AKUMA changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
	It is now possible to hit a spinning opponent with this move.	
During Rage &&⇔&&	- Changed the scene that plays when the move KOs during a match-point round.	
	- Fixed an issue in which the charged version of the move could not be avoided	
	by jumping.	
$\bigcirc \bigcirc \bigcirc \bigotimes$	- Changed the damage from 14 to 12.	
$\mathbb{Q} \cong \mathfrak{B}$	- Changed the damage from 14 to 12.	
$\Rightarrow \land \downarrow \lor < \Rightarrow \$$	- Changed the damage from 15 to 13.	
$\downarrow \checkmark \frown \bigotimes$	- Changed the frame advantage when blocked from -14 frames to -15 frames.	
8	 Reduced the strength of the pushback, and made the move easier to land. 	
⇒₩	- Changed the frame advantage when blocked from -9 frames to -4 frames.	
	- Changed the frame advantage upon hit from +1 frame to +7 frames.	
	- Changed the frame advantage when blocked from -9 frames to -5 frames.	
\Rightarrow	 Shortened the recovery time after the move hits by 4 frames. 	
	 Changed the opponent's behavior when the move lands as a counter hit. 	
	- Changed the damage from 5, 15 to 8, 17.	
⇒88	- Changed the frame advantage upon hit from +5 frames to +7 frames.	
$\rightarrow \omega$	Decreased the distance between the character and the opponent when the	
	move hits.	
	- Changed the frame advantage upon hit from +5 frames to +7 frames.	
₩888	Decreased the distance between the character and the opponent when the	
	move hits.	
₽888	- Changed the damage from 8 to 6.	
⇔88	- Changed the damage from 17 to 15.	
	 Reduced the strength of the pushback, and made the move easier to land. 	
≦288	- New move.	

ALISA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
During Rage 🖙 🐯	- Fixed an issue in which advance input was unavailable after missing or being	
During Rage 🖙 🎖	 Fixed an issue in which the move could not be input while running. 	
8888	- Changed the frame advantage when blocked from -19 frames to -13 frames.	
	 Shortened the recovery time after the move hits by 3 frames. 	
	1st hit	
	 Changed the attack startup from frame 14 to frame 13. 	
∞		
88	6th hit	
	- Changed the frame advantage when blocked from -9 frames to -12 frames.	
	 Changed the frame advantage upon hit from +1 frame to +5 frames. 	
\Rightarrow 888	- Changed the damage from 13, 20 to 10, 17.	
	 Changed the opponent's behavior when hit. 	
\Rightarrow	 Changed the move to send the opponent spinning when it hits them midair. 	
During Boot 🎖 🕄 🕄	Changed the damage from 12, 13, 7, 5, 28 to 12, 13, 10, 10, 30.	
During Boot	- The move can now also be performed with "During Dual Boot \mathfrak{S} ".	
During Boot 😵	The move can now also be performed with "During Dual Boot".	
	- Changed the frame advantage on guard from -14 frames to -13 frames.	
· •	 Shortened the recovery animation by 1 frame when the move hits. 	
	 Changed the opponent's behavior when hit. 	
During Destructive Form 🖄 🐯	 Changed the move to send the opponent spinning when it hits them midair. 	
	- Increased the range of the attack.	
	 Fixed an issue in which the opponent's behavior would differ when they were hit 	
≌8888	in midair from when $\mathscr{U} \otimes \mathscr{O} $ was used.	
[∞[888]	- Sped up the timing at which the right hand is restored by 5 frames.	
	 Delayed the timing at which the opponent is counted as being midair after a 	
	counter hit by 1 frame.	
	– New move.	
28	 Changed the attack startup from frame 20 to frame 17. 	
	1st hit	
	 Decreased the move's forward movement. 	
	– Decreased the distance between the character and the opponent when the	
☆ 888	move hits or is blocked.	
	2nd hit	
	 Decreased the move's forward movement. 	
During Destructive Form 🕏	 Changed the opponent's behavior when hit. 	
During Destructive Form \Rightarrow	- Changed the frame advantage when blocked from ± 0 frames to +2 frames.	
	1st hit	
	 Changed the attack startup from frame 30 to frame 26. 	
During Destructive Form $ \oplus egin{smallmatrix} olimits \\ olimits \\ olimits \\ olimits \\ olimits \\ olimits \\ olimits \\ olimits$	4th hit	
	- Changed the frame advantage when blocked from -14 frames to -12 frames.	
	 Changed the frame advantage upon hit from +2 frames to +4 frames. 	
	- Changed the frame advantage when blocked from -10 frames to -13 frames.	
	 Decreased the distance between the character and the opponent when the 	
During During Destructive Form 🕆 🏔	move is blocked	
	 Enabled the move to cause a wall bound if it hits. 	
	 Changed the opponent's behavior when hit in midair. 	

ANNA changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
During Rage ↓ \\ \=>\$	 Decreased the distance between the character and the
	opponent when the move is blocked.
\Rightarrow	 Enabled the move to cause a wall bound if it hits.
₩88	 Decreased the distance between the character and the
200	opponent when the move hits.
	 Changed the frame advantage when blocked from -7 frames to
<₽\$\$\$\$	−2 frames.
	 Shortened the recovery time after the move hits by 5 frames.
During Chaos Judgement 🖓 🛞	 Changed the frame advantage when blocked from -16 frames to
During Chaos Judgement \bigcirc	−15 frames.
During Chaos Judgement	- Changed the frame advantage upon hit from -5 frames to -4
	- Changed the frame advantage on guard from -14 frames to -13
During Chaos Judgement $ abla \otimes$	frames.
	- Shortened the recovery animation by 1 frame when the move
	 Shortened the recovery animation by 1 frame when the move
	 Changed the opponent's behavior when hit.
$\bigcirc \heartsuit \Rightarrow \bigotimes$	- Changed the move to send the opponent spinning when it hits
	them midair.
$\Rightarrow \Rightarrow \Rightarrow \bigotimes \bigotimes$	- New move.
While rising 怒	- Changed the damage from 12 to 13.
While crouching 🖄 🔀	 Increased the move's tracking.

ARMOR KING changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
88	- Changed the frame advantage when blocked from -2 frames to -1	
0000	frames.	
	1st hit/2nd hit	
⇒888	 Increased the strength of the pushback to reduce the frequency at 	
	which the character would switch places with the opponent.	
	1st hit	
	 Changed the damage from 15 to 17. 	
	2nd hit	
	 Changed the damage from 13 to 10. 	
⇒88888	 Changed the input window from 18 frames to 24 frames. 	
	3rd hit	
	 Changed the damage from 22 to 23. 	
	- It is now possible to cancel the 3rd hit with " \Rightarrow \otimes \otimes \approx $=$ " and shift to	
	a standing position	
≌8	 Changed the attack startup from frame 25 to frame 23. 	
₽8888	 Changed the opponent's behavior when hit while downed. 	
	 The character is now counted as jumping from frames 26 to 40. 	
0,88	 Changed the damage from 12 to 11. 	
	 Changed the opponent's behavior when the move lands as a counter 	
During Shadow Step 🚷	– New move.	
	- Changed the frame advantage when blocked from -16 frames to -13	
	frames.	
⊻88€8	 Changed the opponent's behavior when hit. 	
	 Shortened the recovery time after the move hits by 3 frames. 	
	 Decreased the distance between the character and the opponent 	
\leftrightarrows during hit from the front $lpha$	- Fixed an issue in which the move would shift to a throw after hitting	
··· •	an opponent from behind.	
☆ 🕰	- Changed the opponent's behavior when the move lands as a counter	
↗ᅇ	hit.	
⇒★↓♡\$	 Shortened the recovery animation by 1 frame when the move hits. 	
$\Rightarrow \cancel{4} \bigcirc \cancel{5} \otimes \cancel{5}$	- The move can now be canceled with $\# \Rightarrow \oplus $	

ASUKA changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
88.48	– New move.
⇒器	 Enabled the move to cause a wall bound if it hits.
₩8	Decreased the distance between the character and the opponent when the
<u> 12</u> 888	 Replaced with a new move.
28	- Changed the frame advantage when blocked from -13 frames to -11 frames.
Ľ ∞	 Shortened the recovery time after the move hits by 2 frames.
≌₩	Decreased the distance between the character and the opponent when the
	move is blocked.
	 Changed the opponent's behavior when hit.
$\Rightarrow \Rightarrow \bigotimes$	- Fixed the animation before the attack startup to reduce instances in which an
	opponent's high attack would occasionally not land.

BOB changes

 Damage = The amount of health taken away from the opponent when an attack hits.

 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

 Attack startup = The time at which an attack's hitbox becomes active.

 All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

 Commands
 Changes

 Commands
 - Changed the frame advantage upon hit from +2 frames to +3 frames.

 - Increased the lower range of the attack.

 - Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.

 Changed the frame advantage upon hit from +4 frames to +6 frames.

 Changed the frame advantage upon hit from +4 frames to +6 frames.

 New move.

 Ist hit

 Decreased the distance between the character and the opponent when the move is blocked

2000	
	1st hit
	 Decreased the distance between the character and the opponent when the move
	is blocked.
$\mathbb{T} \otimes \otimes \otimes \otimes \otimes$	
	3rd hit
	- Changed the frame advantage when blocked from -12 frames to -10 frames.
	 Changed the frame advantage upon hit from +1 frame to +3 frames.
₩8	- Changed the opponent's behavior when the move lands as a counter hit.
₩ 8888	- Changed the damage from 14, 10 to 10, 18.
288	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
⇒⇒₩	 Changed the opponent's behavior when the move lands as a counter hit.
	1st hit
	 Decreased the distance between the character and the opponent when the move
	is blocked.
$\Rightarrow \Rightarrow \cong$	2nd hit
	- Changed the damage from 16, 12 to 10, 20.
	- Changed the frame advantage when blocked from -7 frames to ± 0 frames.
	- Shortened the recovery time after the move hits by 2 frames.
	- Changed the opponent's behavior when guarding the move.
	1st hit
	- Changed the frame advantage when blocked from -14 frames to -10 frames.
	changed the name advantage when blocked norm of names to no names.
⇒☆♫∿≌888	2nd hit
	- Changed the damage from 23 to 30.
	- Changed the frame advantage when blocked from -9 frames to -3 frames.
⇒ <u>★</u> ↓ \ 888	 Changed the opponent's behavior when guarding the move. New move.
	- Changed the damage from 20 to 25.
While rising 怒	- Changed the frame advantage on guard from -14 frames to -13 frames.
While rising 🏵	 Shortened the recovery animation by 1 frame when the move hits. Changed the opponent's behavior when hit.
While rising 🔀	 Changed the damage from 16 to 20.
	 Increased the lower range of the attack.

CLAUDIO changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in ques
Commands
Changes

Commands	Changes	
≌888	- The 2nd hit will now always chain together with the 1st, even when delaying its inp	put.
↓ 8 88	 Increased the move's reach. 	-
	– Changed the frame advantage upon hit from –1 frame to ± 0 frames.	
₽888	Decreased the distance between the character and the opponent when the	
	move hits or is blocked.	
⊻888	- Changed the frame advantage upon hit from -2 frames to +3 frames.	
	- Changed the frame advantage upon hit from +1 frame to +3 frames.	
^ ^	- Changed the frame advantage when blocked from -17 frames to -15 frames.	
288	- Decreased the distance between the character and the opponent when the	
	move is blocked.	
^	- Changed the frame advantage when blocked from -13 frames to -11 frames.	
2868	- Changed the frame advantage upon hit from -2 frames to ± 0 frames.	
	- Changed the damage from 20 to 25.	
	- Changed the frame advantage when blocked from -9 frames to -5 frames.	
⊳ 88	- Changed the opponent's behavior when hit.	
	 Shortened the recovery time after the move hits by 4 frames. 	
	- New move.	
₩ ₩ ₩	 Increased the move's reach. 	
	 Enabled the move to cause a wall bound if it hits. 	
28€	 Increased the move's reach. 	
∽ ⊙●	- Increased the distance between the character and the opponent when the	
	1st hit	
	Decreased the distance between the character and the opponent when the	
While rising 🎖 🕄	move hits.	
	2nd hit	
While rising 🏵	– Changed the frame advantage when blocked from –9 frames to –8 frames.	
	 Shortened the recovery time after the move hits by 1 frame. 	
During sidestep \otimes	- Changed the frame advantage upon hit from +3 frames to +6 frames.	
	 Changed the opponent's behavior when the move lands as a counter hit. 	
During Starburst 🕂 🎎	 Increased the move's reach. 	
During Starburst 🖓 🏵 🔀 🚬	- Decreased the distance between the character and the opponent when the move	is blo
During Starburst 🗁 🏵 🏵 🔀	 Increased the move's reach. 	

