attack hit from 60 to 80

#### V-Trigger - Sonic Move – Hide:

- Changed start of invincibility during animation from 2F to 4F
- Extended black screen on activation by 5F

#### V-Trigger - Sonic Move - Blitz Air Sonic Move - Steel Air:

- Changed start of invincibility during animation from 2F to 4F
- Expanded hurtbox after Nash reappears in the air
- Extended black screen on activation by 5F

#### V-Reversal:

- Reduced distance moved

#### L Sonic Boom:

- Reduced CA meter gain on activation
- Increased CA meter gain on-hit and block
- Changed advantage on-hit from -3F to -2F
- Changed advantage on-block from -7F to -6F
- Reduced pushback on-block
- Added hurtbox around feet during active 1F-7F as well as around arms during attack recovery

#### M Sonic Boom:

- Reduced CA meter gain on activation

- Increased CA meter gain on-hit and block
- Changed advantage on-hit from -1F to  $\pm 0F$
- Changed advantage on-block from -5F to -4F
- Reduced pushback on-block
- Added hurtbox around feet during active 1F-7F as well as around arms during attack recovery

#### H Sonic Boom:

- Reduced CA meter gain on activation
- Increased CA meter gain on-hit and block
- Changed advantage on-hit from +3F to +4F
- Reduced pushback on-block
- Added hurtbox around feet during active 1F-15F as well as around arms during attack recovery

#### EX Sonic Boom:

- Reduced pushback on-block
- Added hurtbox around feet during active 1F-7F as well as around arms during attack recovery
- Extended input buffer between first and second hit by 4F
- Changed advantage on-block for second hit from +1F to +2F

#### Moonsault Slash:

- Reduced damage from 70 to 60
- Expanded attack startup hurtbox in downward direction

#### EX Moonsault Slash:

- Reduced damage from 130 to 120
- Changed advantage on-hit from +6F to 7F

#### M Sonic Scythe:

- Shrunk upper hitbox
- Reduced pushback on-block
- Changed advantage on-block from -8F to -10F
- Reduced knockback on-hit



H Sonic Scythe:

- Reduced damage from 120 to 110
- Reduced stun damage from 200 to 150
- Extended how long opponent is frozen in the air on second hit in the air

EX Sonic Scythe:

- Removed throw invincibility during animation
- Shrunk upper hitbox during active 1F-2F

L Tragedy Assault:

- Increased stun damage from 100 to 150

M Tragedy Assault:

- Increased stun damage from 100 to 150

H Tragedy Assault:

- Reduced damage from 150 to 140
- Increased stun damage from 100 to 150

EX Tragedy Assault:

- Increased stun damage from 100 to 150

H Moonsault Slash:

- Fixed bug that there was no counter box from when Nash leaps up until he falls down

Judgement Saber:

- Reduced damage from 340 to 330

## **KARIN**

Hurtbox:

- Adjusted hurtbox when changing direction while crouching

Hajotsui (Forward Throw):

- Reduced stun damage from 170 to 120

- Reduced CA meter gain
- Increased distance from opponent on-hit
- Reduced recovery on-hit by 1F

#### Standing LK:

- Changed advantage on-block from +3F to +2F

#### Standing MK:

- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box
- Changed advantage on-block from  $\pm 0$  to -2F
- Delayed activation by 3F on V-Trigger cancel

#### Standing HP:

- Reduced damage from 90 to 80

#### Standing HK:

- Reduced damage from 90 to 80
- Somewhat shrank knockback on Crush Counter

#### Crouching LP:

- Adjusted so that hitbox and hurtbox is the same for both normal and mashed versions

#### Crouching MK:

- Shrank upper hitbox

#### Crouching HK:

- Reduced damage from 100 to 90
- Changed advantage on V-Trigger cancel from -7F to +4F

#### Jumping LK:

- Expanded hitbox backward

#### Jumping MP:

- Changed attack startup from 5F to 6F
- Reduced damage from 70 to 60

- Change air hit property from air recoverable damage to flying knockdown

#### Jumping MK:

- Shrunk lower hitbox

#### Airborne Renge:

- Added new target combo, which can be activated by inputting Jumping MP to Jumping HP

#### Tsumujigari:

- Changed advantage on-block from -4F to -6F

#### Tenko (Fastest):

- Reduced damage from 80 to 70

#### Orochi:

- Reduced damage from 90 to 80
- Reduced horizontal knockback on air hit
- Reduced pushback on-block

#### EX Orochi:

- Increased damage from 100 to 120

#### L Mujinkyaku:

- Increased CA meter gain on activation, hit, and block
- Reduced knockback on air hit
- Changed advantage on-block from -5F to -7F

#### M Mujinkyaku:

- Increased CA meter gain on activation, hit, and block
- Changed to grounded state for entirety for third attack
- Shortened block stun for second hit by 2F

#### H Mujinkyaku:

- Increased CA meter gain on activation, hit, and block
- Increased reeling on successful second hit, and reduced pushback on-hit

L Ressenha:

- Reduced damage from 90 to 70

M Ressenha:

- Reduced damage from 100 to 80

H Ressenha:

- Reduced damage from 110 to 90

Senha Kusabi:

- Changed attack recovery from 22F to 20F
- Increased damage from 60 to 80

EX Ressenha:

- Changed invincibility from active 1F-5F to 1F-7F
- Adjusted so that if Karin takes damage during landing recovery, she is in standing state instead of crouching state
- Changed landing recovery hurtbox to be the same as her standing hurtbox

Senha Resshu:

- Increased damage from 120 to 150
- Increased stun damage from 150 to 200

EX Kanzuki-Ryu Hokojutsu Seppo:

- Changed projectile invincibility from active 6F-17F to 4F-17F

V-Skill - Meioken (Charged Version):

- Changed advantage on-block from -1F to -2F
- Shrunk upper hitbox

V-Reversal – Yashagaeshi:

- Changed attack startup from 15F to 16F
- Adjusted distance from opponent and advantage on-hit

Guren Ken:

- Reduced damage from 80 to 60
- Reduced stun damage from 80 to 60

Guren Hoshō:

- Increased damage from 90 to 110
- Increased stun damage from 100 to 120
- Fixed bug that granted Karin full invisibility 1F before animation is complete if the player does not perform any actions during attack recovery

Guren Kusabi:

- Increased damage from 60 to 70

Guren Chochū:

- Increased damage from 50 to 60
- Increased stun damage from 50 to 70

Guren Hochū:

- Increased damage from 60 to 70
- Increased stun damage from 50 to 100

Guren Senha:

- Changed advantage on-block from -6F to -2F

Guren Resshū:

- Increased damage from 120 to 150
- Increased stun damage from 150 to 200

## **CAMMY**

Hurtbox:

- Adjusted hurtbox when changing direction while crouching

Gyro Clipper:

- Reduced damage from 130 to 120
- Reduced CA meter gain
- Adjusted so that collision box does not stick out during attack animation
- Changed second hit only when it is possible to KO

#### Delta Through:

- Reduced damage from 140 to 130
- Adjusted so that collision box does not stick out during attack animation

#### Standing MP:

- Added hurtbox around feet during active 6F~13F
- Expanded hurtbox around hitbox in forward direction
- Somewhat reduced pushback on-hit
- Somewhat reduced pushback on-block
- Changed advantage on-block from +2F to +3F

#### Standing MK:

- Changed attack startup from 9F to 8F
  - Reduced overall animation by 1F

#### Standing HP:

- Changed advantage on-hit when cancelling into V-Trigger from +11F to +9F

#### Crouching LP:

- Extended how active frames from 2F to 3F

#### Crouching HP:

- Reduced damage from 90 to 80
- Changed advantage on-hit from  $\pm 0F$  to +1F

#### Crouching HK:

- Reduced damage from 100 to 90

#### Jumping MK:

- Somewhat expanded hitbox in upward direction

#### Knee Bullet:

- Increased stun damage from 100 to 150

#### Lift Upper:

- Made below changes to advantage on-hit and block:
  - [on-hit]  $\pm 0F$  to  $+4F$
  - [on-block]  $-2F$  to  $+1F$
- Changed hit property to forced standing hitstun

#### Lift Combination:

- Adjusted so that second hit does not affect crouching opponents

#### V Skill - Axel Spin Knuckle:

- Changed all boxes during animation to be on the ground

#### V-Reversal - Strike Back:

- Changed attack recovery from  $29F$  to  $24F$
- Changed hit effect from flying knockdown to ground reel
  - Advantage is  $+2F$  on-hit/ $-2F$  on-block

#### L Cannon Spike:

- Added hurt and throwable boxes to  $1F-2F$
- Changed  $3-6F$  to physical attack/projectile invincibility

#### M Cannon Spike:

- Added hurt and throwable boxes to  $1F-2F$
- Changed  $3-6F$  to physical attack/projectile invincibility

