

ADJUSTMENTS

201804 Ver.

Apr 26, 2018 Update

The following items were left off the original publication of the adjustment list.

RYU

- Crouching MP (V-Trigger)

Increased the advantage on block from +2F to +3F.

M. BISON

- H Psycho Inferno

Changed the cancel timing window from 29F - 30F to 32F - 33F.

- Ultimate Psycho Crusher

Eased the combo count.

CAMMY

- Reverse Edge

⑥Increased the downwards hurtbox.

VEGA

- Flash Arch - Granate

Changed the damage distribution from 40+80 to 60+60.

R. MIKA

- Fightin' Dirty

①Reduced Nadeshiko's downward collision box.

②Changed so that it will cause actual damage and not gray damage on block.

RASHID

- Spinning Mixer (Dash Version)

Increased the block stun between the 3rd and 4th hits by 4F.

- EX Whirlwind Shot (Normal)

①Reduced the recovery from 38F to 35F.

②Changed the overall frames from 61F to 58F.

③Increased the advantage on block from +6F to +9F.

- Altair

②Increased the hit properties, recovery, and pushback on hit for the first hit.

- Wall Jump (Jump-Off)

②Expanded the downward hurtbox.

DHALSIM

- Yoga Burner

③Eased the combo count.

JURI

- Standing MP (V-Trigger)

Increased the forward hitbox.

KOLIN

- Inside Slash (V-Trigger)

③Increased the recovery from 20F to 21F.

ABIGAIL

- Standing LK

③Increased the advantage from V-Trigger cancel on hit from +10F to +11F.

④Increased the advantage from V-Trigger cancel on block from +7F to +8F.

- Vroom Vroom

②Increased the pushback on block.

ZEKU

- [Old] Toushi

④Changed the attack and projectile invincibility from 1F - 21F to 1F - 16F.

- [Old] Shukumyo

②Can be canceled into from EX Bushin Gram - Koku/Teki on block.

- [Young] Toushi

④Changed the attack and projectile invincibility from 1F - 21F to 1F - 16F.

BLANKA

- Quick Rolling (V-Reversal)

③Changed so that he moves forward slightly on whiff.

- Electric Thunder

②Reduced the recovery from 18F to 17F.

The following are corrections for items that were mistakenly listed on the adjustment list.

AKUMA

- EX Goshoryuken

Mistaken: move versions not specified

Corrected: Added: (Normal/Shiretsu Hasshi Ver.)

ZEKU

- [Old] Shukumyo

Mistaken: Can be canceled into from Bushin Gram - Koku/Ban/Teki on hit only.

Corrected: ①Can cancel into Shukumyo from Bushin Gram - Koku/Ban/Teki (regular and EX versions) on hit.

SAKURA

- Sakura Otoshi

Mistaken: ①Changed the stun distribution, from 240 (80 × 3) to 220 (40 + 80 + 120).

Corrected: ①Changed the stun distribution, from 240 (80 × 3) to 240 (40 + 80 + 120).

ALL Fighters

Moves that Trigger Crush Counter	Added to the combo scaling when a Crush Counter has been triggered.
Throw Escape	Changed so that if the throw escape command is entered at the same time as a special move upon getting thrown, the throw escape will not be performed.