EDDY changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
	- Decreased the distance between the character and the opponent when the
	– New move.
	- Decreased the distance between the character and the opponent when the 3rd
	hit is blocked.
	 Changed the damage from 12 to 15.
	- The move can now also be performed with a slide input (\Box (\boxtimes), \Box (\boxtimes).
∞\$\$	- Decreased the distance between the character and the opponent when the
	- Changed the frame advantage when blocked from -15 frames to -14 frames.
⇒⇒⊗⊗	- Decreased the distance between the character and the opponent when the
	move is blocked.
	 Changed the frame advantage upon hit from +4 frames to +5 frames.
$\Rightarrow \Rightarrow \Rightarrow \bigotimes$	 Changed the damage from 18 to 20.
	- Changed the frame advantage when blocked from ± 0 frames to +3 frames.
During sidestep 🚷	 Changed the frame advantage upon hit from +5 frames to +8 frames.
	 Changed the opponent's behavior when hit.
During Handstand 🎬	 Changed the attack startup from frame 28 to frame 26.
During Handstand 🖡 🕰	 The character is now counted as crouching from frames 1 to 15.
During Handstand 🖙 🏵	 Changed the opponent's behavior when the move lands as a counter hit.
	- Decreased the distance between the character and the opponent when the 1st
During Handstand [888]	hit lands.
	- Decreased the distance between the character and the opponent when the 2nd
During Handstand 🏵 😂	hit lands.
88	
$\Sigma \otimes$	 Changed the opponent's behavior when the move lands as a counter hit.
During Negativa 怒 🏵	

ELIZA changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands Changes UNDER Changes UNDER Changes UNDER Changes UNDER Changes UNDER Changes UNDER Fixed an issue in which "During Moon Glide Status UNDER - Fixed an issue in which "During Moon Glide Status UNDER - Decreased the distance between the character and the opponent when the charged the duration of the Sth hit's hitbox by 2 frames. UNDER - Changed the duration of the Sth hit's hitbox by 2 frames. UNDER - Othanged the lower range of the attack. UNDER - Changed the frame advantage upon hit from -2 frames to +2 frames. - Changed the frame advantage when blocked from -10 frames to -14 frames. - Changed the recovery time after the move hits by 6 frames. - Changed the frame advantage on guard from -14 frames to -13 frames. - Changed the frame advantage on guard from -14 frames to -13 frames. - Shortened the recovery time after the move hits by 3 frames. - Changed the frame advantage on guard from -14 frames to -13 frames. - Shortened the recovery time after the move hits by 3 frames. - Shortened the recovery time after the move hits by 3 frames. - Shortened the recovery time after th		in the perspective of you, the player, fitting the opponent (of making them gua
Image: Second	Commands	Changes
Image: State of the second state of	₽₩₽₩	
Signed - Fixed an issue in which "During Moon Glide Sd" could not be crouched under after the 2nd hit is blocked. Signed - Decreased the distance between the character and the opponent when the - Increased the distance between the character and the opponent when the - Increased the farm and avantage upon hit from -2 frames to +2 frames. Signed - Changed the frame advantage upon hit from -2 frames to +2 frames. Signed - Changed the frame advantage when blocked from -19 frames to +13 frames. Signed - Changed the frame advantage when blocked from -20 frames to -14 frames. - Changed the recovery time after the move lands in midair or lands as a counter hit. - Changed the recovery time after the move lands in midair or lands as a counter hit. During jump - Changed the damage from 14 to 15. - Changed the damage from 10 to 5. Signed - Changed the frame advantage on guard from -14 frames to -13 frames. Shortened the recovery time after the move hits by 4 frames. - Changed the frame advantage on subsched from -13 frames. Signed - Changed the frame advantage on blocked from -13 frames. - Shortened the recovery time after the move hits by 4 frames. Signed - Changed the frame advantage when blocked from -13 frames. - Shortened the recovery time after the move hits by 4 frames. Signed - Changed the frame advantage when blocked from -13 frames. - Shortened the recovery time after the move hi		- It is now possible to shift to a crouching stance with " \blacksquare ".
Image: Set of the set o	⇔⇒XXX↓\\+\X ⇒XX	
→ ○ → Increased the duration of the 5th hit's hitbox by 2 frames. → ∠ ← 6: → Changed the frame advantage upon hit from -2 frames to +2 frames. → ∠ ← 6: → Changed the frame advantage when blocked from -19 frames to -13 frames. → Changed the frame advantage when blocked from -20 frames to -14 frames. → Shortened the recovery time after the move hits by 6 frames. → Changed the frame advantage when blocked from -20 frames to -14 frames. → Changed the frame advantage when blocked from -20 frames to -14 frames. □ ∠ ← 6: → Changed the frame advantage when blocked from -20 frames to -14 frames. → Changed the covery time after the move hits by 6 frames. → Changed the covery time after the move hits by 6 frames. → Changed the damage from 14 to 15. → Changed the frame advantage on guard from -14 frames to -13 frames. → Changed the frame advantage on guard from -14 frames to -9 frames. → Changed the frame advantage on guard from -14 frames to -9 frames. → Changed the frame advantage on guard from -14 frames to -9 frames. → Shortened the recovery time after the move hits by 4 frames. → Changed the frame advantage when blocked from -13 frames. → Shortened the recovery time after the move hits by 4 frames. → Changed the frame advantage when blocked from -13 frames. → Shortened the recovery time after the move hits by 4 frames. → Shortened the recovery time after the move hits by 4 frames. → Shortened th	$\mathbb{Q} \cong \bigotimes$	-
→ ○ → Increased the duration of the 5th hit's hitbox by 2 frames. → ∠ ← 6: → Changed the frame advantage upon hit from -2 frames to +2 frames. → ∠ ← 6: → Changed the frame advantage when blocked from -19 frames to -13 frames. → Changed the frame advantage when blocked from -20 frames to -14 frames. → Shortened the recovery time after the move hits by 6 frames. → Changed the frame advantage when blocked from -20 frames to -14 frames. → Changed the frame advantage when blocked from -20 frames to -14 frames. □ ∠ ← 6: → Changed the frame advantage when blocked from -20 frames to -14 frames. → Changed the covery time after the move hits by 6 frames. → Changed the covery time after the move hits by 6 frames. → Changed the damage from 14 to 15. → Changed the frame advantage on guard from -14 frames to -13 frames. → Changed the frame advantage on guard from -14 frames to -9 frames. → Changed the frame advantage on guard from -14 frames to -9 frames. → Changed the frame advantage on guard from -14 frames to -9 frames. → Shortened the recovery time after the move hits by 4 frames. → Changed the frame advantage when blocked from -13 frames. → Shortened the recovery time after the move hits by 4 frames. → Changed the frame advantage when blocked from -13 frames. → Shortened the recovery time after the move hits by 4 frames. → Shortened the recovery time after the move hits by 4 frames. → Shortened th	⇒↓\\ 8	– Decreased the distance between the character and the opponent when the
□ 2 < -88 - Changed the frame advantage upon hit from -2 frames to +2 frames. □ 2 < -88 - Changed the frame advantage when blocked from -19 frames to -13 frames. □ 2 < -88 - Shortened the recovery time after the move hits by 6 frames. - Changed the opponent's behavior when the move lands in midair or lands as a counter hit. - Changed the opponent's behavior when the move hits by 6 frames. - Shortened the recovery time after the move hits by 6 frames. - Changed the opponent's behavior when the move lands in midair or lands as a counter hit. - Changed the damage from 14 to 15. - Changed the damage from 10 to 5. During jump 0 2 < -88 - Changed the frame advantage on guard from -14 frames to -13 frames. - Changed the frame advantage on guard from -14 frames to -13 frames. - Shortened the recovery animation by 1 frame when the move hits. 0 2 < -88 - Changed the frame advantage on guard from -14 frames to -13 frames. - Shortened the recovery animation by 1 frame when the move hits. - Changed the frame advantage when blocked from -14 frames. - Shortened the recovery time after the move hits by 3 frames. - Shortened the recovery time after the move hits by 4 frames. - Shortened the recovery time after the move hits by 4 frames. - Shortened the recovery time after the move hits by 4 frames. - Shortened the recovery time after the move hits by 4 frames. - Shortened the recovery time for both the ch		
□ Increased the lower range of the attack. □ □ → ∞ □ □ →		
□ Changed the frame advantage when blocked from -19 frames to -13 frames. □ Changed the recovery time after the move hits by 6 frames. □ Changed the opponent's behavior when the move lands in midair or lands as a counter hit. □ Changed the recovery time after the move hits by 6 frames. □ Changed the opponent's behavior when the move lands in midair or lands as a counter hit. □ Changed the opponent's behavior when the move lands in midair or lands as a counter hit. □ C ← S <	$\land \heartsuit \diamondsuit \bigotimes$	
□ → Shortened the recovery time after the move hits by 6 frames. □ Changed the opponent's behavior when the move lands in midair or lands as a counter hit. □ Changed the frame advantage when blocked from -20 frames to -14 frames. □ Changed the opponent's behavior when the move lands in midair or lands as a counter hit. □ Changed the opponent's behavior when the move lands in midair or lands as a counter hit. □ Changed the damage from 14 to 15. □ Ist hit □ Changed the frame advantage on guard from -14 frames to -13 frames. □ Changed the frame advantage when blocked from -13 frames. □ Changed the frame advantage when blocked from -13 frames. □ Changed the frame advantage when blocked from -13 frames. □ Changed the recovery time after the move hits by 4 frames. □ Changed the recovery time after the move hits by 4 frames. □ Changed the recovery time after the move hits by 4 frames. □ Changed the recovery time after the move hits by 4 frames. □ Changed the recovery time after the move hits by 4 frames. □ Changed the recovery time after the move hits by 4 frames. □ Changed the recovery time after the move hits by 4 frames. <		
Changed the opponent's behavior when the move lands in midair or lands as a counter hit. During jump ↓ 2 ← 9 During jump ↓ 2 ← 9 - Changed the frame advantage when blocked from -20 frames to -14 frames. - Changed the recovery time after the move hits by 6 frames. - Changed the opponent's behavior when the move lands in midair or lands as a counter hit. - Changed the damage from 14 to 15. During jump ↓ 2 ← 9 - Changed the damage from 10 to 5. - Changed the frame advantage on guard from -14 frames to -13 frames. - Changed the frame advantage on guard from -14 frames to -9 frames. - Changed the frame advantage on guard from -13 frames. - Changed the frame advantage when blocked from -13 frames. - Shortened the recovery time after the move hits by 4 frames. - Shortened the recovery time after the move hits by 4 frames. - Changed the opponent's behavior when the move lands as a counter hit. - Changed the recovery time after the move hits by 4 frames. - Shortened the recovery time after the move hits by 4 frames. - Shortened the recovery time after the move hits by 4 frames. - Changed the tatack startup from frame 18 to frame 16. During Moon Glide S - Decreased the range of the attack. - Shortened the recovery time after the move hits by 4 frames.		
- Changed the opponent's behavior when the move lands in midiar or lands as a counter hit. - Changed the frame advantage when blocked from -20 frames to -14 frames. - Shortened the recovery time after the move lands in midiar or lands as a counter hit. - Changed the opponent's behavior when the move lands in midiar or lands as a counter hit. - Changed the damage from 14 to 15. During jump J 2 < <>> - Changed the damage from 10 to 5. - Changed the frame advantage on guard from -14 frames to -13 frames. - Shortened the recovery animation by 1 frame when the move hits. - Changed the frame advantage on guard from -14 frames to -9 frames. - Shortened the recovery meal fret the move hits by 4 frames. - Shortened the recovery time after the move lands as a counter hit. - Changed the opponent's behavior when the move lands as a counter hit. - Changed the recovery time after the move hits by 4 frames. - Shortened the recovery time after the move lands as a counter hit. - Changed the attack startup from frame 18 to frame 16. During Moon Glide - Decreased the range of the attack. - Shortened the recovery time after the move hits by 4 frames. - Shortened the recovery time for both the character and the opponent by 4 frames upon guard to speed up the interaction. During Moon Glide - Decreased the range of the attack. <	↓ @ <= 🔀	
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- Changed the frame advantage when blocked from +2 frames to +6 frames. ⇒⇒⇒⊗ - Shortened the recovery time after the move hits by 2 frames.		
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 Increased the move's tracking. 	$\neg \neg \neg \neg \infty$	
		I- Increased the move's tracking.