#### H Cannon Spike:

- Added hurtbox to  $1F-7F$
- Added throw invincibility to  $1F-7F$

#### EX Cannon Spike:

- Increased juggle potential when used in-air combo

#### Cannon Strike (including V-Trigger):

- Increased CA meter gain on-hit and block

#### M Cannon Strike:

- Reduced block stun by  $1F$

#### EX Cannon Strike:

- Increased damage from 60 to 80
- Changed position of hitbox during animation
- Shrunk hitbox during animation
- Expanded hurtbox during animation
- Changed landing recovery during animation from 9F to 13F

#### Hooligan Combination to Cannon Strike:

- Increased CA meter gain on-hit and block
- Increased block stun by 2F

#### Hooligan Combination to EX Cannon Strike:

- Increased damage from 60 to 80
- Changed hitbox position during animation
- Shrunk hitbox during animation
- Expanded hurtbox during animation
- Changed landing recovery during animation from 9F to 13F

#### EX Hooligan Combination to Cannon Strike (including V-Trigger):

- Fixed bug that when activating EX Hooligan Combination by cancelling out of Lift Combination, link attack Cannon Strike (V-Trigger) was not registered as a counter even after hitbox appears

#### Laser Edge Slicer:

- Increased CA meter gain on-hit and block

#### Fatal Leg Slicer:

- Increased stun damage from 200 to 250
- Increased CA meter gain on-hit and block
- Changed duration of hitbox from 4F to 2F

#### Cross Scissors Pressure:

- Reduced recovery after hit by 2F
- Increased stun damage from 200 to 250
- Increased CA meter gain on-hit and block



- Changed duration of hitbox from 4F to 2F

#### L Spiral Arrow

- Increased recovery on whiff by 3F
- Reduced damage from 80 to 70
- Increased juggle potential when used for air combos
- Adjusted floating on-hit

#### M Spiral Arrow:

- Reduced damage from 90 to 80
- Increased juggle potential when used for air combos
- Adjusted advantage to match that of H Spiral Arrow

#### H Spiral Arrow:

- Increased recovery on-hit by 1F
- Increased juggle potential when used for air combos

#### EX Spiral Arrow:

- Increased damage from 120 to 140
- Increased juggle potential when used for air combos
- Changed projectile invincibility during animation from 3F-15F to 1F-15F

## **BIRDIE**

#### Health:

- Reduced health from 1050 to 1025

#### Bad Head:

- Reduced damage from 150 to 120

#### Bad Chain:

- Reduced damage from 150 to 140

#### Standing LK:

- Extended duration of hitbox from 2F to 3F

#### Standing MP:

- Changed advantage on-block from -1F to +1F
- Reduced pushback on-hit
- Expanded hitbox in forward direction
- Expanded hurtbox around hands in forward direction, and shrunk back side of hurtbox around feet
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Standing MK:

- Changed attack startup from 8F to 9F
  - Increased overall animation by 1F
- Reduced damage from 70 to 60
- Expanded hurtbox that appears after hitbox disappears
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Standing HP:

- Advantage on-hit changed to -2F to +4F
- Moved position that animation begins after taking damage or cancelling attack forward
  - Accordingly adjusted position of hitbox, hurtbox, and collision box

#### Standing HK:

- Reduced V-Gauge meter gain on Crush Counter
- Extended 2F of opponent reeling on Crush Counter
- Increased distance opponent reels on Crush Counter
- Changed advantage on-hit from +6F to +7F
- Increased pushback on-block

#### Crouching LP:

- Increased duration of hitbox from 2F to 3F

#### Crouching LK:

- Changed attack startup from 4F to 5F
  - Increased overall animation by 1F

#### Crouching MP:

- Added forward hurtbox during active 5F-8F
- Shrunk forward, back, and upper hitboxes that appear during active 2F-5F
- Expanded horizontal knockback on air hit

#### Crouching MK:

- Changed attack startup from 10F to 11F
- Shrunk upper hitbox
- Expanded lower hitbox

#### Crouching HP:

- Changed attack startup from 10F to 11F
- \*Increased overall animation by 1F
- Reduced damage from 90 to 80

#### Crouching HK:

- Changed advantage on V-Trigger cancel from -19F to -2F

#### Jumping MP:

- Somewhat shrunk lower hitbox

#### Bull Charge:

- Reduced damage from 100 to 80
- Reduced pushback on-block
- Changed advantage on-block from -7F to -8F

#### Bull Slider:

- Reduced damage from 100 to 90
- Changed advantage on-block from -5F to -8F
- Expanded back hurtbox during animation

#### Bad Hammer:

- Increased damage from 60 to 90

#### Bull Drop:

- Changed advantage on-block from -4F to -6F
- Shrunk forward and upper hitboxes for first hit, and shrunk forward hitbox on second hit
- Expanded hurtbox around hitbox in upward direction and shrunk it in downward direction

#### V-Trigger - Enjoy Time:

- Changed attack recovery from 33F to 29F

#### V-Skill - Drink Time:

- Slightly slowed down speed that the can rolls at

#### V-Reversal - Pepper Pot:

- Changed distance from opponent and advantage on-hit

#### Bull Horn:

- Reduced normal damage from 130 to 120
- Reduced damage during V-Trigger from 156 to 144

#### EX Bull Horn:

- Changed appearance of armor box from 1F-20F to 3F-20F

#### L Bull Horn (Normal/V-Trigger):

- Reduced normal damage from 120 to 100
- Reduced damage during V-Trigger from 144 to 120
- Increased juggle potential when used for air combos
- Expanded hitbox while rushing during V-Trigger in upward direction

#### M Bull Horn (Normal/V-Trigger):

- Reduced normal damage from 130 to 110
- Reduced damage during V-Trigger from 156 to 132
- Increased juggle potential when used for air combos
- Expanded hitbox while rushing during V-Trigger in upward direction
- Made V-Trigger hurt and collision boxes the same as that of L and H Bull Horn

#### H Bull Horn (Normal/V-Trigger):

- Reduced normal damage from 140 to 120
- Reduced damage during V-Trigger from 168 to 144
- Increased juggle potential when used for air combos
- Expanded hitbox while rushing during V-Trigger in upward direction

#### EX Bull Horn (Normal/V-Trigger):

- Reduced normal damage from 160 to 150
- Reduced damage during V-Trigger from 192 to 180
- Changed normal advantage on-block from -10F to -2F
- Changed advantage on-block during V-Trigger from -7F to -2F
- Expanded hitbox while rushing during V-Trigger in upward direction

#### Bull Revenger:

- Reduced recovery on-hit by 6F

#### EX Bull Revenger:

- Reduced damage from 200 to 180

#### L Hanging Chain:

- Reduced damage from 140 to 120

#### H Hanging Chain:

- Increased juggle potential when used for air combos
- Reduced distance from opponent on-hit

#### EX Hanging Chain:

- Reduced distance from opponent on-hit

#### Killing Head:

- Reduced CA meter gain on activation
- Increased CA meter gain on-hit
- Reduced distance from opponent on-hit

#### Skip To My Chain:

- Reduced damage from 350 to 340
- Expanded hitbox in forward and upward direction
- Expanded hitbox toward torso
- Increased juggle potential when used for air combos

## **NECALLI**

Hurtbox (Normal and V-trigger versions):

- Adjusted hurtbox when changing direction while standing and crouching

Soul Sealer (Forward Throw) (Normal and V-Trigger versions):

- Increased recovery on-hit by 6F
- Reduced damage on normal version 120 to 100
- Reduced damage on V-Trigger version 130 to 110
- Reduced stun 170 to 120
- Reduced stun on V-Trigger version 200 to 150
- Reduced CA meter gain

Soul Discriminator (Back Throw) (Normal and V-Trigger versions):

- Reduced damage on normal version 120 to 100
- Reduced damage on V-Trigger version 130 to 110
- Reduced stun 170 to 120
- Reduced stun on V-Tigger version 200 to 150
- Reduced CA meter gain

Standing LP (Normal and V-trigger versions):

- Increased horizontal knockback distance against airborne opponents
- Added hurtbox around his feet during the 3F following the active frames
- Decreased size of the hitbox in upwards direction

Standing MP (Normal and V-Trigger Versions):

- Advantage on-block changed from +2F to  $\pm 0F$

- Hit pushback distance reduced
- Block pushback distance reduced with hit pushback

Standing MK (Normal and V-Trigger Versions):

- Increased active frames from 2F to 3F

Standing HK (Normal and V-Trigger Versions):

- Added hurtbox around his back during 11F~36F of the attack motion
- Increased size of hurtbox around his leg forward during the 4F following the active frames

Crouching LP (Normal and V-Trigger Versions):

- Increased active frames from 2F to 3F

Crouching MK (Normal and V-Trigger Versions):

- Decreased size of hitbox in upwards direction
- Increased size of hitbox in downwards direction

Crouching HK (Normal and V-Trigger Versions):

