



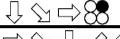

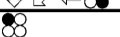




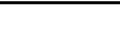




## AKUMA changes

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
During Rage 	<ul style="list-style-type: none"> <li>- It is now possible to hit a spinning opponent with this move.</li> <li>- Changed the scene that plays when the move KO's during a match-point round.</li> <li>- Fixed an issue in which the charged version of the move could not be avoided by jumping.</li> </ul>
	- Changed the damage from 14 to 12.
	- Changed the damage from 14 to 12.
	- Changed the damage from 15 to 13.
	- Changed the frame advantage when blocked from -14 frames to -15 frames.
	- Reduced the strength of the pushback, and made the move easier to land.
	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -9 frames to -4 frames.</li> <li>- Changed the frame advantage upon hit from +1 frame to +7 frames.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -9 frames to -5 frames.</li> <li>- Shortened the recovery time after the move hits by 4 frames.</li> <li>- Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the damage from 5, 15 to 8, 17.</li> <li>- Changed the frame advantage upon hit from +5 frames to +7 frames.</li> <li>- Decreased the distance between the character and the opponent when the move hits.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the frame advantage upon hit from +5 frames to +7 frames.</li> <li>- Decreased the distance between the character and the opponent when the move hits.</li> </ul>
	- Changed the damage from 8 to 6.
	- Changed the damage from 17 to 15.
	- Reduced the strength of the pushback, and made the move easier to land.
	- 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.
	- 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.
	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.
⇒	- Changed the damage from 13, 20 to 10, 17.
⇒	- Changed the opponent's behavior when hit. - 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".
During Boot	- The move can now also be performed with "During Dual Boot".
During Destructive Form	- 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. - 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 in midair from when " " was used.
	- 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.
	- 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 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 ⇒	- Changed the frame advantage when blocked from ±0 frames to +2 frames.
During Destructive Form ↓	1st hit - Changed the attack startup from frame 30 to frame 26.
	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.
During During Destructive Form ↑	- Changed the frame advantage when blocked from -10 frames to -13 frames. - Decreased the distance between the character and the opponent when the 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.
⇒	- Enabled the move to cause a wall bound if it hits.
↘	- Decreased the distance between the character and the 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 -15 frames.
During Chaos Judgement ↑	- Changed the frame advantage upon hit from -5 frames to -4
During Chaos Judgement ↗	- Changed the frame advantage on guard from -14 frames to -13 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. - Changed the move to send the opponent spinning when it hits them midair.
⇒ ⇒ ⇒	- New move.
While rising	- 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
↖●●	- Changed the frame advantage when blocked from -2 frames to -1 frames.
⇒●●●	1st hit/2nd hit - 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. - 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 "⇒●●●●←" and shift to a standing position.
↖●	- Changed the attack startup from frame 25 to frame 23.
↓●●●●	- Changed the opponent's behavior when hit while downed. - The character is now counted as jumping from frames 26 to 40.
↓●	- 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. - 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.
↖● during hit from the front ●	- 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 hit.
↖●	- Shortened the recovery animation by 1 frame when the move hits.
⇒☆↓↖●	- The move can now be canceled with "⇒☆↓↖●←".

## 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
	- New move.
	- Enabled the move to cause a wall bound if it hits.
	- Decreased the distance between the character and the opponent when the
	- Replaced with a new move.
	- Changed the frame advantage when blocked from -13 frames to -11 frames. - 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. - 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
	- 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 when blocked from -12 frames to -10 frames. - Changed the frame advantage upon hit from +4 frames to +6 frames.
	- New move.
	1st hit - Decreased the distance between the character and the opponent when the move is blocked.  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.
	- Changed the opponent's behavior when the move lands as a counter hit.
	- Changed the damage from 14, 10 to 10, 18.
	- 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.  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.  2nd hit - Changed the damage from 23 to 30. - Changed the frame advantage when blocked from -9 frames to -3 frames. - Changed the opponent's behavior when guarding the move.
	- New move.
While rising	- Changed the damage from 20 to 25. - Changed the frame advantage on guard from -14 frames to -13 frames. - Shortened the recovery animation by 1 frame when the move hits.
While rising	- 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 que:

Commands	Changes
	- The 2nd hit will now always chain together with the 1st, even when delaying its input.
	- Increased the move's reach.
	- Changed the frame advantage upon hit from -1 frame to $\pm 0$ frames. - Decreased the distance between the character and the opponent when the move hits or is blocked.
	- 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. - 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. - Changed the frame advantage upon hit from -2 frames to $\pm 0$ frames.
	- Changed the damage from 20 to 25. - Changed the frame advantage when blocked from -9 frames to -5 frames. - 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.
	- Increased the move's reach. - Increased the distance between the character and the opponent when the
While rising	1st hit - Decreased the distance between the character and the opponent when the move hits.
While rising	2nd hit - 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	- 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 blocked.
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
	- <b>New move.</b>
	- 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 (⇐(○●○●), ⇐(○●○●)).
	- 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.
	- Changed the damage from 18 to 20.
During sidestep ○●	- Changed the frame advantage when blocked from ±0 frames to +3 frames. - 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 hit lands.
During Handstand	- Decreased the distance between the character and the opponent when the 2nd hit lands.
During Handstand ○●○●	- Decreased the distance between the character and the opponent when the 2nd hit lands.
	- Changed the opponent's behavior when the move lands as a counter hit.
During Negativa ○●○●	- Changed the opponent's behavior when the move lands as a counter hit.