GEESE changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
During Rage \Rightarrow	% – Changed the damage of the 10th hit from 15 to 25.
$\Rightarrow \emptyset \land \$$	- New move.
$\Rightarrow \downarrow \Im \otimes$	- New move.
During MAX mode ⇔ 🖓 🖄 🐯	- New move.
8	- Changed the frame advantage when blocked from -3 frames to -8
	frames.
	 Changed the attack startup from frame 20 to frame 17.
N8	– Changed the frame advantage when blocked from –1 frame to –3
	frames.
	– Changed the frame advantage when blocked from –2 frames to –4
≌888	frames.
	Increased the recovery time for both the character and the opponent
	- Changed the frame advantage when blocked from -5 frames to -9
N8	frames.
	 Increased the recovery time after the move misses by 4 frames.
	 Decreased the distance between the character and the opponent
₽8	$-$ " \Rightarrow \otimes " can no longer be chained together this move after landing it
While crouching 怒	as a counter hit.
J. 88	- Changed the frame advantage when blocked from -12 frames to -15
While crouching 🛞	frames.
	- Changed the frame advantage upon hit from -2 frames to -5 frames.
Power Gauge	- Reduced "Power Gauge" increase by 50% when guarding / hitting an
	opponent's attack

GIGAS changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
888	- Changed the frame advantage when blocked from -7 frames to -6 frames.
	- Changed the frame advantage upon hit from +4 frames to +5 frames.
288 28	- Fixed an issue in which it was not possible to perform an attack reversal.
Solution 10 and 10	 Shortened the recovery time after the move hits by 3 frames.
₩8	- Changed the frame advantage when blocked from -28 frames to -20 frames.
	- Changed the frame advantage upon hit from +6 frames to -4 frames.
₩ 888	- New move.
During Golem Set Up 🚷	 Enabled the move to cause a wall bound if it hits.
	- Changed the frame advantage when blocked from +1 frame to +4 frames.
While rising 怒	 Changed the frame advantage upon hit from +3 frames to +5 frames.
During sidestep 🚷	 Decreased the move's forward movement after it lands.
Approach enemy ⇔ 🖓 🖟 🖉 🗢	– The move can now also be performed with "During Golem Set Up 🐯".

JOSIE changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
During Rage ⇔☆ 🖓 🕁 😂	– Fixed an issue in which the move could be performed with "During Rage $\Box ightarrow 4$ \Box
	 Changed the opponent's behavior when the move lands as a counter hit.
While in Switch Stance 🛞	 Enabled the move to cause a wall bound if it hits.
	 Adjusted the animation to make it easier to see the jump motion.
888	 The move will now chain together.
	- Changed the opponent's behavior when the move lands as a counter hit.
⇒8888	- New move.
\288 ->	– It is now possible to shift to Slide In with 5×10^{10}
	- Changed the frame advantage when blocked from -11 frames to -7 frames.
≌8(88)	- Increased the distance between the character and the opponent when the move
<=≈≈≈↓[≈≈≈]	is blocked.
	 Changed the opponent's behavior when hit.
\2888	 Changed the opponent's behavior when the move lands as a counter hit.
	 Changed the attack startup from frame 26 to frame 22.
Σ	- Changed the frame advantage when blocked from -12 frames to -13 frames.
	 Increased the recovery time after the move hits by 1 frame.
₽ 8	- Changed the opponent's behavior when the move lands as a counter hit.
₩00	– It is now possible to shift to a crouching stance with " $\bigcup \bigotimes \blacksquare$ " after the move.
₩8	- Changed the damage from 20 to 25.
₩ 888	 Increased the lower range of the attack.
	- Changed the frame advantage upon hit from +1 frame to +6 frames.
<−8888	- The 3rd hit will now always chain together with the 4th, even when delaying its
<₽8	- Changed the damage from 12 to 17.

JULIA changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

 Attack startup = The time at which an attack's hitbox becomes active.

 All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question

 Commands

Outilitatius	Unaliges
	 Changed the damage from 20 to 22.
During Spin Behind 🐯	- Changed the frame advantage upon hit from $+3$ frames to $+4$ frames.
	- Decreased the distance between the character and the opponent when the move
888	- Increased the damage from 8 to 10.
During Wind Roll 🏵 🐯	 Reduced the strength of the pushback, and made the move easier to land.
⇒8888	 Changed the damage from 18 to 20.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	<ul> <li>Changed the opponent's behavior when hit.</li> </ul>
⇒888	<ul> <li>Changed the damage from 16 to 17.</li> </ul>
~/ 00 00	- Decreased the distance between the character and the opponent when the move
⇒88	Made the move less likely to put you on the other side of the opponent, which
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	would occur under certain conditions.
⊻8 8 8	 Changed the damage from 21 to 23.
	 Changed the input window for the 2nd hit from 22 frames to 24 frames.
7888	- Fixed an issue in which the 2nd hit's input window would vary depending on
<> << << << << << << << << << << << << <	whether the previous hit landed or was blocked.
	- Changed the frame advantage on guard from -14 frames to -13 frames.
⇒⇒8	 Changed the opponent's behavior when guarding the move.
	Increased the recovery time after the move hits by 1 frame.
	 Changed the attack startup from frame 11 to frame 12.
₽₩88	- The move can now be performed using an advance input.
$\Rightarrow \Rightarrow $	- Changed the damage from 15 to 12.
While crouching 🚷	- Decreased the distance between the character and the opponent when the move
During sidestep 🛞	- New move.
Approach enemy ⇔88	– New move.
Approach midair enemy ⇒ 🏵	New move.

۰n.

KATARINA changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
	- It is now possible to shift to Harrier with " \Im
8	- Changed the frame advantage when blocked from -9 frames to -12 frames.
	- Changed the damage from 20 to 15.
₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩₩ ₩₩₩₩₩₩₩₩₩₩₩₩₩	 Enabled the move to cause a wall bound if it hits.
⇒₩	- Changed the frame advantage when blocked from ± 0 frames to +1 frame.
	 Changed the frame advantage upon hit from +4 frames to +5 frames.
\Rightarrow	- Changed the input window for "During Harrier \mathbf{I} " from 16 frames to 10 frames.
During Harrier 怒	 Increased the upper range of the attack.
During Harrier 🎇	 Changed the damage from 23 to 20.
During Harrier 🛞	- Changed the frame advantage when blocked from -13 frames to -9 frames.
During Harrier 🖄 🎛 🎛	- New move.
₩88	- Changed the frame advantage when blocked from -1 frame to -3 frames.
$\mathbb{N}^{\mathbb{N}}$	- Changed the frame advantage upon hit from +2 frames to -1 frame.
	- Changed the damage from 18 to 20.
<₽8	- Changed the frame advantage when blocked from -16 frames to -14 frames.
	 Shortened the recovery time after the move hits by 2 frames.
<u>-0</u>	- Changed the damage from 15 to 17.
$\Leftrightarrow \mathfrak{B}$	 Changed the opponent's behavior when the move lands as a counter hit.
₩	 Changed the damage from 25 to 23.
₩ 8	- Changed the damage from 22 to 27.
	- Changed the frame advantage when blocked from -13 frames to -15 frames.
	 Decreased the move's reach.
28	Fixed the animation before the attack startup to reduce instances in which an
	opponent's mid attack would occasionally not land.
\bigtriangledown	 Changed the opponent's behavior when hit.
	1st hit/2nd hit
⇒⇒888	 Changed the opponent's behavior when hit.
	- Changed the frame advantage when blocked from -6 frames to -9 frames.
⇒⇒₩	 Increased the recovery time after the move hits by 3 frames.
During Harrier 🖉 🛞	- Changed the opponent's behavior when the move lands as a counter hit.
	 Changed the opponent's behavior when hit while downed.
	 Changed the damage from 30 to 25.
(While enemy is down) 🔱 🕁	- Changed the opponent's behavior when hit while downed.

KAZUMI changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.
Commands
Changes

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r to land.

 KUMA & PANDA changes

 Damage = The amount of health taken away from the opponent when an attack hits.

 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

 Attack startup = The time at which an attack's hitbox becomes active.

 All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
During Rage ⇒ ⇒ 8	- Fixed an issue in which following up with certain moves would cause the opponent	
	to become turned around.	
During Hunting 🐯	 Changed the opponent's behavior when hit while downed. 	
During Hunting	- Changed the damage from 24 to 20.	
During Hunting $\Im \otimes$	- Decreased the distance between the character and the opponent when the move is b	olocked.
During Hunting 🖓 🐯	- Changed the opponent's behavior when the move lands as a counter hit.	
∾8	- Changed the command from " \boxtimes \boxtimes " to " \boxminus \boxtimes ".	
	- New move.	
⇖⇮⇦⇘⇃⇙⇦⇖⇧⇗	- Changed the command from ″∿器⇔\↓ℓ⊄¬∿↑ℓ″ to ″⇔器⇔\↓ℓ⊄¬∿↑ℓ	
$\langle \neg \neg \rangle \otimes$	- Changed the damage from 26 to 23.	
While rolling forward 🏵	 Changed the opponent's behavior when hit. 	
While rising 🎖 🕄	- Changed the damage from 25 to 20.	
Crouching	- Fixed the animation to reduce instances in which an opponent's low attack would occ	asionally not land.

LEE changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
	- Decreased the distance between the character and the opponent when the
During Rage 🖄 😂	move hits or is blocked.
	Increased the recovery time for both the character and the opponent by 4
	frames upon guard to slow down the interaction.
	Increased the distance between the character and the opponent when the move
	is blocked.
	 Increased the recovery time after the move hits by 4 frames.
888	 Changed the move to send the opponent spinning when it lands as a counter hi
	 Changed the move to send the opponent spinning when it lands as a counter in – Changed the damage from 17 to 20.
$ \begin{array}{c} $	- Changed the opponent's behavior when hit.
	- Changed the input window for the 2nd hit from 11 frames to 15 frames.
881288	
	 It is now possible to shift to Mist Step with "器介留学校". It is now possible to shift to Hitman with "認識".
30	
During Hitman 🖉 🏵	- Changed the frame advantage when blocked from -12 frames to -9 frames.
5	- Shortened the recovery animation by 1 frame when the move hits.
During Hitman 🖉 🏵 🖡	- Changed the frame advantage when blocked from -14 frames to -9 frames.
	 Shortened the recovery time after the move hits by 3 frames.
	1st hit
	– Decreased the distance between the character and the opponent when the
	move is blocked.
	2nd hit
	– Decreased the distance between the character and the opponent when the
	move is blocked.
	 Increased the forward range of the attack.
⇒888	- New move.
₩88	– Decreased the distance between the character and the opponent when the
ΛÅ	 Decreased the move's tracking.
Ū 88 48 88 88	 Increased the upper range of the attack.
	- It is now possible to shift to Mist Step with $" \downarrow \otimes \bigotimes \odot \otimes \uparrow \otimes$.
$\overline{\mathbb{Q}}$	 Decreased the duration of the attack's hitbox by 1 frame.
	 Decreased the distance between the character and the opponent when the
$\ominus \mathfrak{s}$	move is blocked.
	 Increased the lower range of the attack.
78	 Fixed an issue in which the character would not be counted as jumping during
~ 0	the second half of the move if it was blocked or missed.
⇒⇒₩	- Changed the attack startup from frame 16 to frame 14.
⇒⇒%	
	- Changed the opponent's behavior when the move lands as a counter hit.
While rising 🏵 🏵	It is now possible to shift to Hitman with "While rising \$\$ \$\$ \$\$". Decreased the distance between the character and the opponent when the
While rising 🔀 🏵	
	move is blocked.
Time with enemy punch 🖙	 The move can now be performed from a crouching position.
Time with enemy punch $\leftarrow \$$	Changed the attack from a high attack to a mid attack.
🚰 upon successful parry 🔄	

LEI changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question. Commands Changes During Rage, during Snake 器 Changed the attack startup from 20 frames to 15 frames. - Changed the attack startup from 17 frames to 15 frames. During Rage, during Dragon 😵 Increased the lower range of the attack. During Rage, during Panther 😵 - Shortened the recovery time after the move hits by 5 frames. - Changed the attack startup from 16 frames to 14 frames. During Rage, during Tiger 😪 Increased the lower range of the attack During Rage, during Crane 器 Increased the lower range of the attack. Increased the lower range of the attack. <u>√</u>88⇒ (−888 <u>∩888</u> - Delayed the timing at which the opponent's attack can be blocked by 10 frames. - Fixed an issue in which the move's properties differed from those of "888". - New move. 7**8** - Increased the lower range of the 1st hit. ⇒☆‱⊗⇒ Sped up the timing at which the move can be performed from Tiger by 3 frames. During Dragon 🏵 🕏 🔿 Changed the attack startup from 24 frames to 22 frames. $\Rightarrow\Rightarrow\Rightarrow \otimes \otimes$ Fixed an issue in which it was possible to perform an attack During sidestep 🛞 - Decreased the move's tracking. During Snake 🛞 - Changed the damage from 11 to 13. During Panther (888) - Decreased the distance between the character and the opponent when the 1st hit lands. During Crane 🖉 🛞 - Increased the lower range of the attack. During Drunken Master Walk 🏵 - Changed the damage from 13 to 10. During Drunken Master Walk 🛞 - New move. During Drunken Master Walk 🕺 🎘 🖡 - Increased the move's reach. Back toward enemy 🏵 🏵 - Increased the range of the attack. (By enemy's feet) during Play Dead - Increased the strength of the pushback to reduce the frequency at which the character would switch places with the

MARDUK changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
	 Increased the move's forward movement.
During Vale Tudo Style ⇒ 🗞 🚷	 Changed the opponent's behavior when hit.
	1st hit
	 Changed the damage from 17 to 13.
	 Changed the opponent's behavior when the move lands as a
	counter hit.
	 Decreased the distance between the character and the
	opponent when the move hits or is blocked.
⇒888	
	2nd hit
	− Changed the frame advantage when blocked from −9 frames to
	-11 frames.
	 Changed the opponent's behavior when guarding the move.
	- Changed the opponent's behavior when the move lands as a
	regular hit or a counter hit
\Rightarrow	 Changed the opponent's behavior when the move lands as a counter hit.
	- Changed the frame advantage when blocked from -12 frames to
•	-13 frames.
≌88	 Decreased the distance between the character and the
	opponent when the move is blocked.
	 Increased the move's reach.
	1st hit
	 Increased the move's reach.
2	
	2nd hit
	 Increased the lower range of the attack.
<u>28288</u>	– New move.
∑8288 Hold	– New move.
	 Increased the move's reach.
	 Decreased the distance between the character and the opponent when the move is block
₩	 Decreased the distance between the character and the opponent when the move hits.
	 Changed the frame advantage when blocked from -10 frames to
\Rightarrow \Rightarrow \bigotimes	−8 frames.
	 Shortened the recovery time after the move hits by 2 frames.
While rising 888	 Changed the opponent's behavior when the move lands as a counter hit.
While crouching Sa 🚷	- Improved the move's evasive properties.
Approach enemy ⇒ ⇒ ₩	 Changed the input window from 17 frames to 30 frames.