- Reduced damage 100 to 90

Jump MK (Normal and V-Trigger Versions):

- Reduced size of hitbox in downward direction slightly

Jump HP (Normal and V-Trigger Versions):

- Changed startup from 7F to 9F

V- Reversal:

- Changed startup from 16F to 17F
- Changed distance and recovery on-hit
- Changed hit and projectile invincibility frames from 1F~16F to 1F~30F

Opening Dagger (Normal version):

- Changed advantage on-block from -4F to -6F

Opening Dagger (V-Trigger version):

- You can now charge by holding HP
  - Startup 38F/On-hit +7F/On-block+2F/Damage 100/Stun 150

- On-block uncharged is now -4F to -6F

LP Mask of Tlalli (Normal and V-Trigger Versions):

- Changed command from 【→↘↓↙←+LP】 to 【→↘↓↙←+LK】
- Increased damage on normal version 120 to 130
- Increased damaged on V-Trigger version 130 to 150
- Increased CA meter gain on whiff and hit

MP Mask of Tlalli (Normal and V-Trigger Versions):

- Changed command from 【→↘↓↙←+MP】 to 【→↘↓↙←+MK】
- Increased damage on normal version 130 to 140
- Increased damaged on V-Trigger version 140 to 160
- Increased CA meter gain on whiff and hit

HP Mask of Tlalli (Normal and V-Trigger Versions):

- Changed command from 【→↘↓↙←+HP】 to 【→↘↓↙←+HK】
- Increased damage on normal version 140 to 150
- Increased damaged on V-Trigger version 150 to 170
- Increased CA meter gain on whiff and hit

EX Mask of Tlalli (Normal and V-Trigger Versions):

- Changed command from 【→↘↓↙←+PP】 to 【→↘↓↙←+KK】

LK Valiant Rebellion (Normal and V-Trigger Versions):

- Reduced damage on normal version 60 to 50
- Reduced damage on V-Trigger version 80 to 70
- Increased CA meter gain on-hit
- Changed to a hit attack with projectile durability

MK Valiant Rebellion (Normal and V-Trigger Versions):

- Reduced damage on normal version 70 to 60
- Reduced damage on V-Trigger version 90 to 80
- Increased CA meter gain on-hit



- Changed to a hit attack with projectile durability

HK Valiant Rebellion (Normal and V-Trigger Versions):

- Reduced damage on normal version 100 to 80
- Reduced damage on V-Trigger version 120 to 100
- Reduced stun 200 to 150
- Increased CA meter gain on-hit
- Changed to a hit attack with projectile durability
- Reduced horizontal knockback distance on-hit

EX Valiant Rebellion (Normal and V-Trigger Versions):

- Changed to a hit attack with projectile durability

LP The Disc's Guidance (Normal and V-Trigger Versions):

- Reduced damage on normal version 90 to 80
- Reduced damage on V-Trigger version 110 to 100
- Increased CA meter gain on whiff, hit and block
- Changed advantage of V-Trigger version on-block from -6F to -4F

MP The Disc's Guidance (Normal and V-Trigger Versions):

- Reduced damage on normal version 110 to 100
- Reduced damage on V-Trigger version 130 to 120
- Increased CA meter gain on whiff, hit and block
- Changed advantage of V-Trigger version on-block from -6F to -4F

HP The Disc's Guidance (Normal and V-Trigger Versions):

- Reduced damage on normal version 130 to 120
- Reduced damage on V-Trigger version 150 to 140
- Increased CA meter gain on whiff, hit and block
- Changed advantage of V-Trigger version on-block from -6F to -4F

EX The Disc's Guidance (Normal and V-Trigger Versions):

- Reduced damage on normal version 160 to 150

- Reduced damage on V-Trigger version 180 to 170

LP Raging Light (Normal and V-Trigger Versions):

- Increased damage on normal version 80 to 100
- Increased damage on V-Trigger version 100 to 120
- Changed Invincibility on 1F~3F which included invincibility around his feet and throw invincibility, to 1F~3F of throw invincibility only
- Added hurtbox to match visual

MP Raging Light (Normal and V-Trigger Versions):

- Increased damage on normal version 100 to 110
- Increased damage on V-Trigger version 120 to 130
- Changed 7F~12F full invincibility to 1F~7F invincibility around his feet/8F~12F added hurtbox

HP Raging Light (Normal and V-Trigger Versions):

- Changed (1F~7F full invincibility /hurtbox from 8F on) to (1F~2F hurtbox added /3F~8F hit and projectile invincibility)

EX Raging Light (Normal and V-Trigger Versions):

- Increased juggle potential in-air combos for the first hit

Ceremony of Honor/Soul Offering (Normal and V-Trigger Versions):

- Reduced damage on normal version 340 to 330
- Reduced damage on V-Trigger version 380 to 370

## **VEGA**

Hurtbox:

- Adjusted hurtbox when changing direction while crouching

Rainbow Suplex (forward throw):

- Reduced damage 140 to 120
- Reduced stun 200 to 170
- Reduced CA meter gain

Stardust Shot (Air throw):

- Increased throw range
- Increased hurtbox during motion downwards

Standing LP (Claw):

- Moved character's center point forward during this move
- Adjusted the position of hit/hurt and collision box to match

Standing MP (Claw):

- Changed advantage on-block +1F to +2F

Standing HP (Claw):

- Moved character's center point forward during this move
- Adjusted the position of hit/hurt and collision box to match
- Changed advantage on-hit +5F to +6F

Standing LP (No Claw):

- Moved character's center point forward during this move
- Adjusted the position of hit/hurt and collision box to match
- Changed advantage on-hit +5F to +6F

Standing MP (No Claw):

- Changed startup 6F to 7F
- Increased duration of entire move 1F
- Increased recovery 13F to 15F
- Changed advantage on-hit +3F to +4F

Standing MK:

- Increased size of hitbox in forward direction
- Reduced the size of hurtbox around the hitbox

Standing HK:

- Reduced damage 90 to 80

Crouching LP (Claw):

- Increased active frames 2F to 3F

Crouching MP (Claw):

- Changed advantage on-block  $\pm 0$  to +1F

Crouching LP (No Claw):

- Increased active frames 2F to 3F

Crouching MP (No Claw):

- Changed startup 5F to 6F
- Increased duration of entire move 1F
- Increased recovery 12F to 14F
- Delayed special move startup 2F when cancelling from this move

Crouching HP (No Claw):

- Now Crush Counter move
- Knockdown on-hit /V-Gauge increase 150

Crouching MK:

- Changed startup 7F to 8F
- Increased duration of entire move 1F
- Changed advantage on-hit +6F to 7F

Crouching HK:

- Increased recovery 15F to 18F
- Reduced damage 90 to 80

Mercury Shard:

- Increased recovery 13F to 15F
- Increased duration of entire move 1F
- No change on-hit adv, changed advantage on-block -4F to -6F

Buster Claw (Claw):

- Changed hit effect on Crush Counter to knockdown

V-Skill (Matador Turn):

- Reduced projectile invincibility time 5F when follow up is not preformed

Matador Blitz (No Claw):

- Reduced damage on second hit 80 to 60

V-Trigger (Bloody Kiss - Torero, Rojo, Azul):

- Increased stun 0 to 150
- Increased the size of hitboxes so all hits land

Flying Barcelona Attack:

- Increased CA meter gain on-hit and block
- Fixed issue where getting hit during the 2F before the move's active frames didn't count as a counter

Izuna Drop:

- Increased stun 150 to 200
- Increase CA meter gain on-hit
- Reduced active frames 5F to 2F
- Increased throw range downward

EX Izuna Drop:

- Increased stun 200 to 250
- Reduced active frames 5F to 2F
- Increased throw range downward

LK Crimson Terror:

- Increased stun 120 to 150
- Reduced hit pushback on the second hit
- Increased size of hitbox forward through active frames of the second hit
- Changed advantage on-hit +0F to +1F

MK Crimson Terror:

- Increased stun 140 to 150

HK Crimson Terror:

- Increased stun 160 to 200

EX Crimson Terror:

- Increased stun 180 to 200
- Reduced movement range
- Reduced hit and block pushback in accordance with reduced movement range
- Fixed issue where getting hit on the first active frame didn't count as a counter

MP Aurora Spin Edge (Claw):

- Increased juggle potential when used in-air combos
- Fixed issue where getting hit on the first active frame didn't count as a counter

HP Aurora Spin Edge (Claw):

- Increased active frames 4F to 6F
- Added hitbox to hit opponents behind Vega

EX Aurora Spin Edge (Claw):

- Increased juggle potential when used in-air combos
- Added hitbox to hit opponents behind Vega on first hit

Grand Izuna Drop (No Claw):

- Increased CA meter gain on whiff and hit

## **RASHID**

Hurtbox on wakeup:

- Adjusted hurtbox when changing direction

Riding Glider (forward throw):