## 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 → ↘ ↓ ↙ ← → ●● during hit ●●●●●●●●●●●●●●	- Changed the damage of the 10th hit from 15 to 25.
→ ↓ ↘ ●●	- New move.
→ ↓ ↘ ●●	- New move.
During MAX mode → ↓ ↘ ●●	- New move.
●●	- Changed the frame advantage when blocked from -3 frames to -8 frames.
→ ●●	- Changed the attack startup from frame 20 to frame 17.
↘ ●●	- Changed the frame advantage when blocked from -1 frame to -3 frames.
↘ ●●●●	- Changed the frame advantage when blocked from -2 frames to -4 frames. - Increased the recovery time for both the character and the opponent
↘ ●●	- Changed the frame advantage when blocked from -5 frames to -9 frames. - Increased the recovery time after the move misses by 4 frames. - Decreased the distance between the character and the opponent
↓ ●● While crouching ●●	- "→ ●●" can no longer be chained together this move after landing it as a counter hit.
↓ ●● While crouching ●●	- Changed the frame advantage when blocked from -12 frames to -15 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
	- Changed the frame advantage when blocked from -7 frames to -6 frames. - Changed the frame advantage upon hit from +4 frames to +5 frames.
	- Fixed an issue in which it was not possible to perform an attack reversal.
	- Shortened the recovery time after the move hits by 3 frames.
	- Changed the frame advantage when blocked from -28 frames to -20 frames. - Changed the frame advantage upon hit from +6 frames to -4 frames.
	- 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	- 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 ↵★↵"
↵↵↵↵	- 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.
↵↵	- The move will now chain together.
↵↵	- Changed the opponent's behavior when the move lands as a counter hit.
↵↵↵↵	- New move.
↵↵↵↵	- It is now possible to shift to Slide In with "↵↵↵↵".
↵↵↵↵	- Changed the frame advantage when blocked from -11 frames to -7 frames.
↵↵↵↵	- Increased the distance between the character and the opponent when the move is blocked.
↵↵↵↵	- Changed the opponent's behavior when hit.
↵↵↵	- Changed the opponent's behavior when the move lands as a counter hit.
↵↵	- Changed the attack startup from frame 26 to frame 22.
↵↵	- Changed the frame advantage when blocked from -12 frames to -13 frames.
↵↵	- Increased the recovery time after the move hits by 1 frame.
↵↵	- Changed the opponent's behavior when the move lands as a counter hit.
↵↵	- It is now possible to shift to a crouching stance with "↵↵↵↵" after the move.
↵↵	- Changed the damage from 20 to 25.
↵↵↵	- Increased the lower range of the attack.
↵↵↵↵	- Changed the frame advantage upon hit from +1 frame to +6 frames.
↵↵↵↵	- The 3rd hit will now always chain together with the 4th, even when delaying its
↵↵	- Changed the damage from 12 to 17.











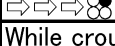




## JULIA changes

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	Changes
During Spin Behind 	- Changed the damage from 20 to 22. - Changed the frame advantage upon hit from +3 frames to +4 frames. - Decreased the distance between the character and the opponent when the move
	- Increased the damage from 8 to 10.
During Wind Roll 	- Reduced the strength of the pushback, and made the move easier to land.
	- Changed the damage from 18 to 20. - Changed the opponent's behavior when hit.
	- Changed the damage from 16 to 17. - Decreased the distance between the character and the opponent when the move
	- Made the move less likely to put you on the other side of the opponent, which would occur under certain conditions.
	- Changed the damage from 21 to 23. - Changed the input window for the 2nd hit from 22 frames to 24 frames.
	- 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. - 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. - The move can now be performed using an advance input.
	- 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 	- New move.
Approach midair enemy 	- New move.





## 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
During Rage ↓ ♂♂	- Increased the move's reach.
♂♂♂♂	- Changed the damage from 17 to 15.
♂♂	- Changed the opponent's behavior when hit. - Shortened the recovery time after the move hits by 10 frames. - It is now possible to shift to Fearless Warrior with "♂♂ during hit →".
During Fearless Warrior ♂♂	- Changed the frame advantage when blocked from -9 frames to -11 frames. - Decreased the distance between the character and the opponent when the move is blocked.
During Fearless Warrior ♂♂	- New move.
↗♂♂	- Changed the opponent's behavior when the move lands as a counter hit.
↔♂♂♂♂	1st hit - Changed the damage from 13 to 17.
	2nd hit - Changed the frame advantage when blocked from -14 frames to -9 frames. - Changed the frame advantage upon hit from +2 frames to +7 frames.
↔♂♂	- Changed the opponent's behavior when hit. - Changed the frame advantage upon hit from +12 frames to +4 frames.
↗♂♂	- Changed the opponent's behavior when hit. - Shortened the recovery time after the move hits by 10 frames. - It is now possible to shift to Fearless Warrior with "↗♂♂ during hit →".
While rising ♂♂	- Changed the damage from 20 to 15. - Changed the opponent's behavior when hit. - Increased the lower range of the attack. - Added a new alternate attack that can be used after the move lands. - It is now possible to shift to Fearless Warrior with "While rising ♂♂ during hit →".
Time with enemy attack ↔♂♂	- Reduced the strength of the pushback, and made the move easier to 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
During Rage ↘☉☉	- Decreased the distance between the character and the opponent when the 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.
☉☉☉☉☉	- Changed the move to send the opponent spinning when it lands as a counter hit.
☉☉☉☉☉ ↓☉☉☆☉☉☉☉	- Changed the damage from 17 to 20. - Changed the opponent's behavior when hit.
☉☉↑☉☉	- Changed the input window for the 2nd hit from 11 frames to 15 frames. - It is now possible to shift to Mist Step with "☉☉↑☉☉⇒☆".
☉☉	- It is now possible to shift to Hitman with "☉☉☉".
During Hitman ↗☉☉	- Changed the frame advantage when blocked from -12 frames to -9 frames. - 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.
⇒☉☉☉	- New move.
↘☉☉	- Decreased the distance between the character and the opponent when the
↓☉☉	- Decreased the move's tracking.
↓☉☉☆☉☉☉☉	- Increased the upper range of the attack.
↓☉☉☆☉☉☉☉↑☉☉	- It is now possible to shift to Mist Step with "↓☉☉☆☉☉☉☉↑☉☉⇒☆".
↓☉☉	- Decreased the duration of the attack's hitbox by 1 frame.
←☉☉	- Decreased the distance between the character and the opponent when the move is blocked.
↗☉☉	- Increased the lower range of the attack. - Fixed an issue in which the character would not be counted as jumping during 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 ☉☉☉☉".
While rising ☉☉☉	- Decreased the distance between the character and the opponent when the move is blocked.
Time with enemy punch ←☉☉	- The move can now be performed from a crouching position.
Time with enemy punch ←☉☉ ☉☉ upon successful parry	- Changed the attack from a high attack to a mid attack.