MASTER RAVEN changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Ist hit - Fixed an issue in which the character would occasionally not shift to a t after hitting the opponent from the front. During Rage ⇒ during hit from the front - Changed the opponent's behavior when hit from the side. 3rd hit - Increased the move's tracking. - Changed the frame advantage when blocked from -9 frames to -12 frame - Decreased the distance between the character and the opponent when move is blocked. During Haze ↑ - Changed the recovery time by 5 frames. Back toward enemy SS ↑ - Shortened the recovery time by 5 frames. Back toward enemy SS ↑ - Changed the frame advantage upon hit from +2 frames to +6 frames. - Decreased the distance between the character and the opponent when e character and the opponent when it charage the attack startup from frame 22 to frame 10. - Shortened the recovery time for both the character and the opponent when move is blocked. - Changed the distance between the character and the opponent when it frames upon guard to speed up the interaction. - Decreased the distance between the character and the opponent when move is blocked. - Shortened the recovery time after the move hits by 3 frames. - Changed the move to send the opponent sheaking make in hit. - Changed the opponent's behavior when hit. - Changed the damage from 12 to 15. - Changed the damage from 12 to 15. - Reduced the strength of the pushback, and made the move easier to lar to the changed the damage from 13 to 19. <th>+6 frames. pponent when the +6 frames. pponent when the the opponent by 3 pponent when the mes. hits them midair. <u>ve easier to land.</u> <u>ve easier to land.</u></th>	+6 frames. pponent when the +6 frames. pponent when the the opponent by 3 pponent when the mes. hits them midair. <u>ve easier to land.</u> <u>ve easier to land.</u>
During Rage ⇒ a during hit from the front. - Changed the opponent from the front. - Changed the opponent's behavior when hit from the side. 3rd hit - Increased the move's tracking. - Changed the frame advantage when blocked from -9 frames to -12 fram - Obarged the frame advantage when blocked from -9 frames to -12 fram - Decreased the distance between the character and the opponent when move is blocked. During Haze 1 - Decreased the recovery time by 5 frames. Back toward enemy SS 1 - Shortened the recovery time by 5 frames. Back toward enemy SS 1 - Changed the frame advantage upon hit from +2 frames to +6 frames. - Decreased the distance between the character and the opponent when - Changed the recovery time for both the character and the opponent b frames upon guard to speed up the interaction. - Decreased the distance between the character and the opponent when move is blocked. - Shortened the recovery time after the move hits by 3 frames. - Changed the opponent's behavior when hit. - Changed the opponent's behavior when hit. - Changed the opponent's behavior when hit. - Changed the damage from 12 to 15. - Reduced the strength of the pushback, and made the move easier to lar - Reduced the strength of the pushback, and made the move easier to lar	+6 frames. pponent when the +6 frames. pponent when the the opponent by 3 pponent when the mes. hits them midair. <u>ve easier to land.</u> <u>ve easier to land.</u>
During Rage ▷ 📽 during hit from the front - Changed the opponent's behavior when hit from the side. 3rd hit - Increased the move's tracking. - Changed the frame advantage when blocked from -9 frames to -12 fram During Haze ↑ > Back toward enemy Back ↑ Back toward enemy Back ↑ > Back toward enemy Back ↑ > Back toward enemy Back ↑ > Changed the frame advantage upon hit from +2 frames to +6 frames. - Changed the frame advantage upon hit from +2 frames to +6 frames. - Changed the frame advantage upon hit from +2 frames to +6 frames. - Changed the frame advantage upon hit from +2 frames to +6 frames. - Changed the frame advantage upon hit from +2 frames to +6 frames. - Decreased the distance between the character and the opponent when - Changed the tracovery time for both the character and the opponent when - Changed the distance between the character and the opponent when - Decreased the distance between the character and the opponent when - Changed the strength of the poshback, and made the move easier to lar - Shortened the recovery time after the move hits by 3 frames. - Changed the strength of the pushback, and made the move easier to lar - Changed the strength of the pushback, and made the move easier to lar - Changed the damage from 12 to 15.	+6 frames. pponent when the ponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. ve easier to land.
3rd hit - Increased the move's tracking. - Changed the frame advantage when blocked from -9 frames to -12 fram - During Haze ↑ - During Haze ↑ - State - State	+6 frames. pponent when the ponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. ve easier to land.
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 Increased the move's tracking. Changed the frame advantage when blocked from -9 frames to -12 fram - Decreased the distance between the character and the opponent when move is blocked. Set to ward enemy Set 1 Set Set 1 Set 1<!--</td--><td>+6 frames. pponent when the ponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. ve easier to land.</td>	+6 frames. pponent when the ponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. ve easier to land.
 Changed the frame advantage when blocked from -9 frames to -12 fram - Decreased the distance between the character and the opponent when move is blocked. During Haze ↑ State 1 State 1<td>+6 frames. pponent when the ponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. ve easier to land.</td>	+6 frames. pponent when the ponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. ve easier to land.
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move is blocked. During Haze ↑ > >>>>>>>>>>>>>>>>>>>>>>>>>>>>	+6 frames. pponent when the the opponent by 3 pponent when the mes. hits them midair. <u>ve easier to land.</u> <u>ve easier to land.</u>
During Haze ↑ State State<	pponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. s a counter hit. ve easier to land.
Solution - Shortened the recovery time by 5 frames. Back toward enemy Solution Back toward enemy Solution Back toward enemy Solution Solution - Changed the frame advantage upon hit from +2 frames to +6 frames. - Decreased the distance between the character and the opponent when - Changed the attack startup from frame 22 to frame 19. - Shortened the recovery time for both the character and the opponent b frames upon guard to speed up the interaction. - Decreased the distance between the character and the opponent when move is blocked. - Shortened the recovery time after the move hits by 3 frames. - Changed the attack startup from frame 16 to frame 15. - Changed the attack startup from frame 16 to frame 15. - Changed the attack startup from frame 16 to frame 15. - Changed the attack startup from frame 16 to frame 15. - Changed the attack startup from frame 16 to frame 15. - Changed the attack startup from frame 16 to frame 15. - Changed the strength of the pushback, and made the move easier to lar - Reduced the strength of the pushback, and made the move easier to lar - Reduced the strength of the pushback, and made the move easier to lar	pponent when the the opponent by 3 pponent when the mes. hits them midair. ve easier to land. s a counter hit. ve easier to land.
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Back toward enemy \Rightarrow \otimes \otimes \otimes \Rightarrow \otimes \Rightarrow	es to -12 frames
- Changed the opponent's behavior when the move lands as a counter hit	
 Changed the opponent's behavior when the move lands as a counter inter- - Changed the frame advantage when blocked from +5 frames to +3 frame 	a bouncor me.
Back toward enemy \bigcirc 8 – Decreased the distance between the character and the opponent when	
move is blocked.	es to +3 frames.
It is now possible to consel the 2nd bit with $^{\prime\prime}$ $=$ 0000 \pm $^{\prime\prime}$ and abit to fac	es to +3 frames.
\sim	es to +3 frames. pponent when the
⇒ ➡ 🔀 – Reduced the strength of the pushback, and made the move easier to lar	es to +3 frames. pponent when the and shift to facing away
- Changed the damage from 19 to 17.	es to +3 frames. pponent when the and shift to facing away
	es to +3 frames. pponent when the and shift to facing away
- Changed the attack startup from frame 19 to frame 16.	es to +3 frames. pponent when the and shift to facing away ve easier to land.
$1 \oplus 2 \oplus 8$ – Decreased the distance between the character and the opponent when	es to +3 frames. pponent when the and shift to facing away ve easier to land.
↓ \u03c4 \u2203 \u2018 \u2018 \u2018 \u2018 \u2018 \u2018 \u2103 \u2	es to +3 frames. pponent when the and shift to facing away ve easier to land. pponent when the
	es to +3 frames. pponent when the and shift to facing away ve easier to land. pponent when the
↓ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\	es to +3 frames. pponent when the and shift to facing away ve easier to land. pponent when the <u>nes to 27 frames.</u>
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↓ \\Delta \Delta \S - Decreased the distance between the character and the opponent when move lands as a normal hit or a counter hit. - Changed the input window for "↓ \\Delta \Delta \SS" from 22 frames to 27 fram ↓ \\Delta \Delta \SSS - New move. - Shortened the recovery time after the move hits by 5 frames. - Changed the opponent's behavior when hit.	es to +3 frames. pponent when the and shift to facing away ve easier to land. pponent when the <u>nes to 27 frames.</u> mes.
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 ↓ ♪ ⇒ ⊗ - Decreased the distance between the character and the opponent when move lands as a normal hit or a counter hit. - Changed the input window for "↓ ♪ ⇒ ⊗ ∞" from 22 frames to 27 fram - New move. - Shortened the recovery time after the move hits by 5 frames. - Changed the opponent's behavior when hit. - Changed the move to send the opponent spinning when it hits them mid - Decreased the distance between the character and the opponent when move is blocked or lands as a counter hit. 	es to +3 frames. pponent when the and shift to facing away ve easier to land. pponent when the <u>nes to 27 frames.</u> hits them midair. pponent when the
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MIGUEL changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
During Rage 🖉 🐯	 Fixed an issue in which the move could not be input while running.
	1st hit
	- Changed the damage from 16 to 14.
888	
	2nd hit
	 Changed the attack startup from frame 30 to frame 23.
8	 Changed the damage from 17 to 14.
ČŬ	 Decreased the move's reach.
₩888	Shortened the recovery time after the move hits by 3 frames.
Ū 8 8	Decreased the distance between the character and the opponent when the
~ 00	move is blocked.
12 88	Decreased the distance between the character and the opponent when the
	move is blocked.
	- Changed the frame advantage when blocked from -13 frames to -14 frames.
\Rightarrow	 Increased the recovery time after the move hits by 1 frame.
	 Enabled the move to cause a wall bound if it hits.
\Rightarrow	- Changed the damage from 33 to 28.
\ominus 28	- New move.
∽⋈‰♥	– New move.
During Savage Stance 8	- Changed the frame advantage when blocked from -12 frames to -9 frames.
	 Shortened the recovery time after the move hits by 3 frames.
During Savage Stance 🖄 🛞	- Decreased the distance between the character and the opponent when the
	move is blocked.
	1st hit
	Decreased the distance between the character and the opponent when the
During Savage Stance 🗸 🏵 🏵	move is blocked.
	2nd hit
	- Changed the damage from 12 to 15.
	- Changed the frame advantage upon hit from +5 frames to +4 frames.
During Savage Stance 🖉 🏵	 Changed the opponent's behavior when hit.
	– Decreased the distance between the character and the opponent when the
	move is blocked.
Approach enemy 🔂 🐯	- It is now possible to shift to Savage Stance with "Approach enemy $\Im oldsymbol{\Re} oldsymbol{\Rightarrow}$ ".