- Reduced damage 130 to 120
- Reduced stun 170 to 120
- Reduced CA meter gain
- Now second hit only will trigger KO

Standing MK:

- Increased size of hitbox forward

- Increased size of hurtbox surrounding hitbox
- Increased size of hurtbox after active frames
- Increased time hurtboxes remain after active frames

#### Standing HP:

- Increased size of hurtbox after active frames
- Increased reel time 1F for opponent on crush counter
- Increased size of hitbox to around his torso
- Increased time hurtboxes remain after active frames

#### Standing HK:

- Changed advantage on-block-2F to -4F
- Increased block pushback

#### Crouching LP:

- Increased active frames 2F to 3F

#### Crouching LK:

- Moved character's center point forward during this move
- Adjusted the position of hit/hurt and collision box to match

#### Crouching MK:

- Changed advantage on-hit  $\pm 0F$  to +1F

#### Crouching HP:

- Changed recovery 18F to 22F
- No change to block advantage on second hit
- Reduced hit and block pushback distance
- Increased recovery on-block of first hit by 2F
- Changed advantage on-hit +6F to +7F
- Increased hurtbox size during attack and recovery
- Increased advantage on Crush Counter by 2F

#### Crouching HK:

- Reduced damage 100 to 90

Jump LP:

- No longer special move cancellable

Jump MP:

- Changed startup 5F to 7F
- Reduced damage 70 to 50
- Changed hit effect from air recoverable damage to knockdown damage
- Increased special cancel window on-hit

Jump MK:

- Reduced size of hitbox in downwards direction

Flap Spin:

- Changed damage 40+30 to 50+20
- Changed stun 50+50 to 70+30

Beak Assault:

- Changed advantage on-block -4F to -6F

V-Skill (Rolling Assault):

- Increased projectile invincibility during movement 3F

V-Skill (Nail Assault):

- Increased block pushback
- Now CA cancellable
- Changed advantage on-block -5F to -6F

V-Trigger (Ysaar):

- Increased inertia forward
- Now you can't avoid hits with projectile invincibility
- No change to number of hits

V-Reversal (Sliding Roll):

- Increased recovery 3F



- Reduced movement range forward

#### LP Spinning Mixer:

- Increased damage 80 to 90
- Increased stun 128 to 150

#### MP Spinning Mixer:

- Increased damage 100 to 110
- Increased stun 168 to 175
- You can no longer get additional hits when mashing after hits 1 to 5 on-block and whiff

#### HP Spinning Mixer:

- Increased damage 130 to 140
- Increased stun 148 to 200
- Added hitbox in backward direction
- Made it easier to get all hits against airborne opponent
- Increased juggle potential when used in-air combos

#### Dash Spinning Mixer:

- Increased stun 204 to 225

#### EX Spinning Mixer:

- Adjusted hurtbox when landing to be same as standing hurtbox
- Increased invincibility 1F~8F to 1F~12F
- Reduced movement range forward

#### Dash EX Spinning Mixer:

- Reduced damage 200 to 170
- Increased invincibility 1F~9F to 1F~12F
- Increased hitbox size up and down
- Reduced time opponent is in-air after hit

#### LK Whirlwind Shot:

- Changed duration of move 55F to 52F

- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit and block
- Changed advantage on-hit -4F to -2F
- Changed advantage on-block -7F to -5F
- Reduced projectile movement forward slightly
- Reduced hit pushback
- Changed foot during projectile to have projectile invincible properties

#### MK Whirlwind Shot:

- Changed duration of move 65F to 60F
- Reduced damage 70 to 60
- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit and block
- Changed advantage on-hit  $\pm 0F$  to +1F
- Changed advantage on-block -4F to -2F
- Reduced projectile movement forward slightly
- Increased juggle potential when used in-air combos
- Changed foot during projectile to have projectile invincible properties
- Delayed timing of CA cancel to make it easier for opponent to use V-Reversal

#### HK Whirlwind Shot:

- Reduced damage 70 to 60
- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit and block
- Changed foot during projectile to have projectile invincible properties
- Delayed timing of CA cancel to make it easier for opponent to use V-Reversal

#### EX Whirlwind Shot:

- Changed foot during projectile to have projectile invincible properties

#### LK Eagle Spike:

- Increased damage 100 to 110

MK Eagle Spike:

- Increased damage 120 to 130

EX Eagle Spike:

- Increased juggle potential when used in-air combos

Airborne Eagle Spike:

- Reduced damage 130 to 120
- Changed so he doesn't rebound if hit or blocked during certain frames of the move before he touches the ground

EX Airborne Eagle Spike:

- Reduced damage 160 to 140
- Increased size of hitbox
- Increased distance of rebound on-block

EX Airborne Eagle Spike (After Dash EX Spinning Mixer):

- Increased damage 140 to 170
- Changed hitbox and timing when used after Dash EX Spinning Mixer so it's easier to get all hits
- Increased juggle potential when used in-air combos

Altair:

- Increased hitbox size in upwards direction
- Increased speed of forward movement when pressing forward
- Hitbox now remains during projectile durability

## **R. MIKA**

Dream Driver (throw against crouching):

- Reduced damage 130 to 100
- Reduced stun 170 to 120
- Reduced CA meter gain

Standing LP:

- Changed startup 3F to 4F
  - Increased duration of entire move 1F
- Reduced hitbox size in forward direction
- Changed advantage on-hit +3F to +4F

#### Standing MP:

- Increased hurtbox size forward during active frames
- Reduced active frames 3F to 2F
- Changed advantage on-hit +7F to +8F

#### Standing HP:

- Increased damage 80 to 90

#### Crouching LP:

- Changed so collision box doesn't move forward

#### Crouching MP:

- Now grounded during the entire movement

#### Crouching MK:

- Changed advantage on-hit +2F to +3F

#### Crouching HP:

- Changed advantage on-block -4F to -6F

#### Crouching HK:

- Increased size of hurtbox upwards
  - Only the increased size of hurtbox has added projectile invincibility

#### Jump MP:

- Changed startup 6F to 7F
- Reduced damage 70 to 60
- Reduced size of hurtbox to match visual
- Changed hit effect from air recovery damage to knockdown damage

#### Stomp Chop:

- Reduced block pushback

#### Shooting Star Combo:

- Added a new target combo (Jump MP to Jump HP)

Lady Mika:

- Reduced damage 90 to 80

Passion Press:

- Changed startup 6F to 8F
- Changed recovery 13F to 20F
- Reduced active frames 4F to 2F
- Changed advantage on-hit +2 to  $\pm 0$
- Changed advantage on-block -2 to -8
- Standardized hit and block stop for grounded and air damage
- Added hurtbox to feet during motion
- Now cancellable into rope throw on-block

Passion Rope Throw (forward, backwards):

- Changed duration of move 38F to 50F
- Opponent no longer hits wall mid screen

V-Skill - Mic Performance:

- Changed activation of super armor from after 11F to after 5F
- You don't lose power up effect even if you get by opponent
- Reduced increased damage on throws at Level 1 from 25% to 20%

V-Reversal - Peach Gator:

- Changed startup 15F to 17F
- Changed recovery on-hit

Wingless Airplane:

- Removed proximity block box during move

Rainbow Typhoon:

- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit and block

LK Brimstone:

- Reduced damage 130 to 120

- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit and block

MK Brimstone:

- Reduced damage 140 to 130
- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit and block

HK Brimstone:

- Reduced damage 150 to 140
- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit and block

EX Shooting Peach:

- Added 4F recovery after third attack
- Increased active frames of second attack 2F to 5F
- Increased size of hitbox forward during third attack

## **ZANGIEF**

Hurtbox on wakeup:

- Adjusted hurtbox when changing direction

Atomic Drop/Captured (front and back throw):

- Reduced CA meter gain

Standing MP:

- Changed advantage on-hit +3F to +4F
- Changed advantage on-block +1F to +2F

Standing HP:

- Changed advantage on-hit +1F to +2F
- Hurtbox around his feet appears 3F faster

Standing HK:

- Changed advantage on-hit +1F to +2F

Crouching LP:

- Changed advantage on-hit +5F to +4F

#### Crouching LK:

- Changed advantage on-block +1F to +2F
- Reduced hit pushback
- Delayed startup of special moves 2F when cancelled from this move

#### Crouching MP:

- Changed startup 7F to 6F
  - Reduced duration of entire move by 1F

#### Crouching HP:

- Changed advantage on-hit +1F to +2F

#### Jump LK, Jump MP, Jump HK:

- Fixed issue where airborne opponents hit by this move got knocked further away when the move hit as a counter

#### Head Butt:

- Changed such that CA gauge now increases when you absorb a projectile with this move

#### V-Trigger (Cyclone Lariat):

- Increased damage on first hit of button hold version 120 to 140
- Increased stun first hit of button hold version 200 to 150
- Increased stun second hit of button hold version 250 to 200
- Increased duration of move
- Adjusted timer gauge reduction with the increased duration