## 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 ☉☉	- Changed the attack startup from 20 frames to 15 frames.
During Rage, during Dragon ☉☉	- Changed the attack startup from 17 frames to 15 frames. - Increased the lower range of the attack.
During Rage, during Panther ☉☉	- Shortened the recovery time after the move hits by 5 frames.
During Rage, during Tiger ☉☉	- Changed the attack startup from 16 frames to 14 frames. - Increased the lower range of the attack.
During Rage, during Crane ☉☉	- Increased the lower range of the attack.
☉☉	- Increased the lower range of the attack.
☉☉☉☉→	- 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 "☉☉☉☉".
☉☉☉☉↑	- New move.
☉☉☉☉↗	- 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.
☉☉☉☉☉☉☉☉	- 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 ☉☉☉☉	- 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 ☉☉☉☉☉☉☉☉↓	- New move.
Back toward enemy ☉☉☉☉	- Increased the move's reach.
(By enemy's feet) during Play Dead ☉☉☉☉	- Increased the range of the attack. - 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.
	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.
	- 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. - 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.
	2nd hit - Increased the lower range of the attack.
	- New move.
Hold	- New move.
	- Increased the move's reach.
	- 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 hits.
	- Changed the frame advantage when blocked from -10 frames to -8 frames. - Shortened the recovery time after the move hits by 2 frames.
While rising	- Changed the opponent's behavior when the move lands as a counter hit.
While crouching	- 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.

Commands	Changes
During Rage ⇒○○ during hit from the front ↓	1st hit - Fixed an issue in which the character would occasionally not shift to a throw after hitting 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 frames. - Decreased the distance between the character and the opponent when the move is blocked.
During Haze ↑ ↘○○○○↑ ←○○○○↑ ←○○○○⇒○○○○↑ Back toward enemy ○○○○○↑ Back toward enemy ⇒○○○○↑ ↑○○○○↓○○○○↑ ↘○○○○⇒○○○○↑	- Shortened the recovery time by 5 frames.
⇒○○○○	- Changed the frame advantage upon hit from +2 frames to +6 frames. - Decreased the distance between the character and the opponent when the
⇒○○	- Changed the attack startup from frame 22 to frame 19. - Shortened the recovery time for both the character and the opponent by 3 frames upon guard to speed up the interaction. - Decreased the distance between the character and the opponent when the move is blocked. - Shortened the recovery time after the move hits by 3 frames. - Changed the opponent's behavior when hit. - Changed the move to send the opponent spinning when it hits them midair. - Reduced the strength of the pushback, and made the move easier to land.
↘○○	- Changed the attack startup from frame 16 to frame 15.
↓○○	- Changed the opponent's behavior when the move lands as a counter hit.
↘○○○○	- Changed the damage from 12 to 15. - Reduced the strength of the pushback, and made the move easier to land.
←○○○○	1st hit - Reduced the strength of the pushback, and made the move easier to land.  2nd hit - Changed the damage from 13 to 19. - Reduced the strength of the pushback, and made the move easier to land.
Back toward enemy ⇒○○○○	- Changed the damage from 15 to 17. - Changed the frame advantage when blocked from -7 frames to -12 frames. - Changed the opponent's behavior when the move lands as a counter hit.
Back toward enemy ←○○	- Changed the frame advantage when blocked from +5 frames to +3 frames. - Decreased the distance between the character and the opponent when the move is blocked.
↘○○○○	- It is now possible to cancel the 2nd hit with "↘○○○○←" and shift to facing away from the opponent.
⇒⇒○○	- Reduced the strength of the pushback, and made the move easier to land.
↓↘⇒○○	- Changed the damage from 19 to 17. - Changed the attack startup from frame 19 to frame 16. - Decreased the distance between the character and the opponent when the move lands as a normal hit or a counter hit. - Changed the input window for "↓↘⇒○○○○" from 22 frames to 27 frames.
↓↘⇒○○○○	- New move.
While rising ○○○	- 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 midair. - Decreased the distance between the character and the opponent when the move is blocked or lands as a counter hit. - It is now possible to cancel the move with "While rising ○○○←" and shift to facing away from the opponent.
While crouching ↘○○	- Shortened the recovery time after the move hits by 9 frames. - Decreased the duration of the attack's hitbox by 1 frame.
Time with enemy attack ←○○ (or ←○○)	- Shortened the recovery animation by 16 frames after a successful attack