NINA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
8888	- Changed the opponent's behavior when the move lands as a counter hit.	
888⇔8	- Changed the command from $" \otimes \otimes = \otimes "$ to " $\otimes \otimes \otimes $ ".	
88888⇒8	- Changed the command from $\%$	
	- Changed the opponent's behavior when the move lands as a counter hit.	
88⇒88	- Changed the command from " $\mathfrak{B} \Leftrightarrow \mathfrak{B}$ " to " $\mathfrak{B} \mathfrak{B}$ ".	
888	- Increased the lower range of the attack.	
$\infty \odot \odot \infty$	 Reduced the strength of the pushback, and made the move easier to land. 	
≌888	– It is now possible to shift to " \Downarrow \Im \Box \Rightarrow special step" with " \Im \boxtimes	
≤28888	- Changed the opponent's behavior when the move lands as a counter hit.	
\2888=>\$	– Changed the command from " \Im \otimes \otimes \Rightarrow \otimes " to " \Im \otimes \otimes \otimes ".	
≦8888⇒8	- Changed the command from " \Im \Im \Im	
S 8888	- Changed the opponent's behavior when the move lands as a counter hit.	
≌88	- Decreased the distance between the character and the opponent when the 2nd h	it lands.
$ \sqrt{88} $	– Decreased the distance between the character and the opponent when the move	hits.
	1st hit	
	– Decreased the distance between the character and the opponent when the	
288	move hits.	
	2nd hit	
	– Decreased the distance between the character and the opponent when the	
	- Decreased the distance between the character and the opponent when the move	is blocked.
	 Changed the damage from 14 to 16. 	
↓ \2 ⇒ 8 8 88	 Increased the upper range of the attack. 	
	New move.	
$\Rightarrow \Rightarrow \Rightarrow \bigotimes$	– Decreased the distance between the character and the opponent when the move	is blocked.
	1st hit	
	Decreased the distance between the character and the opponent when the	
While rising 🏵 🏵	move hits.	
	2nd hit	
While rising 🗁 🛞	Decreased the distance between the character and the opponent when the move	
During sidestep 🚷	Decreased the distance between the character and the opponent when the move	hits from the front.
	- Sped up the timing at which "Approach enemy $\mathbb{Q} \cong oldsymbol{\mathbb{R}}$ " can be performed by	
During sidestep ♥ ➡	10 frames.	
	– Sped up the timing at which "Approach enemy $\mathbb{Q} \odot \Longrightarrow \mathfrak{S}$ " can be performed by	
	10 frames.	
	 Decreased the distance between the character and the opponent when the move 	is blocked.
Approach enemy 🖄 🖄 😸	 Increased the lower range of the attack. 	
During Rage ⇔& ❤		
	– "Approach enemy \cong	
₩888→		
During sidestep 🊷 🔿		

NOCTIS changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
	2nd hit	
	- Changed the damage from 9 to 13.	
	 Decreased the distance between the character and the opponent when the move hits. 	
888⇒8		
	3rd hit	
	 Changed the attack startup from frame 26 to frame 25. 	
	- Changed the move to send the opponent spinning when it lands as a counter hit.	
*	- Changed the opponent's behavior when the 1st hit lands as a counter hit.	
⇒888	- Changed the opponent's behavior when hit.	
\mathbb{N}	Fixed the animation before the attack startup to reduce instances in which an opponent's high attack	k would occasionally not land
	- Changed the damage from 15 to 20.	
<u>5</u> 888	- Decreased the move's reach.	
	- Changed the damage from 12 to 15.	
₽88	- Changed the frame advantage when blocked from -18 frames to -15 frames.	
$\sim \omega$	- Changed the frame advantage upon hit from -3 frames to ± 0 frames.	
	2nd hit	
	 Increased the lower range of the attack. 	
	3rd hit	
$ \mathbb{Q} \otimes \otimes \otimes \otimes $		
	- Changed the damage from 22 to 25.	
	3rd hit (perfect input)	
	 Changed the damage from 25 to 28. Changed the damage from 7 to 10. 	•
288		
	 Increased the move's tracking. Changed the damage from 23 to 20. 	
	 Increased the distance between the character and the opponent when the move hits. 	
	- Decreased the move's tracking.	
	- Decreased the move's reach.	
\bigtriangleup during hit from front \bigotimes	- Decreased the move's tracking.	
$\sim \infty$ during hit from front ∞	 Changed the damage from 6, 14 to 7, 17. Changed the frame advantage when blocked from -11 frames to -9 frames. 	
~ 0	 Shortened the recovery time after the move hits by 2 frames. 	
⊂ Supon successful punch	 Changed the opponent's behavior when hit. Shortened the recovery time after the move hits by 2 frames. 	
$\overline{\bigcirc}$ $\overline{\bigcirc}$ during hit \uparrow	 Changed the opponent's behavior when hit by the 1st hit in midair. New move. 	
	– New move. – Changed the frame advantage when blocked from −5 frames to −3 frames.	
~ 8	 Increased the distance between the character and the opponent when the move is blocked. 	
	 Shortened the recovery time after the move hits by 2 frames. 	
	- Changed the opponent's behavior when hit.	1
	 Shortened the recovery time after the move hits by 4 frames. Changed the damage from 17 to 20. 	•
⇒⇒₩		
	Increased the range of the attack. Decreased the distance between the observator and the encount when the make is blacked.	4
Forward Jump peak 🐯	 Decreased the distance between the character and the opponent when the move is blocked. Changed the move to cond the opponent opining when it leads as a counter bit. 	4
While rising 🛞 🚷 While crouching 😒 🚷	 Changed the move to send the opponent spinning when it lands as a counter hit. 	
	- New move.	J

BRYAN changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question Commands

Commands	Changes
During Rage 🖙 🐯	– Fixed an issue in which the move could not be performed when input as "During Rage $rightarrow$ $rac{1}{8}$ $ ightarrow$ or while running.
8888886 (or ↓) ⇔8886 (or ↓) ↓∿⇔8886 (or ↓)	- Fixed an issue in which the timing at which "During sidestep \mathfrak{B} " and "During sidestep \mathfrak{B} " could be performed was faster.
88	1st hit - Decreased the distance between the character and the opponent when the move hits. - Increased the lower range of the attack.
	2nd hit - Decreased the distance between the character and the opponent when the move hits.
888	2nd hit - The move will now chain together. - Changed the frame advantage upon hit from +4 frames to +2 frames.
	3rd hit - Shortened the recoverv time after the move hits by 3 frames.
₽8	 Changed the damage from 14 to 17. Changed the frame advantage upon hit from +1 frame to +8 frames. Decreased the distance between the character and the opponent when the move hits.
$\overline{1}$	- Changed the damage from 11 to 13.
Ĵ 😸	- Increased the move's reach.
Ū (888)	 Increased the move's reach.
\Rightarrow	- Changed the frame advantage when blocked from +3 frames to +4 frames.
⇒⇒⊗	- Changed the frame advantage when blocked from -10 frames to -9 frames. - Shortened the recovery animation by 1 frame when the move hits.
⇒⇒器	- Decreased the distance between the character and the opponent when the move hits.
∽∿8€	 Shortened the recovery time by 4 frames.
↓☆⇔888	- Decreased the distance between the character and the opponent when the move hits.
$\bigcirc \ \oslash \hookrightarrow \bigotimes$	- Changed the damage from 21 to 23.
While crouching 🖄 🎖 😽	- New move.

DEVIL JIN changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
	- Decreased the distance between the character and the opponent when the move	e hits.
	 Changed the damage from 10 to 9. 	
\Rightarrow	- The 2nd hit can now be canceled with $" \Rightarrow mathbf{R} = "$.	
	- New move.	
⇐器器 (must hit)	– New move.	
28	Increased the distance between the character and the opponent when the	
. 0	move hits.	
⇔⇒&&⊗≦⊗	Increased the strength of the pushback to reduce the frequency at which the	
	character would switch places with the opponent.	
$\Rightarrow 1 1 2 2 3$	 Changed the damage from 23 to 20. 	
While rising 🚷	- Decreased the distance between the character and the opponent when the	
⇒⇒☆⊗	 Changed the damage from 10 to 9. 	

DRAGUNOV changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in quest Changes

Changes	
- Increased the range of the attack.	
- Changed the attack startup from frame 23 to frame 22.	
- It is now possible to shift to Sneak with "888 ".	
- New move.	
 Changed the attack startup from frame 26 to frame 25. 	
- Increased the range of the attack.	
- Changed the frame advantage upon hit from -1 frame to ± 0 frames.	
1st hit	
- Changed the frame advantage when blocked from -16 frames to -14 frames.	
- Changed the frame advantage upon hit from -4 frames to -3 frames.	
- Decreased the distance between the character and the opponent when the	
move is blocked.	
2nd hit	
- Changed the attack startup from frame 28 to frame 27.	
 Decreased the distance between the character and the opponent when the 	
move is blocked.	
- Increased the range of the attack.	
 Changed the damage from 25 to 23. 	
- Changed the opponent's behavior when hit in midair.	
 Changed the frame advantage when blocked from +5 frames to +6 frames. 	
 Shortened the recovery time after the move hits by 1 frame. 	
 Enabled the move to cause a wall bound if it hits. 	
- Changed the frame advantage when blocked from -12 frames to -13 frames.	
– Decreased the distance between the character and the opponent when the	
move is blocked.	
- Changed the frame advantage when blocked from -15 frames to -14 frames.	
 Shortened the recovery time after the move hits by 1 frame. 	
– Decreased the distance between the character and the opponent when the	
move is blocked.	

FENG changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	with the move	in question.
	 Changes Changed the frame advantage upon hit from +1 frame to +3 frames. 		
88888 8888 (Changed the frame advantage upon hit from +3 frames to +5 frames. 		
	 Decreased the distance between the character and the opponent when the 		
8	move hits or is blocked.		
\$\$\$\$\$€	- Shortened the recovery time by 4 frames.		
	 Changed the frame advantage upon hit from +5 frames to +8 frames. 		
	 Decreased the distance between the character and the opponent when the 		
	move hits or is blocked.		
	 The move can now also be performed with "During sidestep [
	- Shortened the recovery time after the move hits by 2 frames.		
	 Changed the opponent's behavior when hit from the side. 		
	 Increased the distance between the character and the opponent when the move 		
	is blocked.		
	 Decreased the distance between the character and the opponent when the 		
	- Changed the frame advantage when blocked from -12 frames to -7 frames.		
	 Shortened the recovery time after the move hits by 5 frames. 		
	- The move can now also be performed with "During sidestep [88]".		
(\$\$\$\$)←	- Changed the frame advantage when blocked from -7 frames to -2 frames.		
	- Shortened the recovery time after the move hits by 5 frames.		
-\0000	 Changed the attack startup from frame 21 to frame 22. Decreased the distance between the observator and the oppenent when the 		
⇒88€8	 Decreased the distance between the character and the opponent when the move is blocked. 		
	 Changed the attack startup from frame 31 to frame 32. 		
	 Decreased the distance between the character and the opponent when the 		
⇒888€	move is blocked.		
	 Changed the startup of the character's crouching status from frame 24 to 		
⇒₩8	- Shortened the recovery time after the move hits by 2 frames.		
⇒₩₩	- Increased the distance between the character and the opponent when the move		
	is blocked.		
78 8	- Changed the damage from 15 to 14.		
	 Decreased the distance between the character and the opponent when the 		
	- New move Changed the frame advantage upon hit from ±5 frames to ±7 frames.		
288	 Changed the frame advantage upon hit from +5 frames to +7 frames. Changed the frame advantage when blocked from -17 frames to -15 frames. 		
288€←	 Changed the frame advantage when blocked from -17 frames to -15 frames. Changed the frame advantage upon hit from -6 frames to -4 frames. 		
	- Changed the frame advantage upon hit from -6 frames to -4 frames. - Changed the damage from 5, 10, 30 to 10, 10, 25.		
2888	 Decreased the distance between the character and the opponent when the 2nd 		
	hit is blocked.		
⊻\$8	 Changed the damage from 12 to 14. 		
	- Changed the damage from 15, 8, 12, 21 to 15, 10, 13, 22.		
⇔&&&&	- Increased the range of the 1st and 4th hits of the attack.		
	- Changed the input window for the 4th hit from 27 frames to 37 frames.		
	- Changed the frame advantage when blocked from -1 frame to -3 frames.		
Back toward enemy 🕏	- Increased the recovery time for both the character and the opponent by 2		
	frames upon hit to slow down the interaction.		
	 Increased the lower range of the attack. Changed the frame advantage when blocked from -5 frames to -3 frames. 		
	 Shortened the recovery time after the move hits by 2 frames. 		
(= \$ \$ \$ \$ \$ \$	 Decreased the distance between the character and the opponent when the 		
	move hits.		
78	 The character is now counted as crouching from frames 6 to 23 of the 1st hit. 		
× ₩	- Changed the frame advantage when blocked from -10 frames to -9 frames.		
~~	- Changed the damage from 28 to 25.		
	 Changed the frame advantage when blocked from +1 frame to +3 frames. 		
⇒ → 器 Hold	 Changed the frame advantage upon hit from +23 frames to +14 frames. 		
	- Decreased the distance between the character and the opponent when the		
	move hits or is blocked.		
$\mathbb{Q} \cong \mathbb{R}$	 Increased the strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the frequency at which the characteristic strength of the pushback to reduce the pushba	racter would sv	witch pla
	- Changed the damage from 23 to 21.		
	- Changed the frame advantage when blocked from +5 frames to +4 frames.		
$\mathbb{Q} \oslash \mathfrak{B}$	 Changed the frame advantage upon hit from +9 frames to +8 frames. Decreased the distance between the character and the encount when the 		
	 Decreased the distance between the character and the opponent when the move is blocked 		
While rising 🐯 🐯	move is blocked. - Changed the damage from 11, 12 to 13, 13.		
While rising \bigotimes	 Changed the damage from 11, 12 to 13, 13. Changed the frame advantage upon hit from +4 frames to +7 frames. 		
	- Changed the damage from 25 to 20.		
	- Changed the frame advantage when blocked from -10 frames to -9 frames.		
Maila vicina 🕶	 Shortened the recovery animation by 1 frame when the move hits. 		
While rising 🐯	 Changed the opponent's behavior when hit. 		
	 Decreased the distance between the character and the opponent when the 		
	move is blocked.		
	- Changed the damage from 25 to 20.		
While rising 🐯 upon successful p	- Changed the frame advantage upon hit from +30 frames to +16 frames.		
	- Decreased the distance between the character and the opponent when the		
	- Changed the damage from 18 to 19.		
While crouching ${}^{ar{}}_{\Sigma} \otimes$	- Changed the frame advantage when blocked from -13 frames to -12 frames.		
	- Changed the frame advantage upon hit from -2 frames to -1 frame.		
	- Changed the frame advantage when blocked from +1 frame to +3 frames.		
During sidestep 🛞			
	 Changed the startup of the character's crouching status from frame 13 to Changed the frame advantage when blocked from -5 frames to -3 frames 		
During sidestep 🛞	- Changed the frame advantage when blocked from -5 frames to -3 frames.		
During sidestep 🗞 During sidestep 🛞 While down (facing up) 🏔			