RYU

変更箇所

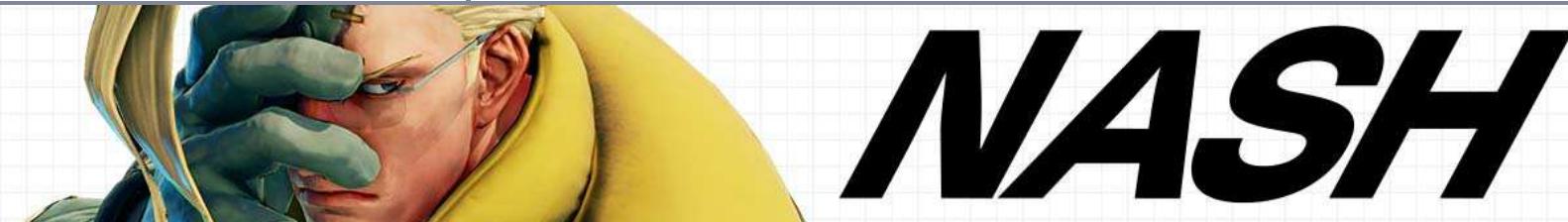
調整内容

Shoulder Throw (Forward Throw)	① Damage increased from 120 to 130. ② Recovery increased after the throw by 2F.
Somersault Throw (Backwards Throw)	Damage increased from 140 to 150.
Standing LP (Normal/V-Trigger)	Reduced the upwards hitbox.
Standing MK	Removed the forward hurtbox that appeared before the hitbox active frames.
Crouching LP (Normal/V-Trigger)	Reduced the upwards hitbox.
Crouching MP (V-Trigger)	Increased the advantage on block from +2F to +3F.
Crouching MK	Changed so that the collision box will emerge forward when the hitbox becomes active.
Jodan Nirengeki/Jodan Sanrengeki	① Enforced the combo count restrictions. ② Added float if the final hit hits midair.
Denjin Renki	Increased the length of the V-Timer from 800F to 1,000F.
Isshin	① Changed that the counter judgment will become active from 1F of Isshin receiving an attack. ② Removed the counter hit judgment from a successful Isshin activation. ③ Can cancel the recovery into EX Jodan Sokuto Geri only on hit. ④ Can be canceled into from Axe Kick and Solar Plexus Strike.
V Hadoken	Increased the V-Timer usage of each V Hadoken from 50F to 100F.
VEX Hadoken	Changed the position at which movement is possible after the move.
H Shoryuken (Normal/V-Trigger)	① Damage increased by 10 for 1st active frame only. ② Hit stop increased for 1st active frame only.
EX Shoryuken	① Expanded the forward hitbox. ② Changed the opponent's behavior on the first hit. Note: This has no effect on the battle balance.

V Shoryuken/VEX Shoryuken	Changed so that it will consume V-Timer gauge. Note: Uses 150F of gauge.
Jodan Sokuto Geri	①Reduced the opponent knockback distance. ②Increased the forward travel distance during the move. ③Eased the combo count.



Standing LP (Normal/V-Trigger)	Reduced the upwards hitbox.
Standing MP (Normal/V-Trigger)	Reduced the upwards hitbox.
Koshuto (Forward Throw)	Changed the distance from the opponent after a throw.
Rankyaku (V-Skill)	①Can be performed from cancelable moves.
Yokusenkyaku (Normal)	①Decreased the advantage on Crush Counter from +19F to +18F. ②Recovery increased on whiff from 13F to 18F.
Yokusenkyaku (V-Trigger)	Recovery increased on whiff from 13F to 18F.
Kikoshō	Changed so that the hitbox for the second hit onwards will not disappear when Kikoshō collides with the opponent's projectile.



Dragon Suplex (Forward Throw)	①Damage increased from 130 to 140. ②Stun increased from 120 to 150.
Target Down (Backwards Throw)	Damage increased from 140 to 150.
Standing MK	Changed so that it will not hit opponents who are behind Nash, only for the base of the hitbox.

Raptor Combination/Bullet Combination	Increased the forward movement distance of the second hit.
Bullet Clear (V-Skill)	<ul style="list-style-type: none"> ①Increased the advantage on hit from +2F to +5F. ②Increased the V-Gauge meter gain from 80 to 100.
Moonsault Slash	Changed the recovery for the first active frame 1F on hit and block to be the same value as 2F.
Sonic Move - Hide	<ul style="list-style-type: none"> ①Reduced the recovery by 2F. ②Throw and projectile invincible from frames 1F - 3F.
Justice Corridor	<ul style="list-style-type: none"> ①Will not be able to perform Stealth Dash on whiff. ②Changed the behavior when Nash overtakes the opponent character.



Crouching LP	Reduced the upwards hitbox.
Crouching HP	Expanded the upwards hurtbox.
Psycho Impact (Forward Throw)	Damage increased from 130 to 140.
Psycho Burst (V-Reversal)	Changed the startup from 16F to 17F.
H Psycho Inferno	Changed the cancel timing window from 29F - 30F to 32F - 33F.
EX Double Knee Press	When the second hit connects in a non-lock situation, can cancel into Psycho Crusher and Psycho Judgment.
Psycho Judgement	Eased the combo count.
Psycho Crusher	Damaged increased when the lower body portion hits from 70 to 100.
Ultimate Psycho Crusher	Eased the combo count.



CAMMY

変更箇所

調整内容

Hurtbox	Expanded her upwards hurtbox while crouching.
Stun	Increased from 900 to 950.
Gyro Clipper (Forward Throw)	①Damage increased from 120 to 130. ②Stun decreased from 150 to 120.
Delta Through (Backwards Throw)	Damage increased from 140 to 150.
Crouching LK	Increased the pushback on hit.
Lift Upper	Can be canceled from during Delta Ambush and Delta Step while V-Trigger II is active.
L Cannon Spike	Invincible to airborne attacks from 1F to 6F.
V Cannon Spike	Can cancel into V Canon Strike on hit.
Delta Step/Delta Ambush	①Number of V-Trigger blocks reduced from 3 to 2. ②The V-Timer will be completely consumed upon using the special moves Delta Step and Delta Ambush.
Delta Twist	Expanded the downwards hurtbox.
Reverse Edge	①Damage increased from 70 to 80. ②The second attack will be considered a mid attack. ③The recovery on block will be the same as on hit. ④Recovery on block decreased from -11F to -5F. ⑤Active frames 1F and 2F will be able to hit grounded opponents. ⑥Increased the downwards hurtbox.