## 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.
☹☹	2nd hit - Changed the attack startup from frame 30 to frame 23.
☹☹☹	- Changed the damage from 17 to 14.
☹☹☹☹	- Decreased the move's reach.
☹☹☹☹	- Shortened the recovery time after the move hits by 3 frames.
↓☹☹	- 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.
↔☹☹	- Changed the frame advantage when blocked from -13 frames to -14 frames.
↔☹☹	- Increased the recovery time after the move hits by 1 frame.
↔☹☹	- Enabled the move to cause a wall bound if it hits.
☹☹☹☹	- Changed the damage from 33 to 28.
☹☹☹☹	- New move.
☹☹☹☹	- New move.
During Savage Stance ☹☹	- Changed the frame advantage when blocked from -12 frames to -9 frames.
During Savage Stance ☹☹☹	- 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.
During Savage Stance ↓☹☹☹	1st hit - Decreased the distance between the character and the opponent when the move is blocked.
During Savage Stance ↓☹☹☹	2nd hit - Changed the damage from 12 to 15.
During Savage Stance ☹☹☹	- Changed the frame advantage upon hit from +5 frames to +4 frames.
During Savage Stance ☹☹☹	- Changed the opponent's behavior when hit.
During Savage Stance ☹☹☹	- 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 ☹☹☹☹".



## 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.
	3rd hit - Changed the attack startup from frame 26 to frame 25. - <del>Changed the move to send the opponent spinning when it lands as a counter hit.</del>
	- Changed the opponent's behavior when the 1st hit lands as a counter hit.
	- Changed the opponent's behavior when hit.
	- Fixed the animation before the attack startup to reduce instances in which an opponent's high attack would occasionally not land.
	- Changed the damage from 15 to 20.
	- Decreased the move's reach.
	- Changed the damage from 12 to 15. - Changed the frame advantage when blocked from -18 frames to -15 frames. - Changed the frame advantage upon hit from -3 frames to ±0 frames.
	2nd hit - Increased the lower range of the attack.
	3rd hit - Changed the damage from 22 to 25.
	3rd hit (perfect input) - <del>Changed the damage from 25 to 28.</del>
	- Changed the damage from 7 to 10. - 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.
	- Decreased the move's tracking.
	- Changed the damage from 6, 14 to 7, 17.
	- Changed the frame advantage when blocked from -11 frames to -9 frames. - Shortened the recovery time after the move hits by 2 frames. - Changed the opponent's behavior when hit.
	- Shortened the recovery time after the move hits by 2 frames.
	- Changed the opponent's behavior when hit by the 1st hit in midair.
	- New move.
	- Changed the frame advantage when blocked from -5 frames to -3 frames. - 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.
	- Shortened the recovery time after the move hits by 4 frames.
	- Changed the damage from 17 to 20. - Increased the range of the attack.
Forward Jump peak	- Decreased the distance between the character and the opponent when the move is blocked.
While rising	- Changed the move to send the opponent spinning when it lands as a counter hit.
While crouching	- New move.



## 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	Changes
During Rage ←○○	- Fixed an issue in which the move could not be performed when input as "During Rage ⇒☆←○○" or while running.
○○○○○○○○↑ (or ↓) ←○○○○○○↑ (or ↓) ↓⇐⇒○○○○↑ (or ↓)	- Fixed an issue in which the timing at which "During sidestep ○○" and "During sidestep ○○" could be performed was faster.
○○○	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.
○○○○○	2nd hit - The move will now chain together. - Changed the frame advantage upon hit from +4 frames to +2 frames.  3rd hit - Shortened the recovery time after the move hits by 3 frames.
↓○○	- 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.
↓○○	- Changed the damage from 11 to 13.
↓○○	- Increased the move's reach.
↓(○○○)	- Increased the move's reach.
←○○	- 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.
⇒⇒○○	- Decreased the distance between the character and the opponent when the move hits.
←⇐○○←	- Shortened the recovery time by 4 frames.
↓⇐←○○○○	- Decreased the distance between the character and the opponent when the move hits.
↓⇐←○○	- 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 hits.
	- Changed the damage from 10 to 9.
	- The 2nd hit can now be canceled with "".
	- New move.
(must hit)	- New move.
	- Increased the distance between the character and the opponent when the move hits.
	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
	- 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 ques