#### V-Reversal (Muscle Explosion):

- Changed startup 10F to 12F
- Changed recovery 19F to 24F
  - No change to advantage on-hit and block
- Applied hit and projectile invincibility to entire move to 1F~14F

#### Siberian Express:

- Increased stun 200 to 250

#### EX Siberian Express:

- Increased damage 200 to 230
- Increased stun 200 to 250

MP Borscht Dynamite:

- Reduced recovery on-hit 2F

HP Borscht Dynamite:

- Reduced recovery on-hit 4F

EX Borscht Dynamite:

- Increased stun 200 to 250

Double Lariat:

- Increased damage 100 to 120 during 1F~3F of active frames
- Increased CA meter gain on whiff
- Increased hitbox upwards and inwards
- Increased hitbox forwards during spin
- Hitbox increased in size to hit or make crouching opponent block when spinning
- You can now move forward/back slightly sooner after starting this move

Screw Pile Driver:

- Reduced CA meter gain on whiff
- Increased CA meter gain on-hit

HP Screw Pile Driver:

- Reduced damage 240 to 220
- Reduced distance to opponent after hit
  - This change effects duration of entire move

EX Screw Pile Driver:

- Reduced damage 240 to 220
- Reduced distance to opponent after hit

## **DHALSIM**

Vitality:

- Increased vitality 900 to 925



#### Hurtbox:

- Adjusted hurtbox when changing direction while crouching

#### Forward Throw:

- Increased recovery on-hit 5F
- Reduced damage 120 to 110
- Reduced stun 170 to 120
- Reduced CA meter gain

#### Back Throw:

- Fixed issue where distance to opponent after throw was different depending on if you are in the corner or mid screen.

#### Standing LP:

- Increased hitbox size during 2~3F of active frames
- Increased hurtbox up and forwards during first active frame
- Increased distance airborne opponents are knocked back when hit

#### Standing LK:

- Changed startup 5F to 4F
  - Reduced duration of entire move 1F

#### Standing MP:

- Changed advantage on-hit  $\pm 0F$  to +2F
- Increased size of hitbox upwards
- Now CA cancellable
- Reduced size of hurtbox in downward direction during active frames

#### Standing MK:

- Changed advantage on-hit  $\pm 0F$  to +2F
- Increased size of hitbox forward
- Now CA cancellable
- Reduced size of hurtbox in upward direction during active frames

#### Standing HP:

- Changed startup 20F to 16F

- Added hurtbox to arms before they are fully extended, fully extended hitbox starts at 18F
- Changed projectile invincibility frames on his upper body during this move 17~33F to 15F~35F
- Now CA cancellable

#### Standing HK:

- Changed startup 16F to 15F
  - Reduced duration of entire move
- Changed advantage on-hit -3F to +4F
- Now CA cancellable

#### Crouching LP:

- Rapid cancellable now only into Crouching LP
- Increased hit pushback
- Increase block pushback
- Increased active frames 2F to 3F

#### Crouching LK:

- Increased size of hurtbox upwards during 5F~16F
  - The part that was increased has projectile invincibility

#### Crouching MP:

- Increased damage 60 to 70

#### Crouching MK:

- Increased damage 50 to 60
- Changed advantage on-hit -3F to -2F
- Changed advantage on-block -8F to -7F
- Increased size of hurtbox upwards during 4F~20F
  - The part that was increased has projectile invincibility

#### Crouching HP:

- Changed startup 8F to 9F
  - Increased duration of entire move

#### Jump HP:

- Changed startup 7F to 9F
- Reduced size of hitbox

#### Yoga Upper (4MP):

- Changed advantage on-hit +3F to +4F
- Changed advantage on-block  $\pm 0F$  to +1F
- Increased size of hitbox in backwards direction
- Moved character's center point forward during this move
  - Adjusted the position of hurt/hit and collision box to match

#### Yoga Anvil:

- Increased size of hitbox forwards
- Changed so no longer moves backwards during startup

#### V-Skill (Yoga Float) (neutral):

- Increased and standardized V-Gauge meter gain on all follow up moves
  - No change to drill kick or yoga gale
- Changed hurtbox on feet during 14F~17F to projectile invincible hurtbox

#### V-Skill (Yoga Float) (forward):

- Increased and standardized V-Gauge meter gain on all follow up moves
  - No change to drill kick or yoga gale

#### V-Trigger (Yoga Burner):

- The fire carpet now also does damage to downed opponents
- Startup of recoverable damage hitbox is faster

#### V-Reversal (Yoga Mala):

- Changed startup 15F to 16F
- Changed hit and projectile invincibility time from 1F~23F to 1F~30F
- Changed distance and recovery on-hit

#### Yoga Teleport:

- Increased hurtbox during motion 1F~3F to 1F~4F

## **F.A.N.G**

#### Hurtbox:

- Hurtbox when character turns around while crouching has been changed

#### Shimonshu (Forward throw):

- Recovery after hit has increased 6F
- Damage has been decreased 130 to 120
- Stun damage has been decreased 200 to 150
- CA meter gain has been decreased

#### Kyoshitsugeki (Reverse Grab):

- Damage has decreased 130 to 120
- Stun damage has decreased 170 to 150
- CA meter gain has decreased
- Distance after hit has been increased

#### Standing LP:

- Advantage on-hit has been changed +5F to +6F
- Advantage on-block has been changed +2F to +3F

#### Standing LK:

- Hitbox startup has been changed 5F to 6F
  - 1F has been added to entire motion
- Advantage on-hit has been changed +4F to +5F
- Advantage on-block has been changed +2F to +3F

#### Standing MP:

- Downwards hitbox on second hit has been decreased

#### Standing MK:

- Hitbox startup has been changed 5F to 6F
  - 1F has been added to entire motion

#### Standing HK:

- Hitbox startup has been changed 12F to 14F
  - 2F have been added to entire motion
- Advantage on-hit has been changed +6F to +7F

#### Crouching LP:

- Hitbox has been expanded forward

#### Crouching MP:

- Hitbox startup has been changed 6F to 7F
  - 1F has been added to entire motion
- The motion start point has been moved forward when receiving damage or motion is cancelled.
  - The position of hitbox, hurtbox, and collision box has been adjusted.

#### Crouching MK:

- Hitbox startup has been changed 7F to 8F
  - 1F has been added to entire motion
- Advantage on-hit has been changed +4F to +5F
- Advantage on-block has been changed +2F to +3F

#### Crouching HK:

- Damage distribution has been changed 40+60 to 50+50
- Motion start timing on V-Trigger cancel is 1F faster on-hit only

#### V-Trigger – Dokunomu:

- While active, cancelling in to moves that require charges will no longer require charges.

#### V-Reversal – Nikaiho:

- Motion recovery has been changed 35F to 30F

#### Nirenko:

- Advantage on-hit has been changed -2F to  $\pm 0F$

#### Senpukuga:

- Advantage on-hit has been changed +5F to +6F

#### Nikankyaku:

- Priority of commands has been set higher than Ryobenda
- Changed so that character faces the opponent when cancelling the motion with Senpukuga

#### M Nikankyaku:

- Motion recover has been decreased 1F

#### Nishikyu:

- CA meter gain on activation has decreased
- CA meter gain on-hit and block has increased

EX Nishikyu:

- Entire motion has changed 52F to 49F
- Damage has been increased 80 to 90
- Advantage on-hit has been changed +2 to +3
- Advantage on-block has been changed -2 to -1

M Ryobenda:

- Hitbox active frames have been changed 60F to 80F

H Ryobenda:

- Entire motion has been changed 52F to 55F
- Hitbox active frames have been changed 100F to 120F

Shishiruirui:

- Hitbox startup has been changed 12F to 10F

## **LAURA**

Hurtbox:

- Expanded hurtbox when character changes direction
- Changed the hurtbox when character changes direction while crouched

Seoi Throw (Forward throw):

- Decreased damage 130 to 120
- Decreased stun damage 200 to 150
- Decrease CA meter gain
- Changed so the collision box doesn't move forward during attack motion

Pullback Hold (Reverse grab):

- Increased the recovery on-hit 3F
- Decreased stun damage 170 to 150
- Decreased CA meter gain
- Changed so the collision box doesn't move forward during attack motion

#### Standing LK:

- Hurtbox around the hitbox has been expanded forwards and downwards, and decreased upwards.