HEIHACHI changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

All notes in this list are written	from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.
Commands	Changes
&&(&&) &(&&) © ⇔(&&) ⇔&(&&)	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
	 Decreased the move's tracking.
× 888	- Decreased the distance between the character and the opponent when the move is blocked.
⇔8888	1st hit – Decreased the distance between the character and the opponent when the move hits. – Increased the range of the attack.
	2nd hit - Increased the range of the attack.
∽器	 Changed the attack startup from 19 frames to 17 frames.
⇒⇒8	 Changed the damage from 25 to 22. Changed the opponent's behavior when hit in midair.
⇒☆↓♡8	- Changed the damage from 23 to 20.
⇒☆↓☆888	- Increased the move's reach.
	1st hit - Decreased the distance between the character and the opponent when the move hits.
⇔☆↓∿≋≋≋	2nd hit∕3rd hit − Changed the frame advantage when blocked from −11 frames to −10 frames.
While rising 🏵 🐯	New move.
While crouching 🖄 😵	- Changed the damage from 23 to 20.

HWOARANG changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

During Rage 🖓 🄀	 Fixed an issue in which the move could not be performed while running or side-walking.
88888	 Changed the opponent's behavior when hit.
¥8	– Changed the frame advantage when blocked from ± 0 frames to –1 frame.
	 Changed the frame advantage upon hit from +7 frames to +6 frames.
288	– New move.
2₩8	- Decreased the distance between the character and the opponent when the move is
	blocked.
288	- Changed the frame advantage when blocked from -3 frames to -1 frame.
	 Shortened the recovery time after the move hits by 2 frames.
	- Changed the damage from 18 to 15.
⇒88	- Changed the frame advantage when blocked from -13 frames to -14 frames.
	- Changed the frame advantage upon hit from ± 0 frames to -1 frame.
	 Changed the opponent's behavior when the move lands as a counter hit.
$\exists \mathfrak{B}$	 Increased the move's reach. Changed the frame advantage when blocked from −9 frames to −7 frames.
=8	 Increased the distance between the character and the opponent when the move is
	blocked.
	 Increased the distance between the character and the opponent when the move is
\$888	blocked.
	 Changed the frame advantage when blocked from +3 frames to +5 frames.
â	- Increased the distance between the character and the opponent when the move is
	blocked.
	 Increased the lower range of the attack.
	- Changed the frame advantage when blocked from ± 0 frames to +3 frames.
) 86	 Increased the distance between the character and the opponent when the move is
	blocked.
	 Changed the frame advantage upon hit from +4 frames to +6 frames.
788	- Increased the lower range of the attack.
	- Reduced the strength of the pushback, and made the move easier to land.
7888	- Fixed an issue in which the 2nd hit would miss when the 1st hit is blocked.
⇒☆♀♀	- Changed the frame advantage when blocked from +3 frames to +4 frames.
eft Stance back towards enemy	 Increased the lower range of the attack.
	 Changed the opponent's behavior when hit while downed.
Time with enemy punch 🖙 🐯	 Changed the frame advantage upon a successful parry from +12 frames to +13 frames.
Vhile in Right Stance 🏽	- Changed the frame advantage when blocked from -9 frames to -8 frames.
While in Right Stance 8888	- Changed the frame advantage upon hit from +2 frames to +3 frames.
	- Increased the distance between the character and the opponent when the move hits.
	- Changed the frame advantage when blocked from -9 frames to -7 frames.
While in Right Stance 🔀 🏵	 Increased the distance between the character and the opponent when the move is
Vhile in Right Stance 🏵 🏵	– The 2nd hit can now be canceled with "While in Right Stance $\Im $ \Rightarrow " to shift to Right
	Flamingo.
While in Right Stance $ ightarrow$	- Improved the move's evasive properties.
While in Right Stance ⇨【卷卷】	- Changed the frame advantage when blocked from −12 frames to −13 frames.
	 Increased the lower range of the attack. Increased the range of the attack.
Vhile in Right Stance ⇔ <mark>8</mark>	 Decreased the distance between the character and the opponent when the move is
Vhile in Right Stance 🖉 🏵	blocked.
	 Changed the frame advantage when blocked from -9 frames to -7 frames.
Vhile in Right Stance 🖙 🏵	- Increased the distance between the character and the opponent when the move is
	blocked.
	1st hit
	- Changed the damage from 18 to 15.
	- Changed the frame advantage when blocked from -17 frames to -9 frames.
	- Changed the frame advantage upon hit from -6 frames to -1 frame.
/hile in Right Stance ⇔ ⇒⊗	2nd hit
	 Changed the frame advantage when blocked from +14 frames to +3 frames.
	 Shortened the recovery time after the move hits by 5 frames.
	 Increased the distance between the character and the opponent when the move hits or
	is blocked.
	- The 2nd hit can no longer be dodged with a crouch if the 1st hit is blocked
Right Stance back towards enemy	 Increased the lower range of the attack.
	- Increased the lower range of the attack.
Right Stance back towards enemy $\infty \infty$	- Fixed an issue in which the 2nd hit could be blocked if the 1st hit struck the opponent
	from the side.
During Left Flamingo ⇔器	 Changed the frame advantage when blocked from +3 frames to +4 frames.
	- Increased the side range of the attack.
During Left Flamingo $\sqrt[]{8}$	- Increased the side range of the attack

During Right Flamingo \Im \bigcirc - Increased the side range of the attack.

JACK-7 changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question

Commands	Changes
During Rage ⇔ ☆ ↓ ☆ & & &	- Increased the lower range of the attack.
	- Increased the lower range of the attack.
8888	 Decreased the distance between the character and the opponent when the move is blocked.
	1st hit
	- Changed the damage from 15 to 8.
	2nd hit
88	- Changed the damage from 27 to 20.
	 Changed the attack from a high attack to a mid attack.
	- Changed the frame advantage when blocked from -9 frames to -13 frames.
	 Changed the opponent's behavior when the move lands as a regular hit or a counter hit.
⇒88888	– New move.
⇒88888	- Changed the damage from 13, 13, 20 to 15, 15, 20.
	- Changed the damage from 50 to 30.
⇒88888 Hold	 Changed the move from a mid attack to an unblockable attack.
⇒888	- New move.
	1st hit
	- Changed the damage from 17 to 14.
	 Changed the attack startup from frame 20 to frame 17.
⇒888	 Reduced the strength of the pushback, and made the move easier to land.
	2nd hit
	- Changed the frame advantage when blocked from -9 frames to -11 frames.
	 Changed the opponent's behavior when guarding the move.
⇒88	 Enabled the move to cause a wall bound if it hits.
	- Shortened the recovery time after the move hits by 5 frames.
	- Changed the frame advantage when blocked from -12 frames to -9 frames.
⇒₩	 Increased the recovery time after the move hits by 7 frames. Changed the encountry's behavior when the attack hits ar is blocked.
	 Changed the opponent's behavior when the attack hits or is blocked. The character is no longer counted as crouching during this move.
≌88	 Shortened the recovery time after the move hits by 4 frames.
$\overline{\mathbb{Q}}$	- Changed the attack startup from frame 30 to frame 27.
⊻ 🗞 Hold	- Changed the opponent's behavior when hit.
	- Changed the frame advantage when blocked from -8 frames to -11 frames.
. •	 Changed the frame advantage upon hit from +5 frames to +8 frames.
⇔88	 Changed the opponent's behavior when the move lands as a counter hit.
	 Increased the distance between the character and the opponent when the move is blocked.
	Decreased the distance between the character and the opponent when the move hits.
₩88	- New move.
	- Changed the damage from 50 to 30.
⇔88888 Hold	 Changed the move from a mid attack to an unblockable attack.
	- Decreased the move's tracking.
^ ~	 Changed the damage from 20 to 23.
① 88	- Changed the frame advantage when blocked from -15 frames to -11 frames.
	 Shortened the recovery time after the move hits by 4 frames.
⇒ → 器 Hold	- Increased the lower range of the attack.
$\Rightarrow \Rightarrow \Rightarrow \Rightarrow \otimes \otimes$	 Changed the frame advantage upon hit from +12 frames to +10 frames.
	 Decreased the distance between the character and the opponent when the move hits.
While crouching 🖄 🚷	 Changed the attack startup from frame 25 to frame 23. Changed the demons from 25 to 20.
	 Changed the damage from 25 to 20. Shortened the measure time for both the character and the encount by 4 frames upon
During addactor	 Shortened the recovery time for both the character and the opponent by 4 frames upon more to speed up the interaction
During sidestep 🚷	guard to speed up the interaction.
	 Shortened the recovery time after the move hits by 4 frames.
	I- Changed the opponent's behavior when hit.

JIN changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
During Rage ⇔☆ ⊕ ∿ 🐯	- Decreased the distance between the character and the opponent when the 2nd hit is blocked.
	 Changed the move to send the opponent spinning when it lands as a counter hit.
8	 Decreased the distance between the character and the opponent when the move is blocked. Increased the lower range of the attack.
8	 Increased the recovery time when the move misses by 3 frames.
\Rightarrow 8	- Increased the distance between the character and the opponent when the move lands as a counter hit.
	 Enabled the move to cause a wall bound if it hits.
$ \mathbb{S} \otimes \mathbb{S} $	 Changed the opponent's behavior when hit in midair.
₩8	- Changed the opponent's behavior when the move lands as a counter hit.
During Mental Alertness (2) 🎖	- New move.
	- Changed the frame advantage when blocked from +2 frames to ± 0 frames.
$\Rightarrow \bigstar \downarrow \circlearrowright \bigotimes$	- Decreased the distance between the character and the opponent when the move lands as a counter hit.

KAZUYA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
During Rage 🕾 🕏	 Fixed an issue in which the timing at which Rage is consumed differed from the timing at which the Devil Transformation took place.
During Rage ⇔☆ 🖓 🖄 🗶 🖊	 Changed the damage from 45, 18 to 45, 12.
\28 ⇒8	 Decreased the distance between the character and the opponent when the move hits or is blocked. Decreased the distance between the character and the opponent when the move is blocked.
0.88	 Changed the damage from 18 to 20. Decreased the distance between the character and the opponent when the move is blocked. Increased the range of the attack.
122 88	 Decreased the move's tracking.
	- Increased the range of the attack.
⇔888	 Sped up the timing at which the 2nd hit can be blocked after the 1st hit lands by 5 frames. Changed the input window from 30 frames to 24 frames.
<₽888	– New move.
$\langle \neg \otimes$	 Changed the attack startup from 19 frames to 17 frames.
⇒⇒8	 Decreased the distance between the character and the opponent when the move hits.
$\Box \land \Box \land \Box $	 Changed the damage from 23 to 20.

KING changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guan Commands

Commands	Changes
During Rage 🖉 🐯	 Fixed an issue in which the move could not be input while running.
8	 Increased the range of the attack.
8	- Decreased the distance between the character and the opponent when the r
88	- Changed the frame advantage when blocked from -2 frames to -1
	frames.
	 Enabled the move to cause a wall bound if it hits.
⇒8.08	 Increased the range of the attack.
₩888	- Fixed an issue in which the move's frame advantage when blocked would var
	 Changed the opponent's behavior when the move lands as a counter hit.
	 Increased the move's reach.
<₽888	– New move.
	 Changed the damage from 14 to 15.
⇔⇒☆⊗	- Changed the frame advantage when blocked from -15 frames to -14
₩ 200	frames.
	- Changed the frame advantage upon hit from ± 0 frames to +1 frame.
While rising 🐯	- Decreased the distance between the character and the opponent when the r
During Leg Cross Hold 🐯	 Reduced the number of input windows from 2 to 1.
	 Changed the input window from 1 frame to 3 frames.

rd) with the move in question.

nove hits.

y depending on the timing at which the 2nd hit was input.

nove hits.