Commands	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
	- 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 $\pm 0$ 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.
While rising	- 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.
While rising	- 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
	- Changed the frame advantage upon hit from +1 frame to +3 frames.
	- Changed the frame advantage upon hit from +3 frames to +5 frames.
	- Decreased the distance between the character and the opponent when the 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 ".
	- Changed the frame advantage when blocked from -12 frames to -13 frames. - 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 ".
	- Changed the frame advantage when blocked from -7 frames to -2 frames. - Shortened the recovery time after the move hits by 5 frames.
	- Changed the attack startup from frame 21 to frame 22. - 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 move is blocked. - Changed the startup of the character's crouching status from frame 24 to
	- 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.
	- 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.
	- 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 damage from 5, 10, 30 to 10, 10, 25. - Decreased the distance between the character and the opponent when the 2nd hit is blocked.
	- 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.
Back toward enemy	- Changed the frame advantage when blocked from -1 frame to -3 frames. - 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.
	- 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. - 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.
	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent. - Changed the damage from 23 to 21.
	- Changed the frame advantage when blocked from +5 frames to +4 frames. - Changed the frame advantage upon hit from +9 frames to +8 frames. - Decreased the distance between the character and the opponent when the move is blocked.
While rising	- Changed the damage from 11, 12 to 13, 13.
While rising	- Changed the frame advantage upon hit from +4 frames to +7 frames. - Changed the damage from 25 to 20.
While rising	- Changed the frame advantage when blocked from -10 frames to -9 frames. - Shortened the recovery animation by 1 frame when the move hits. - Changed the opponent's behavior when hit. - Decreased the distance between the character and the opponent when the move is blocked.
While rising  upon successful p	- Changed the damage from 25 to 20. - Changed the frame advantage upon hit from +30 frames to +16 frames. - Decreased the distance between the character and the opponent when the
While crouching	- Changed the damage from 18 to 19. - Changed the frame advantage when blocked from -13 frames to -12 frames. - Changed the frame advantage upon hit from -2 frames to -1 frame.
During sidestep	- 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
While down (facing up)	- 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.

## 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.

Commands	Changes
    	<ul style="list-style-type: none"> <li>- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.</li> </ul>
 	<ul style="list-style-type: none"> <li>- Decreased the move's tracking.</li> <li>- Decreased the distance between the character and the opponent when the move is blocked.</li> </ul>
	<p>1st hit</p> <ul style="list-style-type: none"> <li>- Decreased the distance between the character and the opponent when the move hits.</li> <li>- Increased the range of the attack.</li> </ul> <p>2nd hit</p> <ul style="list-style-type: none"> <li>- Increased the range of the attack.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the attack startup from 19 frames to 17 frames.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the damage from 25 to 22.</li> <li>- Changed the opponent's behavior when hit in midair.</li> </ul>
 	<ul style="list-style-type: none"> <li>- Changed the damage from 23 to 20.</li> <li>- Increased the move's reach.</li> </ul>
	<p>1st hit</p> <ul style="list-style-type: none"> <li>- Decreased the distance between the character and the opponent when the move hits.</li> </ul> <p>2nd hit/3rd hit</p> <ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -11 frames to -10 frames.</li> </ul>
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.

Commands	Changes
During Rage ↓	- Fixed an issue in which the move could not be performed while running or side-walking.
	- Changed the opponent's behavior when hit.
	- Changed the frame advantage when blocked from ±0 frames to -1 frame.
	- Changed the frame advantage upon hit from +7 frames to +6 frames.
	- <b>New move.</b>
	- Decreased the distance between the character and the opponent when the move is blocked.
	- 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.
	- 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.
	- Increased the move's reach.
	- Changed the frame advantage when blocked from -9 frames to -7 frames.
	- 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 blocked.
	- Changed the frame advantage when blocked from +3 frames to +5 frames.
	- 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.
	- 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.
	- Increased the lower range of the attack.
	- Reduced the strength of the pushback, and made the move easier to land.
	- 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.
Left 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.
While in Right Stance	- Changed the frame advantage when blocked from -9 frames to -8 frames.
While in Right Stance	- 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.
While in Right Stance	- Changed the frame advantage when blocked from -9 frames to -7 frames.
	- Increased the distance between the character and the opponent when the move is blocked.
While in Right Stance	- The 2nd hit can now be canceled with "While in Right Stance" to shift to Right Flamingo.
While in Right Stance	- Improved the move's evasive properties.
While in Right Stance	- Changed the frame advantage when blocked from -12 frames to -13 frames.
	- Increased the lower range of the attack.
While in Right Stance	- Increased the range of the attack.
While in Right Stance	- Decreased the distance between the character and the opponent when the move is blocked.
While in Right Stance	- Changed the frame advantage when blocked from -9 frames to -7 frames.
	- Increased the distance between the character and the opponent when the move is blocked.
While in Right Stance	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.
While 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.
Right Stance back towards enemy	- Increased the lower range of the attack.
	- Fixed an issue in which the 2nd hit could be blocked if the 1st hit struck the opponent from the side.
During Left Flamingo	- Changed the frame advantage when blocked from +3 frames to +4 frames.
During Left Flamingo	- Increased the side range of the attack.
During Right Flamingo	- Increased the side range of the attack.