#### Standing MP:

- Hurtbox during 1F - 3F of motion has been expanded forward

#### Standing MK:

- Changed hitbox startup 6F to 5F
  - Entire motion has been shortened 1F
- Changed advantage on-hit +2F to +3F
- Changed advantage on-block -1F to -2F

#### Standing HP:

- Changed advantage on-hit +3F to +4F

#### Standing HK:

- Hurtbox during 1F - 7F of motion has been expanded forward
- Hurtbox 2F-1F before hitbox startup has been expanded forward
- Changed advantage on crush counter +17F to +16F

#### Crouching LP:

- Motion recovery has been changed 7F to 8F
  - No changes to advantage on-hit or block
- Increased hitstun on-hit by 1F
  - No change to advantage on-hit

#### Crouching LK:

- Advantage on-block has been changed -2F to +1F

#### Crouching MP:

- Hurtbox during 1F- 3F of motion has been expanded forward
- Hitbox during 2F of activation has been decreased upwards

#### Crouching MK:

- Upwards hitbox has been decreased

#### Crouching HK:

- Decreased damage 100 to 90

Jumping MK:

- Downwards hitbox has been decreased

Dual Crash(Standing MP to Standing MK) :

- Advantage on-hit has been changed +1F to +2F

Twist Barrage (6+HP to HP):

- Hitbox startup has been changed 18F to 17F
- In-air combo limit has been relaxed

V-Skill - Volty Line (Standard/V-Trigger):

- Decreased standard version damage 90 to 80
- Decreased stun damage for V-Trigger version 200 to 180
- Advantage on-hit for standard version has been changed  $\pm 0F$  to +2F
- Advantage on-hit for V-Trigger version has been changed  $\pm 0F$  to +3F
- Added hurtbox around the legs when hitbox is active
- Expanded hurtbox around legs upwards and forwards while hitbox is active

V-Reversal - Double Slap:

- Hitbox startup has been changed 15F to 16F
- Advantage and distance on-hit has been changed

Thunder Clap:

- Decreased CA meter gain on activation
- Increased CA meter gain on-hit and block
  - Meter gain increases per level

EX Thunder Clap:

- Increased juggle potential when used in-air combo
- Strengthened limitation on in-air combo when used during in-air combo

L Bolt Charge:

- Extended the hitbox active frames 3F to 4F

M Bolt Charge to Split River (Including V-Trigger):

- Decreased damage for standard version 90 to 70



- Decreased damage for V-Trigger version 110 to 90
- Advantage on-hit has been changed 9F to 18F

#### M Bolt Charge to Rodeo Break (Including V-Trigger):

- Decreased damage for standard version 90 to 70
- Decreased damage for V-Trigger version 110 to 90
- Advantage on-hit has been changed 17F to 18F

#### Sunset Wheel (Standard):

- Hitbox startup has been changed 6F to 5F
- Increased damage for standard version by 10 each
  - L: 150 to 160、M: 160 to 170、H: 170 to 180
- Increased CA meter gain on activation and hit
- The motion start point has been moved forward when receiving damage or motion is cancelled.
  - The position of hitbox, hurtbox, and collision box has been adjusted.

#### Sunset Wheel (V-Trigger):

- Hitbox startup has been changed 6F to 5F
- 2F have been removed from recovery after hit
- Increased stun damage 220 to 230
- Increase CA meter gain on activation and hit
- Decreased distance after hit
- The motion start point has been moved forward when receiving damage or motion is cancelled.
  - The position of hitbox, hurtbox, and collision box has been adjusted.

#### EX Sunset Wheel (Standard/V-Trigger):

- Hitbox startup has been changed 19F to 18F
- 2F have been removed from recovery after hit
- Increased stun damage for standard version 200 to 250
- Increased stun damage to V-Trigger version 220 to 280
- Added projective invincibility to hurtbox between 1F -20F during motion
- The motion start point has been moved forward when receiving damage or motion is cancelled.
  - The position of hitbox, hurtbox, and collision box has been adjusted.

## ALEX

### Hurtbox:

- The size of the forward hurtbox when crouching has been decreased
- Hitbox when character is changing directions has been changed

### Face-Crush Chop (Forward Throw):

- Stun damage has been decreased 170 to 120
- CA meter gain has been decreased
- Adjusted so that the collision box doesn't move forward during attack motion

### Leg Tomahawk (Reverse Throw):

- Adjusted so that the collision box doesn't move forward during attack motion

### Standing LP:

- Removed the 3rd active frame from hitbox
- The knockback distance when hit in-air has been increased
- The upwards hitbox has been decreased
- The hurtbox around the hitbox has been expanded upwards

### Standing LK:

- The motion start point has been moved forward when receiving damage or motion is cancelled.
  - The position of hitbox, hurtbox, and collision box has been adjusted.
- The motion start timing has been delayed by 1F when a cancelling a special move

### Standing MP:

- Motion startup has been changed 12F to 14F
  - No change to advantage
- Pushback distance on-hit has been increased
- Advantage on V-Trigger cancel has been changed +12F to +10F
- Hurtbox size has been increased to the same size as hitbox
- Motion startup timing when cancelling a special has been delayed by 2F

### Standing MK:

- Hitbox startup has been changed 8F to 9F

- 1F added to entire motion

#### Standing HK:

- Damage has been increased 90 to 100
- Advantage on-hit has been changed -1F to +1F

#### Crouching LP:

- Pushback distance on-hit has been increased

#### Crouching MP:

- Hitbox startup has been changed 7F to 8F
  - 1F added to entire motion
- Motion recovery has been changed 15F to 17F
- Active frames for hitbox has been shortened 3F to 2F
- The hurtbox after the hitbox ends has been extended 3F

#### Crouching MK:

- Hitbox startup has been changed 8F to 10F
  - 2F added to entire motion

#### Crouching HP:

- Hitbox startup has been changed 12F to 10F
  - 2F added to entire motion

#### Jumping MP:

- Hitbox startup has been changed 6F to 5F
- Hitbox has been expanded forward

#### Lariat:

- Hitbox startup has been changed 10F to 11F
- Advantage on-hit has been changed +5F to +6F

#### V Skill – Overhaul:

- V-gauge will increase by 30 after motion

#### V-reversal - Big Boot:

- Hitbox startup has been changed 15F to 16F
- Hitbox active frames have been decreased 4F to 2F

- Advantage and distance on-hit has been changed

#### Air Knee Smash:

- Damage distribution has been changed 10+120 to 50+80
  - No change to total damage
- Block wait box during motion has been deleted
- KO timing has been changed to the first hit

#### EX Air Knee Smash:

- Damage distribution has been changed 10+150 to 50+110
- Block wait box during motion has been deleted
- Distance after hit has been increased
- Hurtbox on the 4th frame of the motion has been expanded upwards

#### L Flash Chop:

- Hitbox startup has been changed 13F to 12F
  - Entire motion has been shortened by 1F

#### EX Flash Chop:

- Damage has been decreased 150 to 140

#### L Slash Elbow:

- Hitbox startup has been changed 14F to 16F
- Motion recovery has been changed 18F to 22F
- Hurtbox when charging forward and during recovery has been expanded forwards and upwards
- Hurtbox around the hitbox has been expanded downwards
- Decreased the movement distance
- Decreased pushback distance on-block

#### M Slash Elbow:

- Motion recovery has been changed 19F to 22F
- Hurtbox when charging forward and during recovery has been expanded forwards and upwards
- Hurtbox around the hitbox has been expanded downwards
- Decreased pushback distance on-block

#### H Slash Elbow:

- Hurtbox when charging forward and during recovery has been expanded forwards and upwards
- Hurtbox around the hitbox has been expanded downwards
- Decreased pushback distance on-block

#### Power Bomb/Power Drop:

- CA meter gain on activation has been decreased
- CA meter gain on-hit and block has been increased
- Adjusted so the collision box doesn't move forward during attack motion.

#### Air Stampede:

- Hitbox active frames have been extended 2F to 3F
- Hitbox expands forwards as active time progresses

#### EX Air Stampede:

- Projectile invincibility time has been changed between 3F - 30F to Between 1F - 30F
- Hitbox active frames have been extended 2F to 3F

#### Head Crush:

- Motion recover has been changed L: 45F to 30, M: 50F to 30F, H: 56F to 30F

#### Heavy Hammer:

- Damage has been decreased 350 to 340

## **GUILE**

#### Dragon Suplex:

- Damage has been decreased 130 to 120
- Stun damage has been decreased 200 to 120
- CA meter gain has been decreased
- Decreased the distance after hit
- Advantage on-hit increased 6F

#### Judo Throw:

- CA meter gain has been decreased.

#### Flying Mare/Flying Buster Chop:

- Increased throw range
- Hurtbox has been expanded downwards during motion

#### Standing LK:

- Hitbox startup has been changed 5F to 4F
  - Entire motion has been decreased 1F
- Made it possible to cancel special move
- Activation timing for special move cancel has been delayed 2F

#### Standing MP:

- Hitbox startup has been changed 5F to 6F
  - Entire motion has been increased 1F
- Advantage on-hit has been changed +4F to +6F
- Advantage on-block has been changed +3F to +2F
- Increased pushback distance on-hit

#### Standing HP:

- Hitbox startup has been changed 7F to 8F
  - Entire motion has been increased 1F
- Removed the crush counter effect, and applied a standard counter hit effect
- Advantage on-hit has been changed +6F to 7F
- Increased pushback distance on-hit
- The motion start point has been moved forward when receiving damage or motion is cancelled.
  - The position of hitbox, hurtbox, and collision box has been adjusted.