LARS changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
	2nd hit
	- The move will now chain together only when the 1st hit lands as a counter hit.
	3rd hit
	 Changed the damage from 17 to 15.
8888	- Changed the frame advantage when blocked from -12 frames to -14 frames.
	- Changed the opponent's behavior when the move lands as a regular hit or a
	counter hit.
	 Changed the input window from 28 frames to 22 frames.
	- The move will not chain together when the 2nd hit lands.
	1st hit
	- Increased the lower range of the attack.
	2nd hit
	- Changed the damage from 7 to 10.
8888	- Changed the frame advantage when blocked from -7 frames to -5 frames.
	- Changed the frame advantage upon hit from +4 frames to +6 frames.
	Ghanged the frame advantage upon hit from '4 frames to '0 frames.
	3rd hit
	 Changed the opponent's behavior when the move lands as a counter hit. Changed the frame advantage when blocked from -3 frames to -1 frame.
During Dunamia Entra	- Shortened the recovery time for both the character and the opponent by 2
During Dynamic Entry 🐯	
	frames upon hit to speed up the interaction. - Changed the damage from 17 to 19.
Dunin a Dun ancia Eatar 🔿	
During Dynamic Entry 🚷	- Changed the frame advantage when blocked from -8 frames to -7 frames.
	- Changed the frame advantage upon hit from +6 frames to +7 frames.
During Silent Entry 🛞	 Changed the frame advantage upon hit from +3 frames to +5 frames.
During Silent Entry 🔀	- New move.
	- Changed the frame advantage when blocked from -4 frames to ± 0 frames.
	- Changed the frame advantage upon hit from +4 frames to +8 frames.
During Silent Entry 🖄 🐯	 Changed the opponent's behavior when the move lands as a counter hit.
	 Increased the move's tracking.
	 Decreased the range of the attack.
	1st hit
	Decreased the distance between the character and the opponent when the
⇒8888	move hits.
	2nd hit
⇒888	 Reduced the strength of the pushback, and made the move easier to land.
⇒器	 Increased the lower range of the attack.
	 Changed the damage from 20 to 24.
₩88	– Changed the frame advantage when blocked from –20 frames to –15 frames.
	 Shortened the recovery time after the move hits by 5 frames.
₽8	
↓ <mark>88</mark> 1∕28 8	 Using " Using " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the
28€	 Using " Using " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit.
	 Using " \$\overline{8}\$ \$\overline{7}\$ after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames.
∠28 (=3888	 Using " Using " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames. Changed the opponent's behavior when the move lands as a counter hit.
228 ⇔888 ⇒⇒888	 Using " \$\overline{8}\$ \$\overline{7}\$ after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames.
228 ⇔888 ⇒⇒888	 Using "↓ 8 ↓ " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames. Changed the opponent's behavior when the move lands as a counter hit. Changed the frame advantage upon hit from ±0 frames to +3 frames.
لا کې ⇔®® During Dynamic Entry %%	 Using "↓ 8 ↓ " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames. Changed the opponent's behavior when the move lands as a counter hit. Changed the frame advantage upon hit from ±0 frames to +3 frames. Changed the damage from 10 to 13.
28€	 Using "↓ States the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames. Changed the opponent's behavior when the move lands as a counter hit. Changed the frame advantage upon hit from ±0 frames to +3 frames. Changed the damage from 10 to 13. Changed the frame advantage when blocked from -9 frames to -8 frames.
 ∠ Se → Se Se During Dynamic Entry Se Se While rising Se 	 Using "↓ 8 ↓ " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames. Changed the opponent's behavior when the move lands as a counter hit. Changed the frame advantage upon hit from ±0 frames to +3 frames. Changed the damage from 10 to 13. Changed the frame advantage when blocked from -9 frames to -8 frames. Changed the frame advantage upon hit from ±2 frames to +3 frames.
⊭ ୪୫ ⇔&& ⇒ ⇒ ୪୫୫୪ During Dynamic Entry ୪୫୫୨	 Using "↓ 8 ↓ " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames. Changed the opponent's behavior when the move lands as a counter hit. Changed the frame advantage upon hit from ±0 frames to +3 frames. Changed the damage from 10 to 13. Changed the frame advantage when blocked from -9 frames to -8 frames. Changed the frame advantage upon hit from ±2 frames to +3 frames. Changed the frame advantage upon hit from ±2 frames to +3 frames.
2 8 ⇔ 8 ⇒ ⇒ 8 During Dynamic Entry 8 While rising 8	 Using "↓ 8 ↓ " after the move now places the character into crouching status Decreased the distance between the character and the opponent when the move lands as a counter hit. Changed the frame advantage upon hit from +3 frames to +4 frames. Changed the opponent's behavior when the move lands as a counter hit. Changed the frame advantage upon hit from ±0 frames to +3 frames. Changed the damage from 10 to 13. Changed the frame advantage when blocked from -9 frames to -8 frames. Changed the frame advantage upon hit from ±2 frames to +3 frames.

LAW changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
During Rage 🐯	 Reduced the strength of the pushback, and made the move easier to land. 	
During Rage 🖉 🏵 🕰	 Increased the lower range of the attack. 	
861288	 Reduced the strength of the pushback, and made the move easier to land. 	
	- Can now shift to "Dragon Charge 2" with " $\otimes \Omega \otimes =$ ".	
	- Changed the damage from 5, 12, 17 to 5, 10, 15.	
⇒[888]	- Increased the lower range of the attack.	
N 88 88	- Fixed an issue in which the 1st hit's range would be reduced when the 2nd hit was input.	
	- Decreased the distance between the character and the opponent when the move is	
	1st hit	
	- Changed the frame advantage when blocked from -13 frames to -12 frames.	
	Changed the frame advantage upon hit from +1 frame to +2 frames.	
$ \mathbf{\nabla} \otimes \mathbf{\otimes} $		
	2nd hit	
	- Changed the move to send the opponent spinning when it lands as a counter hit.	
↓8888	 Reduced the attack's side range and increased its lower range. 	
During Dragon Charge 🛞		
During Fake Step \bigotimes	- Changed the damage from 28 to 30.	
During Dragon Charge ⇒ 😵		
During Fake Step \Rightarrow	 Removed clean hit detection. 	
	 Increased the recovery time after the move hits by 1 frame. 	
 ₩	 Increased the range of the attack. 	
÷888	- Changed the frame advantage when blocked from -1 frame to -3 frames.	
	- Changed the damage from 21 to 23.	
	- Changed the frame advantage when blocked from -17 frames to -15 frames.	
⇒⇒8888	- Shortened the recovery time after the move hits by 2 frames.	
	 The 2nd hit can now be ducked under if the 1st hit is blocked. 	
	- Changed the damage from 10 to 12.	
\Rightarrow \Rightarrow \otimes	- Changed the opponent's behavior when hit.	
⇒⇒888	- Replaced with a new move.	
While rising 🛞	- Increased the lower range of the attack.	
Back toward enemy 🚷	- Decreased the distance between the character and the opponent when the move hits.	
<u>^</u>	 Fixed an issue in which following up with certain moves would cause the opponent to 	
Approach enemy ⇔ ⇒ ₩	become turned around.	

LEO changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
	 Changed the opponent's behavior when hit. 	
	1st hit	
	 Changed the damage from 14 to 12. 	
During Jin Ji Du Li 🐯 🔀	2nd hit	
	 Changed the damage from 17 to 20. 	
	 Enabled the move to cause a wall bound if it hits. 	
	 Decreased the range of the attack. 	
	1st hit	
	 Changed the damage from 17 to 13. 	
During Jin Ji Du Li 🏵 😂	2nd hit	
	 Changed the damage from 20 to 27. 	
	 Changed the opponent's behavior when hit in midair. 	
	 Shortened the recovery time after the move hits by 2 frames. 	
During Jin Ji Du Li 🐯	- New move.	
During Fo Bu 🎖 🕄	- Changed the opponent's behavior when the 1st hit lands if the 2nd hit has	
	already been input.	
£∕8888	 Changed the frame advantage upon hit from +5 frames to +8 frames. 	
_ 0000	Changed the frame advantage when blocked from -7 frames to -4 frames.	
	1st hit	
	- Changed the damage from 15 to 13.	
	 Decreased the distance between the character and the opponent when the 	
	move hits.	
≥888		
	2nd hit	
	 The move will now chain together. 	
	- Changed the damage from 21 to 20.	
	- Changed the frame advantage when blocked from -9 frames to -12 frames.	
<u>~ ^ ^ </u>	 Enabled the move to cause a wall bound if it hits. 	
	- Increased the move's backward movement.	
28↓	- Fixed an issue in which the move could not be input in advance when shifting to	
	Fo Bu.	

LILI changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
	 Enabled the move to cause a wall bound if it hits.
	- Increased the lower range of the attack.
\bigcirc	– New move.
	- Increased the lower range of the attack.
←888	- It is now possible to shift to Dew Glide with " $\Box \otimes \bullet$ ".
⊼8	– New move.
Back toward enemy 🏽	- Changed the input window for the 2nd hit from 8 frames to 10 frames.
	1st hit
	– Changed the frame advantage upon hit from –2 frames to ± 0 frames.
	 Increased the lower range of the attack.
↓ \L ⇒ 88.88	
$\land \land \land \frown \infty \infty$	2nd hit
	- Changed the frame advantage when blocked from -11 frames to -13 frames.
	- Changed the opponent's behavior when the move lands as a regular hit or a
	counter hit.
$\bigcirc \bigcirc \bigcirc \bigotimes$	 Changed the opponent's behavior when the 2nd hit lands.

LUCKY CHLOE changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in guestion

Commands	the perspective of you, the player, hitting the opponent (or making them guard) with the move in question. Changes	
Standing	- Updated the animation.	
Starraing	1st hit	
	- Fixed an issue in which the move could not be input while running.	
	2nd hit	
During Rage 🛇 👪	- Fixed an issue in which the 2nd hit would not be performed in the direction of the opponent if the	
	1st hit had landed/been blocked when an opponent was sidestepping.	
	3rd hit	
	- Changed the move to no longer cause the floor to break.	
	 Enabled the move to cause a wall bound if it hits. 	
⇒8888	 Decreased the distance between the character and the opponent when the move is blocked. 	
During Left Twist ⇔ 🏵 🕏		
	1st hit	
	 Changed the damage from 12 to 10. 	
	2nd hit	
3888	- Changed the damage from 17 to 15.	
	 Changed the opponent's behavior when the move lands as a counter hit. 	
	 Increased the distance between the character and the opponent when the move hits. 	
	The properties of the move now change with "8 after proper timing 8".	
	- Changed the damage from 10 to 14.	
3868	 Changed the input window for the 2nd hit from 8 frames to 15 frames. 	
	- Changed the attack startup from frame 25 to frame 27.	
\Rightarrow	 Increased the move's backward movement. 	
⇒₩	- It is now possible to cancel the 3rd hit with " \Rightarrow $=$ $=$ and shift to facing away from the opponent.	
≥88	1st hit/2nd hit	
	- Decreased the distance between the character and the opponent when the move hits or is	
1288	 Enabled the move to cause a wall bound if it hits. 	
	Decreased the distance between the character and the opponent when the move is blocked.	
During Left Twist 🛞	- Changed the command from "During Left Twist \mathfrak{B} " to "During Left Twist $\mathfrak{D}\mathfrak{B}$ ".	
	- New move.	
During Left Twist 🏵	 Increased the move's reach. 	
<u>28</u> ≔8	 Increased the move's backward movement. 	
	 Reduced the strength of the pushback, and made the move easier to land. 	
Back toward enemy 🚷	<mark>- New move.</mark> 1st hit	
	 Decreased the distance between the character and the opponent when the move is blocked. 	
	Decreased the distance between the character and the opponent when the move is blocked.	
Back toward enemy 🏵 😂	2nd hit	
	- Changed the frame advantage when blocked from -6 frames to $+1$ frame.	
	- Shortened the recovery time after the move hits by 4 frames.	
	- Increased the range of the attack.	
Back toward enemy $lpha$	- Changed the damage from 30 to 24.	
	 Decreased the distance between the character and the opponent when the move hits. 	
Back toward enemy 🗸 🕰	 Increased the duration of the character's crouching status by 32 frames. 	
	- Changed the attack startup from frame 27 to frame 24.	
During Scoot	 Increased the move's reach. 	
$\Rightarrow \Rightarrow \Rightarrow \Rightarrow \Rightarrow \blacksquare$	- New move.	
While rising 🏵	- Changed the opponent's behavior when the move lands as a counter hit.	