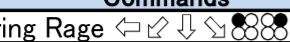










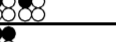

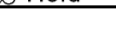




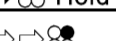
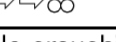
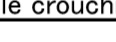

## JACK-7 changes

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.
	- 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 - 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.
	- New move.
	- Changed the damage from 13, 13, 20 to 15, 15, 20.
 Hold	- Changed the damage from 50 to 30. - Changed the move from a mid attack to an unblockable attack.
	- New move.
	1st hit - Changed the damage from 17 to 14. - Changed the attack startup from frame 20 to frame 17. - 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.
	- 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 opponent's behavior when the attack hits or is blocked. - The character is no longer counted as crouching during this move.
	- Shortened the recovery time after the move hits by 4 frames.
	- 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. - 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.
	- New move.
 Hold	- Changed the damage from 50 to 30. - Changed the move from a mid attack to an unblockable attack. - Decreased the move's tracking.
	- Changed the damage from 20 to 23. - Changed the frame advantage when blocked from -15 frames to -11 frames. - Shortened the recovery time after the move hits by 4 frames.
 Hold	- Increased the lower range of the attack.
	- 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.
During sidestep 	- Changed the damage from 25 to 20. - Shortened the recovery time for both the character and the opponent by 4 frames upon guard to speed up the interaction. - Shortened the recovery time after the move hits by 4 frames. - 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.
○ ○	- Decreased the distance between the character and the opponent when the move is blocked. - Increased the lower range of the attack.
○ ○	- Increased the recovery time when the move misses by 3 frames.
⇒ ○ ○	- 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.
⇒ ○ ○ (○ ○ ○)	- Changed the opponent's behavior when hit in midair.
⇒ ○ ○	- 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.
⇒ ☆ ↓ ↘ ○ ○	- 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.
↵⊙⊙	- 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.
↓⊙⊙	- 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.
↵⊙⊙	- Decreased the move's tracking.
↵⊙⊙	- Increased the range of the attack.
⇨⊙⊙⊙	- 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.
⇨⊙⊙⊙	- New move.
⇨⊙⊙	- Changed the attack startup from 19 frames to 17 frames.
⇨→⊙⊙	- Decreased the distance between the character and the opponent when the move hits.
⇨☆↓↵⊙⊙	- 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 guard).

Commands	Changes
During Rage ↘ ○○	- Fixed an issue in which the move could not be input while running.
○○	- Increased the range of the attack.
○○	- Decreased the distance between the character and the opponent when the r
○○○○	- Changed the frame advantage when blocked from -2 frames to -1 frames.
○○○○	- Enabled the move to cause a wall bound if it hits.
⇒○○○↓○○	- Increased the range of the attack.
⇩○○○○	- 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.
⇐○○○○	- New move.
⇒→☆○○	- Changed the damage from 14 to 15. - Changed the frame advantage when blocked from -15 frames to -14 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
	<p>2nd hit</p> <ul style="list-style-type: none"> <li>- The move will now chain together only when the 1st hit lands as a counter hit.</li> </ul> <p>3rd hit</p> <ul style="list-style-type: none"> <li>- Changed the damage from 17 to 15.</li> <li>- Changed the frame advantage when blocked from -12 frames to -14 frames.</li> <li>- Changed the opponent's behavior when the move lands as a regular hit or a counter hit.</li> <li>- Changed the input window from 28 frames to 22 frames.</li> <li>- <del>The move will not chain together when the 2nd hit lands.</del></li> </ul>
	<p>1st hit</p> <ul style="list-style-type: none"> <li>- Increased the lower range of the attack.</li> </ul> <p>2nd hit</p> <ul style="list-style-type: none"> <li>- Changed the damage from 7 to 10.</li> <li>- Changed the frame advantage when blocked from -7 frames to -5 frames.</li> <li>- Changed the frame advantage upon hit from +4 frames to +6 frames.</li> </ul> <p>3rd hit</p> <ul style="list-style-type: none"> <li>- <del>Changed the opponent's behavior when the move lands as a counter hit.</del></li> </ul>
During Dynamic Entry	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -3 frames to -1 frame.</li> <li>- Shortened the recovery time for both the character and the opponent by 2 frames upon hit to speed up the interaction.</li> </ul>
During Dynamic Entry	<ul style="list-style-type: none"> <li>- Changed the damage from 17 to 19.</li> <li>- Changed the frame advantage when blocked from -8 frames to -7 frames.</li> <li>- Changed the frame advantage upon hit from +6 frames to +7 frames.</li> </ul>
During Silent Entry	<ul style="list-style-type: none"> <li>- Changed the frame advantage upon hit from +3 frames to +5 frames.</li> </ul>
During Silent Entry	<ul style="list-style-type: none"> <li>- <b>New move.</b></li> </ul>
During Silent Entry	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -4 frames to ±0 frames.</li> <li>- Changed the frame advantage upon hit from +4 frames to +8 frames.</li> <li>- Changed the opponent's behavior when the move lands as a counter hit.</li> <li>- Increased the move's tracking.</li> <li>- Decreased the range of the attack.</li> </ul>
	<p>1st hit</p> <ul style="list-style-type: none"> <li>- Decreased the distance between the character and the opponent when the move hits.</li> </ul>
	<p>2nd hit</p> <ul style="list-style-type: none"> <li>- Reduced the strength of the pushback, and made the move easier to land.</li> </ul>
	<ul style="list-style-type: none"> <li>- Increased the lower range of the attack.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the damage from 20 to 24.</li> <li>- Changed the frame advantage when blocked from -20 frames to -15 frames.</li> <li>- Shortened the recovery time after the move hits by 5 frames.</li> </ul>
	<ul style="list-style-type: none"> <li>- Using "" after the move now places the character into crouching status.</li> </ul>
	<ul style="list-style-type: none"> <li>- Decreased the distance between the character and the opponent when the move lands as a counter hit.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the frame advantage upon hit from +3 frames to +4 frames.</li> <li>- Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>
	<ul style="list-style-type: none"> <li>- Changed the frame advantage upon hit from ±0 frames to +3 frames.</li> </ul>
During Dynamic Entry	<ul style="list-style-type: none"> <li>- Changed the damage from 10 to 13.</li> <li>- Changed the frame advantage when blocked from -9 frames to -8 frames.</li> <li>- Changed the frame advantage upon hit from +2 frames to +3 frames.</li> </ul>
While rising	<ul style="list-style-type: none"> <li>- Changed the input window for "During Dynamic Entry " from 48 frames to 49 frames.</li> </ul>
While rising	<ul style="list-style-type: none"> <li>- Changed the frame advantage upon hit from +3 frames to +5 frames.</li> </ul>
While crouching	<ul style="list-style-type: none"> <li>- <b>New move.</b></li> </ul>