#### Standing HK:

- Advantage on-hit has been changed +1F to +2F

#### Crouching LP:

- Active frames for hitbox have been extended 2F to 3F

#### Crouching LK:

- Button mash cancel timing has been extended.
- Hitbox active frames have been extended 2F to 3F

#### Crouching MP:

- Knockback distance on-hit has been extended.

#### Crouching HP:

- Changed to be a crush counter move
  - Will only apply during the first frame hitbox is active
- Advantage on-block has been changed -3F to -4F

#### Crouching HK:

- Hitbox startup has been changed 8F to 7F
  - Entire motion has been shortened by 1F

#### Knee Bazooka:

- Advantage on-hit has been changed -2F to -1F
- Advantage on-block has been changed -6F to -3F

#### Rolling Sobat:

- Decreased the size of the hurtbox by the feet between 7F and 10F of the motion

#### Full Bullet Magnum:

- Advantage on-hit has been changed  $\pm 0F$  to +1F
- Advantage on-block has been changed -4F to -6F

#### Drake Fang:

- Advantage on-hit has been changed  $\pm 0F$  to +1F
- Advantage on-block has been changed -4F to -6F

#### Reverse Spin Kick:

- Advantage on-hit has been changed +3F to +6F
- Advantage on-block has been changed -1F to -2F

#### V-Trigger - Solid Puncher:

- V-gauge blocks have been changed from 3 to 2

#### V-reversal - Reverse Back Knuckle:

- Hitbox startup has been changed 15F to 16F
- Advantage and distance on-hit has been changed

#### Sonic Boom (Normal version/V-Trigger version):

- Normal version damage has been increased 50 to 60

- Stun damage for the V-Trigger version has been decreased 80 to 50
- CA meter gain on activation has been decreased
- CA meter gain on-hit or block has been increased
- Advantage on-hit has been changed +8F to +7F
- Advantage on-block has been changed +1F to +2F
- Added a collision box when the hitbox is active

#### Sonic Break:

- The rate the timer decreases when a single shot is active has increased
- The rate the timer decreased for follow up shots has decreased
- The rate the timer decreased for the EX version has increased
- CA meter gain on activation has decreased
- CA meter gain on-hit or block has increased
- Active frames for both single shot and follow up shot have been unified at 36F
- Damage for follow up shots have been increased by 10

#### L Somersault Kick:

- Hitbox between 1F - 2F of the active frames have been expanded forward
- 1 - 3F Upper body invincibility + Projectile Invincibility/ 4-6F complete invincibility
- to 1-2F Lower stance/3-8F hit/projective invincible

#### M Somersault Kick:

- Hitbox between 1F - 2F of active frames have been expanded forward
- 1 - 4F Upper body invincibility + Projectile Invincibility/ 5-6F complete invincibility
- to 1-2F Lower stance/3-8F hit and projective invincible

#### H Somersault Kick:

- Hitbox between 1F - 2F of active frames have been expanded forward
- 1 - 4F Upper body invincibility + Projectile Invincibility/ 5-6F complete invincibility
- to Throw and projectile invincibility between 1-9F

#### Sonic Tempest:

- Damage has been decreased 360 to 350



## **IBUKI**

### Vitality:

- Vitality has increased 900 to 950

### Forward Step:

- The entire motion has been changed 17F to 16F

### Jump:

- Airborne time during jump has been changed 40F to 38F

### Yamikazura (Forward throw):

- Stun damage has decreased 170 to 120
- CA meter gain has decreased

### Kubiori (Reverse grab):

- Damage has increased 130 to 140
- Stun damage has increased 170 to 200
- CA meter gain has increased

### Tobizaru (Airborne throw):

- Throw range has been decreased
- The hurtbox during motion has been expanded downwards

### Standing LK:

- Adjusted so that a whiff can't be cancelled with a V-Trigger

### Standing MK:

- Hitbox startup has been changed 5F to 6F
- Movement recovery has been changed 15F to 14F
- Advantage on-hit has been changed  $\pm 0F$  to +5F
- Advantage on-block has been changed -1F to +2F
- Knockback distance on-hit and block has been decreased
- Forward hitbox has been decreased

### Standing HK:

- On crush counter, the opponent hitstun has been increased +7F

### Crouching LP:

- Advantage on-block has been changed +1F to +2F
- Active frames for hitbox has been extended 2F to 3F

#### Crouching LK:

- Changed so that it can be button mash cancelled in to crouching LP

#### Crouching MP:

- Moved the motion starting point forward when receiving damage or motion is cancelled
  - Position of hitbox, hurtbox, and collision box have been adjusted.

#### Bonshogeri:

- Movement recovery has been changed 16F to 19F on whiff only
  - There is no change to the advantage on-hit or block

#### Sasanaki:

- Advantage on-hit has been changed +5F to +6F

#### V-reversal – Hanagasumi:

- Recovery on-hit has been added
- Hitbox has been expanded forwards

#### Kunai/Airborne Kunai:

- Decreased CA meter gain on activation
- Increased CA meter gain on-hit or block
- Delayed the CA cancel timing so that V-reversals are easier to perform when opponent blocks.
- Fixed issue where L Airborne Kunai hits as a counter, the bendback time was extended by 3F

#### Kunai Ikkinage/Airborne Kunai Ikkinage:

- Decreased CA meter gain on activation

#### Kunai Hoju:

- Motion recovery has been shortened 3F
- Sped up the timing that Kunai is refilled

#### EX Kunai Hoju:

- Newly added an EX version
  - 3 - 6 (on button hold) Kunai will be refilled

#### Nobusuma:

- Changed so that a jump attack can be performed during motion recovery

Raida:

- Increased CA meter gain on-hit and block
- Pushback distance on-block has been decreased

EX Raida:

- Projectile invincible frames have been changed from 3F - 9F to 1F - 9F.
- The KO timing has been changed to the first hit

Kachofugetsu:

- Damage has been decreased 350 to 340

## **BALROG**

Vitality:

- Vitality has been increased 1000 to 1025

Hurtbox:

- Decreased the hurtbox when crouching
- Changed the hurtbox when the character changes direction

Dirty Bomber (Forward Throw):

- Damage has been decreased 120 to 110
- Stun damage has been decreased 170 to 120
- CA meter gain has decreased

Standing LP:

- Advantage on-block has been changed +2F to +3F

Standing LK:

- Moved the point action begins forward when receiving damage or cancelling an action.
  - Adjusted the position of the hitbox, hurtbox, and collision box

Standing MP:

- Damage has been increased 60 to 70
- Increase the airborne time by 1F for the opponent when hit in-air

#### Standing MK:

- Decreased the distance of pushback on-hit and pushback on-block

#### Standing HP:

- Changed to a crush counter move

#### Standing HK:

- Extended hitbox active frames 2F to 3F

#### Crouching LP:

- Advantage on-block has been changed +2F to +3F
- Hitbox active frames have been extended 2F to 3F

#### Crouching LK:

- The hitbox active frames have been extended 2F to 3F

#### Crouching MP:

- Motion recover has been changed 14F to 12F
- The upwards hitbox was decreased
- Advantage on-hit has been changed +1F to +4F
- Advantage on-block has been changed  $\pm 0F$  to +2F

#### Crouching MK:

- Attack property has been changed from HIGH hit to LOW hit
- The forward hitbox has been decreased

#### Crouching HP:

- During 2F-5F active frames for the hitbox, damage for hits in-air has been increased 70 to 80

#### Stomping Combo:

- Pushback distance on-block has been decreased

#### V Skill - KKB, Buffalo Pressure:

- The counter window for KKB has been shortened until a follow up move can be performed
- Advantage on-block for Buffalo Pressure has been changed -8F to -6F
- Hitbox active frames for Buffalo Pressure has been extended 2F to 3F

#### V-Trigger - Crazy Rush:

- Made adjustments to the advantage when cancelling each special moves with a V-Trigger

- This change will not be applied to EX Screw Smash

#### V-reversal - Buffalo Headbutt:

- Hitbox startup has been changed 15F to 16F
- Adjustments to advantage and distance on-hit
- Pushback on-block has been extended
- Sideways movement distance has been shortened

#### L Screw Smash:

- Command has been changed to ↓(charged) ↑+LK to →↓ ↘+LK
- Hitbox startup has been changed 13F to 10F
  - Entire motion has been decreased by 3F
- Airborne time for opponent when hit in-air has been increased

#### M Screw Smash:

- Command has been changed to ↓(charged) ↑+MK to →↓ ↘+MK
- Hitbox startup has been changed 16F to 13F
  - Entire motion has been decreased by 3F
- Damage has been decreased 110 to 100
- Airborne time for opponent when hit in-air has been increased

#### H Screw Smash:

- Command has been changed to ↓(charged) ↑+HK to →↓ ↘+HK
- Damage has increased 90 to 100
- Airborne time for opponent when hit in-air has been increased

#### EX Screw Smash:

- Command has been changed to ↓(charged) ↑+KK to →↓ ↘+KK

#### L Dash Straight:

- Advantage on-hit has been changed +1F to +2F
- The collision box has been extended upwards during the attack motion.