NEGAN Changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
During Rage 🖙 🎛 🖛	- Fixed an issue in which following up with certain moves would cause the opponent to become turned	
888	It is now possible to shift to Intimidation with "888 Hold".	
	 Decreased the move's tracking. 	
	Increased the distance between the character and the opponent when the move is blocked.	
	2nd hit	
	Increased the distance between the character and the opponent when the move lands as a normal	
88888	hit or a counter hit.	
	3rd hit	
	Increased the distance between the character and the opponent when the move hits.	
~	- Fixed an issue in which, after you stopped certain low combo attacks, the opponent would still hit	
•	you before your attack's startup.	
	– Changed the frame advantage when blocked from ± 0 frames to –9 frames.	
During Intimidation 🐯	Increased the distance between the character and the opponent when the move is blocked.	
	 Changed the move to send the opponent spinning when it hits. 	
	 Increased the lower range of the attack. 	
During Intimidation \mathbb{Q}	– New move.	
During Counter Hit 🏵	 Changed the frame advantage upon hit from +16 frames to +14 frames. 	
-	- Fixed an issue in which the character would shift stances even when hitting from the side or from	
\$1 88	– Decreased the distance between the character and the opponent when the move is blocked.	
≥8888	– Changed the frame advantage upon hit from ± 0 frames to +4 frames.	
During Counter Hit \mathbb{Q}	- Fixed an issue in which the move would shift to a throw after hitting the opponent from behind under	
	certain conditions.	
	1st hit	
	 Increased the lower range of the attack. 	
	2nd hit	
	 Increased the distance between the character and the opponent when the move is blocked. 	
□>⇒8	- Changed the frame advantage when blocked from -11 frames to -9 frames.	
	- Changed the damage from 28 to 21.	
⇔⇒₩	 Decreased the distance between the character and the opponent when the move is blocked. 	
	- Changed the opponent's behavior when hit.	
While rising 🚷	- Changed the damage from 15 to 11.	
While rising 888	- New move.	
While rising 🎖 😵 Hold	- New move.	

PAUL changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
88	 Increased the lower range of the attack. 	
6 000	– You can now shift to Sway with "🎇 🔀 🖛".	
⇒器	- Decreased the distance between the character and the opponent when the move	e is blocked.
⇔&	 Shortened the recovery animation by 1 frame when the move hits. 	
\simeq	 Changed the opponent's behavior when hit in midair. 	
J 888	 Changed the opponent's behavior when hit in midair. 	
	- Increased the strength of the pushback when the move misses, making you less	likely to end up on the other side of the opponent.
\Leftrightarrow	- Increased the strength of the pushback to reduce the frequency at which the ch	aracter would switch places with the opponent.
⇔⇒₩	- Increased the distance between the character and the opponent when the	
	move hits the opponent while they're down.	
⇔⇒⊗⊗⊗	 Changed the move to send the opponent spinning when it hits. 	
	 Changed the move to send the opponent spinning when it hits them midair. 	
$\downarrow \checkmark \Leftrightarrow \otimes$	 Increased the lower range of the attack. 	
↓ \alpha \= \$	 Changed the opponent's behavior when hit while downed. 	
	 Increased the lower range of the attack. 	
While rising 🚷	- Decreased the distance between the character and the opponent when the move	e is blocked.
While crouching 🖄 🐯	– The move can now be canceled with "While crouching $\Im oldsymbol{\Re} oldsymbol{eq}$ ".	
↓☆⇔\$888	 Increased the lower range of the attack. 	
↓ 2 < − 888 88	 Replaced with a new move. 	

SHAHEEN changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active.

	ten from the perspective of you, the player, hitting the opponent (or making them guard) with the move in
	Changes
During Rage ピ怨ே∿	- Delayed by 10 frames the timing at which you can shift to a crouching position after inputting 🖍.
⇒88	- Changed the move to a homing attack.
. 00	 Increased the duration of the attack registering as a hit by 1 frame.
⇒88	 Changed the opponent's behavior when the move lands as a regular hit or a
	counter hit.
⇒₩	- Changed the frame advantage when blocked from -11 frames to -7 frames.
	 Changed the frame advantage upon hit from +1 frame to +5 frames.
	 Delayed the attack's timing by 4 frames.
⇒₩	 Delayed by 4 frames the timing at which you can shift to a crouching position
	after inputting 🖌.
\mathcal{P}	- Increased the range of the attack.
288	- Changed the damage from 15, 23 to 12, 20.
⊴ ●00●	 Changed the opponent's behavior when hit.
28	- Changed the damage from 30 to 23.
	 Changed the opponent's behavior when hit.
	 Changed the damage from 18 to 20.
	− Changed the frame advantage when blocked from −9 frames to +1 frame.
	- Changed the frame advantage upon hit from +3 frames to +8 frames.
₽8	Decreased the distance between the character and the opponent when the
	move hits or is blocked.
	Changed the opponent's behavior when the move lands as a counter hit.
	- It is now possible to shift to a crouching stance with " $\ominus \mathbb{R} \downarrow$ " after the move.
⇒8	- Increased the lower range of the attack.
₩ ₩	 Changed the opponent's behavior when the move lands as a counter hit.
⇒₩8	 Enabled the move to cause a wall bound if it hits.
	 Changed the frame advantage when blocked from +4 frames to +6 frames.
	 Decreased the distance between the character and the opponent when the
$\Rightarrow \Rightarrow \Rightarrow \Rightarrow \bigotimes$	move is blocked.
	 Fixed an issue in which it was possible to perform an attack reversal.
	- Changed the command from "During Stealth Step \Im " to "During Stealth Step
During Stealth Step 🛞	
Ouring Stealth Step 🛞 😣	– New move.
	 Changed the damage from 16 to 17.
Vhile rising 怒	- Changed the attack startup from frame 15 to frame 14.
~~~	- Changed the frame advantage when blocked from -15 frames to -13 frames.
While rising 🏵 🏵	- Shortened the recovery time after the move hits by 2 frames.
	- Changed the damage from 24 to 21.
While crouching 🖄 🖟 🐿 🎛 👘	5 5
	– Decreased the distance between the character and the opponent when the

Shared Changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
- Gigas During Rage $\Rightarrow$ Hold $\Leftarrow$ Hold ⇒ 888 ⇒ 688 Hold ⇒ 888 ⇒ 688 Hold ⇒ 88 ⇒ 68 Hold ⇒ 88 ⇒ 68 Hold ⇒ 88 ⇒ 68 Hold While rising 888 Hold - Lucky Chloe During Rage $2$ 8 during hit 8 - Paul $\downarrow$ $\Box$ $\Rightarrow$ 8 $\bigcirc$ 8 $\bigcirc$ 8 $\bigcirc$ 9 $\bigcirc$	- Increased the distance between the character and the opponent when the move hits an airborne opponent from the side.
Wall Bounds	- Changed wall bounds to trigger when hit from the side next to the wall.

STEVE changes Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes
During Rage 🖄 🏵	- Fixed an issue in which the second half of the move could not be performed while running, side-walking, or rising.
During Ducking Right 🚷	<ul> <li>Enabled the move to cause a wall bound if it hits.</li> </ul>
	<ul> <li>Decreased the distance between the character and the opponent when the move is blocked.</li> </ul>
During Ducking In $ ightarrow times$	<ul> <li>Decreased the distance between the character and the opponent when the move is blocked.</li> </ul>
⇒‱	<ul> <li>Changed the opponent's behavior when hit in midair.</li> </ul>
	2nd hit
	<ul> <li>Sped up the timing at which the opponent's attack can be blocked by 2 frames.</li> </ul>
During Peekaboo 🎖 🏵 🕏	
	3rd hit
	<ul> <li>Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>
During Peekaboo ⇔ <mark>∞</mark>	<ul> <li>Delayed the timing at which the opponent's attack can be blocked by 4 frames.</li> </ul>
During Peekaboo 🖄 🚷	<ul> <li>Delayed the timing at which the opponent's attack can be blocked by 2 frames.</li> </ul>
During Peekaboo ⇐८८८८ ←	<ul> <li>Delayed the timing at which the opponent's attack can be blocked by 2 frames.</li> </ul>
∑2 <b>88</b>	<ul> <li>Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>
	1st hit/2nd hit
∿8	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with
	the opponent.
↓ <b>8</b> ←	<ul> <li>Delayed the timing at which the opponent's attack can be blocked by 2 frames.</li> </ul>
	- Changed the frame advantage when blocked from -13 frames to -14 frames.
During Sway 🚷	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with
	the opponent.
	<ul> <li>Decreased the distance between the character and the opponent when the move is blocked.</li> </ul>
While in Flicker Stance 🎖 🖟 🕏	<ul> <li>Changed the opponent's behavior when hit.</li> </ul>
	<ul> <li>Changed the move to send the opponent spinning when it lands as a counter hit.</li> </ul>
While in Flicker Stance 🛞	<ul> <li>Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>
While in Flicker Stance 🖙 🔀	- Changed the frame advantage when blocked from -10 frames to -9 frames.
	<ul> <li>Shortened the recovery animation by 1 frame when the move hits.</li> </ul>
↓\\$\\$ <b>8←</b>	<ul> <li>Delayed the timing at which the opponent's attack can be blocked by 2 frames.</li> </ul>
	- New move.
	- New move.
While crouching 🖄 🔀	<ul> <li>Changed the opponent's behavior when hit while downed.</li> </ul>

**XIAOYU changes** Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active. All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the

Commands	Changes
⇒8888	- Changed the move to send the opponent spinning when it lands as a counter hit.
⇒器	<ul> <li>Increased the lower range of the attack.</li> </ul>
$\Rightarrow$	<ul> <li>Shortened the recovery time by 3 frames.</li> </ul>
	<ul> <li>Shortened the recovery time by 2 frames.</li> </ul>
≤ (888)	<ul> <li>Shortened the recovery time after the move hits by 2 frames.</li> </ul>
≌ Back toward enemy ≌%	- Changed the opponent's behavior when the move lands as a counter hit.
	<ul> <li>Changed the damage from 12 to 10.</li> </ul>
While rising 怒	<ul> <li>Changed the attack startup from frame 11 to frame 13.</li> </ul>
	<ul> <li>Increased the range of the attack.</li> </ul>
While rising 🎖 🎖	- New move.
While rising 🏵	<ul> <li>Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>
While rising 🛞	<ul> <li>Changed the opponent's behavior when hit while downed.</li> </ul>
During sidestep 🏵 🖟 🐯	- Fixed an issue in which the damage of this move differed from "During sidestep
During sidestep $\odot$ $\heartsuit$ $\infty$	$\mathfrak{B}^{\prime\prime}$ after inputting up to " $\mathfrak{I}\mathfrak{B}^{\prime\prime}$ .
Back toward enemy 怒 🔀	- Changed the move to send the opponent spinning when it lands as a counter hit.
Back toward enemy 🏵	<ul> <li>Enabled the move to cause a wall bound if it hits.</li> </ul>
Back toward enemy 🖓 🏵 🏵	- Changed the move to send the opponent spinning when it lands as a counter hit.
During Phoenix 🐯	<ul> <li>Changed the damage from 24 to 25.</li> </ul>

e move in question.

### YOSHIMITSU changes

Damage = The amount of health taken away from the opponent when an attack hits. 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game. Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Commands	Changes	
During Rage, time with enemy attack	$\mathbf{L}_{\mathbf{k}}$ - Reduced the strength of the pushback, and made the move easier to land.	
	<ul> <li>Increased the range of the attack.</li> </ul>	
During Kincho 🗁 🐯 😸	- New move.	
$\Rightarrow$	<ul> <li>Increased the move's tracking.</li> </ul>	
	1st hit	
	<ul> <li>Decreased the distance between the character and the opponent when the move hits.</li> </ul>	
N 888		
	2nd hit	
	- Changed the frame advantage when blocked from -14 frames to -12 frames.	
	<ul> <li>Increased the recovery time when the move misses by 2 frames.</li> </ul>	
• • • • • • • • • • • • • • • • • • •	- Changed the damage from 10 to 12.	
₩₩	<ul> <li>Increased the move's reach.</li> </ul>	
↓ <b>8888</b>	<ul> <li>Reduced the strength of the pushback.</li> </ul>	
	– Decreased the distance between the character and the opponent when the move hits.	
During Manji Dragonfly 🔀	<ul> <li>Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>	
	- Decreased the distance between the character and the opponent when the 2nd hit lands.	
	<ul> <li>Changed the damage from 20 to 25.</li> </ul>	
Ø\$\$	- Increased the move's tracking.	
786	<ul> <li>Increased the lower range of the attack.</li> </ul>	
⇒⇒₩	- Sped up the timing at which the opponent is counted as being midair after a counter hit by 4	
	frames.	
While rising 🛞	<ul> <li>Decreased the distance between the character and the opponent when the move hits.</li> </ul>	
While crouching $ar{S}$	<ul> <li>Decreased the distance between the character and the opponent when the move lands as a counter hit.</li> </ul>	
	1st hit	
	<ul> <li>Increased the move's reach.</li> </ul>	
During Mutou no Kiwami 🖄 🐯 🐯	2nd hit	
	- Changed the frame advantage when blocked from $-16$ frames to $-13$ frames.	
	- Changed the frame advantage upon hit from -3 frames to $\pm 0$ frames.	
During Mutou no Kiwami while	- Fixed an issue in which the character was not counted as crouching if the move was input	
crouching 🛇 🔀	in advance.	
During Mutou no Kiwami, approach		
enemy 🎖	– Fixed an issue in which throws could not be escaped with $\mathfrak{B}$ .	
During Mutou no Kiwami, approach	The an issue in which throws obtain her be escaped with $\omega$ .	
enemy ⇔8		