## 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.
	- Reduced the strength of the pushback, and made the move easier to land. - Can now shift to "Dragon Charge 2" with "".
	- Changed the damage from 5, 12, 17 to 5, 10, 15.
	- Increased the lower range of the attack.
	- 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.
	2nd hit - Changed the move to send the opponent spinning when it lands as a counter hit. - Reduced the attack's side range and increased its lower range.
During Dragon Charge	- Changed the damage from 28 to 30.
During Fake Step	
During Dragon Charge	
During Fake Step	- Removed clean hit detection.
	- Increased the recovery time after the move hits by 1 frame.
	- Increased the range of the attack.
	- 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. - 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. - Changed the opponent's behavior when hit.
	- 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.
Approach enemy	- Fixed an issue in which following up with certain moves would cause the opponent to 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.
During Jin Ji Du Li 	1st hit - Changed the damage from 14 to 12.
	2nd hit - Changed the damage from 17 to 20. - Enabled the move to cause a wall bound if it hits. - <b>Decreased the range of the attack.</b>
During Jin Ji Du Li 	1st hit - Changed the damage from 17 to 13.
	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.
<b>During Jin Ji Du Li </b>	<b>- New move.</b>
During Fo Bu 	- Changed the opponent's behavior when the 1st hit lands if the 2nd hit has already been input.
	- Changed the frame advantage upon hit from +5 frames to +8 frames. - 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.
	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. - <b>Enabled the move to cause a wall bound if it hits.</b>
	- Increased the move's backward movement.
	- Fixed an issue in which the move could not be input in advance when shifting to Fo Bu.

## LII 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.
↵↵↵	- <b>New move.</b>
↵↵↵	- Increased the lower range of the attack.
↵↵↵↵↵	- It is now possible to shift to Dew Glide with "↵↵↵↵↵".
↵↵↵	- <b>New move.</b>
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.
	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
↵↵↵↵↵	- 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 question.

Commands	Changes
Standing	- Updated the animation.
During Rage ↘○○	1st hit - Fixed an issue in which the move could not be input while running.  2nd hit - 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.
○○○○○○ ⇒○○○○ During Left Twist ⇒○○○○	- 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.
○○○○	1st hit - Changed the damage from 12 to 10.  2nd hit - 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 "○○ after proper timing ○○".
○○○○	- Changed the damage from 10 to 14. - Changed the input window for the 2nd hit from 8 frames to 15 frames.
⇒○○	- Changed the attack startup from frame 25 to frame 27. - Increased the move's backward movement.
⇒○○	- It is now possible to cancel the 3rd hit with "⇒○○←" and shift to facing away from the opponent.
↘○○○○	1st hit/2nd hit - Decreased the distance between the character and the opponent when the move hits or is
↗○○	- 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 ○○○" to "During Left Twist ⇒○○○". - New move.
During Left Twist ○○○	- Increased the move's reach.
↗○○	- Increased the move's backward movement.
←○○	- Reduced the strength of the pushback, and made the move easier to land.
Back toward enemy ○○○	- New move.
Back toward enemy ○○○○○	1st hit - Decreased the distance between the character and the opponent when the move is blocked.  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 ○○○	- 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.
⇒⇒⇒○○	- 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.
↻↻↻	- It is now possible to shift to Intimidation with "↻↻↻ 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 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.
During Intimidation ↻↻	- Changed the frame advantage when blocked from ±0 frames to -9 frames. - 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 ↻↻	- 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
↻↻↻↻↻	- Decreased the distance between the character and the opponent when the move is blocked.
↻↻↻↻↻	- Changed the frame advantage upon hit from ±0 frames to +4 frames.
During Counter Hit ↻↻↻	- 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.
↻↻↻↻	- 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 ↻↻↻	- 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
	- Increased the lower range of the attack. - You can now shift to Sway with "".
	- Decreased the distance between the character and the opponent when the move is blocked.
	- Shortened the recovery animation by 1 frame when the move hits.
	- Changed the opponent's behavior when hit in midair.
	- 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.
	- Increased the strength of the pushback to reduce the frequency at which the character 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.
	- Increased the lower range of the attack.
	- 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 is blocked.
While crouching	- The move can now be canceled with "While crouching ".
	- Increased the lower range of the attack.
	- 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.