#### M Dash Straight:

- Advantage on-hit has been changed +2F to +3F

#### H Dash Straight:

- Advantage on-hit has been changed +3F to +2F
- Pushback distance on-hit has been decreased

EX Dash Straight:

- The V-Skill cancel command acceptance timing has been extended on the first hit.

Turn Punch:

- Added throw invincibility during 3F-18F of the Level 1 – Level 9 motion
- Advantage on-hit and block have been loosened after Level 2.

Gigaton Blow:

- Throw invincibility during motion has been extended 3F

## **JURI**

Hurtbox:

- Expanded hurtbox when character changes direction while crouching.

Chisenkyaku (Forward Throw):

- Removed 5F from recovery after hit
- Decreased damage 130 to 110
- Decreased stun value 200 to 120
- Decreased CA meter gain 100 to 70
- Decreased the distance of knockback after hit

Kaeikyaku (Reverse Grab):

- Decreased recovery after hit by 2F
- Decreased the distance of knockback after hit

Zankasen (airborne throw):

- Expanded throw range
- Expanded the hurtbox downwards during motion

Jump:

- Unified airborne time for all jumps from 39F to 38F

Standing LK:

- Extended hitbox active frames 2F to 4F

#### Standing MP:

- Advantage on-hit has been changed +4F to +5F
- Decreased the size of forward hurtbox

#### Standing MK:

- Hitbox activation on first hit has been changed 6F to 5F
- Entire motion has been shortened 1F
- Hitbox activation on second hit has been changed 8F to 7F
- Changed damage distribution 50+20 to 40+30
- Extended the hitstun on the first hit by 1F
  - This change will not be applied for when V-Trigger is active
- Expanded the hitbox on first hit forward

#### Standing HP:

- Advantage on-hit has been changed +2F to +4F

#### Standing HK:

- Motion recover has been changed 17F to 20F

#### Crouching LP:

- Active frames for hitbox has been extended 2F to 3F

#### Crouching MP:

- Hitbox startup has been changed 5F to 6F
- Hitbox active frames have changed 2F to 3F

#### Crouching MK:

- Advantage on-hit has been changed +1F to +2F
- Advantage on-block has been changed -3F to -2F
- Extended the cancel timing with special move

#### Senkaikyaku:

- Advantage on-block has been changed -4F to -6F

#### Kyoretsushu:

- Advantage on-block has been changed -6F to -12F

#### V- Skill – Kasatsushu:

- Hitbox startup on Level 2 has been changed 14F to 10F
- Increased the juggle potential when used during in-air combos
- Projective invincibility time has been changed from 14F of activation ~ projectile invincibility to 6F of activation ~ projectile invincibility
- Decreased the downwards hurtbox and increased the forward hurtbox during Lvl2 motion
- Made it possible to activate from cancel, after any type of Fuharenkyaku except the EX version
- Changed the timing from motion start to Lvl2 from 40th frame to 33rd frame

#### L Ryodansatsu:

- Hitbox startup has been changed 20F to 19F

#### M Ryodansatsu:

- Hitbox startup has been changed 21F to 20F

#### EX Ryodansatsu:

- Changed projectile invincibility from 5th to 27th frame of the motion to 1st to 27th frame of motion

#### L Tensenrin:

- Changed command from →↓↘+LK to →↓↘+LP
- Advantage on-hit has been changed +1F to +2F

#### M Tensenrin:

- Changed command from →↓↘+MK to →↓↘+MP
- Increased damage 110 to 120
- Decreased the size of the hurtbox between 1F - 2F / Hit and projectile invincibility between 3-7F / added throw vulnerability to 1-7F

#### H Tensenrin:

- Changed command from →↓↘+HK to →↓↘+HP
- Added throw invincibility between 1F and 8F of motion

#### L Fuharenkyaku (while V-Trigger active):

- Slowed down the projectile speed
- Slowed the CA cancel activation timing, and made it easier for a blocking opponent to perform a V-reversal



M Fuharenkyaku:

- Hitbox startup has been changed 21F to 23F
- Advantage on-block has been changed -6F to -4F

M Fuharenkyaku (while V-Trigger active):

- Hitbox startup has been changed 21F to 23F
- Advantage on-block has been changed -6F to -4F

H Fuharenkyaku:

- Action recovery has been decreased 31F to 21F
- Damage has been decreased 90 to 80
- Stun damage increased 120 to 150
- Advantage on-block has been changed -11F to -6F

H Fuharenkyaku (while V-Trigger active):

- Action recovery has been decreased 31F to 21F
- Damage has been decreased 90 to 80
- Stun damage increased 120 to 170
- Advantage on-block has been changed -11F to -6F

Sakkai Fuhazan:

- Expanded the hitbox backwards

## **URIEN**

Vitality:

- Increased vitality 1000 to 1025

Spartan Bomb (Forward Throw):

- Decreased stun damage 200 to 120
- CA Meter gain has decreased

Hurtbox:

- Made adjustments to hurtbox when character changes direction

Standing MP:

- Hitbox activation has been changed 6F to 7F
  - 1F has been added to entire motion
- Advantage on-hit has been changed +4F to +6F
- Expanded hitbox forward

#### Standing MK:

- Standing hitbox activation has been changed 8F to 9F
  - 1F has been added to entire motion

#### Standing HP:

- Expanded hurtbox after hitbox disappears

#### Standing HP (Charge):

- Recovery on-block has been changed +3F to +5F

#### Standing HK:

- Decreased the size of the hurtbox between 1F - 2F when hitbox is active

#### Standing HK (Charge):

- Recovery on-block has been changed  $\pm 0F$  to +2F
- Decreased the pushback on-hit distance for the second hit
- The hurtbox during the 1F -2F active frames 1F -2F have been decreased

#### Crouching LP:

- Recovery on-hit has been changed +4F to +5F
- The duration of the hitbox active frames has been extended 2F to 3F

#### Crouching MP:

- Expanded the distance of pushback on-hit

#### Crouching MK:

- Advantage on-hit has been changed +1F to +4F
- Advantage on-block has been changed -2F to +2F

#### Crouching HP:

- Hitbox activation has been changed 8F to 7F
- The effect for the first hit in the air has changed from airborne recover damage to knockback damage.

- Changed so that there is juggle potential when 2 hits hit in-air

#### Jumping LP:

- Expanded the hitbox backwards, and added in cross-up confirm
- Decreased the downwards hitbox size

#### Terrible Smash:

- Changed the advantage on-block -4F to -6F

#### Choral Kick:

- Command has changed from 6+HK to 3+HK

#### V-Trigger - Aegis Reflector:

- Increased damage from  $10 \times 3$  to  $20 \times 3$

#### V Skill - Metallic Aura:

- Entire motion has been changed 55F to 52F

#### V-reversal - Anger Snap Fist:

- Hitbox activation has changed 15F to 16F
- Knockback and Advantage on-hit has been changed

#### L, M Metallic Sphere:

- Decreased CA meter gain on activation
- Increased the CA meter gain on-hit or block
- Advantage on-block has been changed -9F to -7F
- Decreased the CA cancel for the single and charged version, and made it easier for blocking opponent to do a V-Reversal

#### H Metallic Sphere:

- Single version damage has been increased 60 to 70
- Charged version damage has been increased 90 to 100
- Decreased the CA meter gain on activation
- Increased CA meter gain on-hit or block

#### L Chariot Tackle (Standard/V-Skill):

- Increased juggle potential when used in-airborne combo

#### M Chariot Tackle (Standard/V-Skill):

- Changed the active frames for hitbox 10F to 11F
- Increased juggle potential when used in-airborne combo

H Chariot Tackle (Standard/V-Skill):

- Damage has increased 90 to 100
- Increased juggle potential when used in-airborne combo
- Fixed the issue where the sideways knockback when hitting on the ground using the V-Skill version is greater than the standard version

EX Chariot Tackle (During V-Skill):

- Fixed issue where the hitstun on the first hit is shorter than the standard version

H Violence Knee Drop (During V-Skill):

- Fixed issue where block recovery is longer than the standard version

M Dangerous Headbutt (During V-Skill):

- Fixed issue where the sideways knockback is shorter than the standard version on counter-hit in-air.

EX Dangerous Headbutt (During V-Skill):

- Fixed the issue where counter-hit state was not present during recovery