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
During Rage ↗⊙⊙⊙⊙	- Delayed by 10 frames the timing at which you can shift to a crouching position after inputting ↘.
⇨⊙⊙	- Changed the move to a homing attack.
⇨⊙⊙	- Increased the duration of the attack registering as a hit by 1 frame. - 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 ↘.
↓⊙⊙	- Increased the range of the attack.
↗⊙⊙⊙	- Changed the damage from 15, 23 to 12, 20. - Changed the opponent's behavior when hit.
↗⊙⊙	- 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. - 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 "⇨⊙⊙↓" after the move.
⇨⊙⊙	- Increased the lower range of the attack.
⇨⊙⊙	- Changed the opponent's behavior when the move lands as a counter hit.
⇨→⊙⊙	- 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 move is blocked. - Fixed an issue in which it was possible to perform an attack reversal.
During Stealth Step ⊙⊙	- Changed the command from "During Stealth Step ⊙⊙" to "During Stealth Step ⊙⊙".
During Stealth Step ⊙⊙⊙	- New move.
While rising ⊙⊙	- Changed the damage from 16 to 17. - Changed the attack startup from frame 15 to frame 14.
While rising ⊙⊙⊙	- Changed the frame advantage when blocked from -15 frames to -13 frames. - Shortened the recovery time after the move hits by 2 frames.
While crouching ↘↓↘⊙⊙	- Changed the damage from 24 to 21. - Decreased the distance between the character and the opponent when the



## 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 ⌘	- 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 Ducking In ⇨	- Decreased the distance between the character and the opponent when the move is blocked.
⇨	- Changed the opponent's behavior when hit in midair.
During Peekaboo ⌘⌘⌘⌘	2nd hit - Sped up the timing at which the opponent's attack can be blocked by 2 frames. 3rd hit - Changed the opponent's behavior when the move lands as a counter hit.
During Peekaboo ⇨	- Delayed the timing at which the opponent's attack can be blocked by 4 frames.
During Peekaboo ↘	- Delayed the timing at which the opponent's attack can be blocked by 2 frames.
During Peekaboo ⇨⌘⌘⌘⌘⌘⌘	- Delayed the timing at which the opponent's attack can be blocked by 2 frames.
↘	- Changed the opponent's behavior when the move lands as a counter hit.
↘	1st hit/2nd hit - Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
⇨	- Delayed the timing at which the opponent's attack can be blocked by 2 frames.
⇨	- 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.
While in Flicker Stance ⌘⇨	- Decreased the distance between the character and the opponent when the move is blocked. - Changed the opponent's behavior when hit. - Changed the move to send the opponent spinning when it lands as a counter hit.
While in Flicker Stance ⌘	- Changed the opponent's behavior when the move lands as a counter hit.
While in Flicker Stance ⇨	- Changed the frame advantage when blocked from -10 frames to -9 frames. - Shortened the recovery animation by 1 frame when the move hits.
⇨	- Delayed the timing at which the opponent's attack can be blocked by 2 frames.
⇨	- New move.
⇨	- New move.
While crouching ↘	- Changed the opponent's behavior when hit while downed.

## 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
	- Changed the move to send the opponent spinning when it lands as a counter hit.
	- Increased the lower range of the attack.
	- Shortened the recovery time by 3 frames.
	- Shortened the recovery time by 2 frames.
	- Shortened the recovery time after the move hits by 2 frames.
	- Changed the opponent's behavior when the move lands as a counter hit.
Back toward enemy	- Changed the damage from 12 to 10.
While rising	- Changed the attack startup from frame 11 to frame 13.
While rising	- Increased the range of the attack.
While rising	- New move.
While rising	- Changed the opponent's behavior when the move lands as a counter hit.
While rising	- Changed the opponent's behavior when hit while downed.
During sidestep	- Fixed an issue in which the damage of this move differed from "During sidestep " after inputting up to "".
Back toward enemy	- Changed the move to send the opponent spinning when it lands as a counter hit.
Back toward enemy	- Enabled the move to cause a wall bound if it hits.
Back toward enemy	- Changed the move to send the opponent spinning when it lands as a counter hit.
During Phoenix	- Changed the damage from 24 to 25.

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 ↵	- Reduced the strength of the pushback, and made the move easier to land. - Increased the range of the attack.
During Kincho ⇐○○○	- New move.
⇨○○	- Increased the move's tracking.
⇨○○○	1st hit - Decreased the distance between the character and the opponent when the move hits.  2nd hit - Changed the frame advantage when blocked from -14 frames to -12 frames. - Increased the recovery time when the move misses by 2 frames.
⇨○○	- Changed the damage from 10 to 12. - Increased the move's reach.
⇩○○○○	- Reduced the strength of the pushback.
↙○○	- Decreased the distance between the character and the opponent when the move hits.
During Manji Dragonfly ○○	- Changed the opponent's behavior when the move lands as a counter hit.
⇩○○	- Decreased the distance between the character and the opponent when the 2nd hit lands.
↗○○	- Changed the damage from 20 to 25. - Increased the move's tracking.
↗○○	- Increased the lower range of the attack.
⇨→○○	- Sped up the timing at which the opponent is counted as being midair after a counter hit by 4 frames.
While rising ○○	- Decreased the distance between the character and the opponent when the move hits.
While crouching ⇨○○	- Decreased the distance between the character and the opponent when the move lands as a counter hit.
During Mutou no Kiwami ⇨○○○	1st hit - Increased the move's reach.  2nd hit - Changed the frame advantage when blocked from -16 frames to -13 frames. - Changed the frame advantage upon hit from -3 frames to ±0 frames.
During Mutou no Kiwami while crouching ⇨○○	- Fixed an issue in which the character was not counted as crouching if the move was input in advance.
During Mutou no Kiwami, approach enemy ○○ During Mutou no Kiwami, approach enemy ⇨○○	- Fixed an issue in which throws could not be escaped with ○○.