BIRDIE

変更箇所

調整内容

Bad Skull (Forward Throw)	Stun decreased from 200 to 150.
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Crouching MP	①Active frames reduced from 6F to 5F. ②Recovery increased from 15F to 16F.
Crouching HK	①Increased the disadvantage on block from -11F to -14F. ②Expanded the hurtbox after the active frames end. ③Delayed the timing at which the post-active frames hurtbox disappears. ④Increased the pushback on block.
Pepper Pot (V-Reversal)	Startup increased from 16F to 17F.



Knee Bash (Forward Throw)	①Damage increased from 110 to 120. ②Added 1F of recovery after the throw.
Hell Wheel (Backwards Throw)	Damage increased from 130 to 140.
Standing LP	Reduced the upwards hitbox.
Crouching LP	①Pushback on hit slightly decreased. ②Pushback on block slightly decreased. ③Reduced the upwards hitbox.
Crouching LK	Increased the pushback on hit.
Quick Step (V-Skill)	①Damage reduced from 70 to 50. ②Stun reduced from 150 to 100. ③Added float value for airborne hit. ④Eased the combo count. ⑤Expanded the collision box only when performed from Chin Buster 2nd cancel.
M Shoryuken	Eased the combo count.
EX Shoryuken/VEX Shoryuken	①Changed so that it can hit opponents who are behind Ken. ②Expanded the collision boxes for the first Shoryu on hit, making it harder for an opponent to fall behind Ken during midair hit.
Shinryuken	①Eased the combo count. ②Reduced the horizontal knockback distance for max button press version. ③Damage reduced from 200 to 180 for max button press version.



NECALLI

変更箇所

調整内容

Standing LP (Normal/V-Trigger)	Reduced the upwards hitbox.
Crouching LP (Normal/V-Trigger)	Reduced the upwards hitbox.
Soul Stealer (Forward Throw)(Normal/V-Trigger)	①Regular version: Damage increased from 110 to 120. ②V-Trigger version: Damage increased from 120 to 130.
Soul Discriminator (Backwards Throw) (Normal/V-Trigger)	①Regular version: Damage increased from 100 to 110. ②V-Trigger version: Damage increased from 110 to 120.
Valiant Rebellion (Normal)	The blowback on counter hit was changed to be the same as the regular version.
Valiant Rebellion (V-Trigger)	①Blowback on hit changed to be the same as the regular version. ②The blowback on counter hit was changed to be the same as the regular version.
EX Valiant Rebellion (Normal)	①Pushback on hit for the second hit slightly decreased. ②First hit can be canceled into V-Trigger.
EX Valiant Rebellion (V-Trigger)	Pushback on hit for the second hit slightly decreased.
EX The Disc's Guidance (Normal)	①Damage distribution changed from 150 (35 + 35 + 80) to 150 (40 + 40 + 70). ②Stun distribution changed from 200 (25 + 25 + 150) to 200 (50 + 50 + 100). ③The second hit can be canceled into V-Trigger. ④Increased the pushback on hit for the second hit.
Clouded Mirror	①Increased the cancelation window when canceling from Culminated Power and Sacrificial Altar. ②Pushback on block slightly decreased for the max charge version. ③Increased the active frames after landing for the max charge version from 4F to 7F. for the second hit.
Soul Offering	Added collision boxes for after the move ends.



VEGA

変更箇所

調整内容

Rainbow Suplex (Forward Throw)	Damage increased from 120 to 140.
Crescent Line (Backwards Throw)	Damage increased from 140 to 150.
Standing LP (No Claw/Claw)	Reduced the upwards hitbox.
Crouching LP (No Claw)	Reduced the upwards hitbox.
Matador Turn (V-Skill - Attack)	<ul style="list-style-type: none">①Can cancel into CA on block.②Increased the distance at which it triggers the opponent's blocking motion.③Increased the pushback on block.
Bloody Kiss - Torero/Bloody Kiss - Azul	Damage increased from 100 to 140.
L Crimson Terror	Expanded the forward hitbox for the first hit.
EX Flying Barcelona Attack	Adjusted the input window.
Flash Arch - Granate	Changed the damage distribution from 40+80 to 60+60.
Flash Arch - Rossa	<ul style="list-style-type: none">①Addressed the phenomenon where the attack would not connect after a successful parry.②Fixed the state where Vega would retain invincibility upon remaining in a neutral state after the attack concluded.



R.MIKA

変更箇所

調整内容

Crouching MP	Increased the horizontal blowback distance for mid-air hit.
H Shooting Peach	Changed the performance when performed as a cancel from Lady Mika.

Rainbow Typhoon/EX Rainbow Typhoon	①L: Damage increased from 170 to 180. ②M: Damage increased from 180 to 190. ③H: Damage increased from 190 to 200. ④EX: Damage increased from 230 to 240.
Fightin' Dirty	①Reduced Nadeshiko's downward collision box. ②Changed so that it will cause actual damage and not gray damage on block.



Stun	Decreased from 1000 to 950.
Riding Glider (Forward Throw)	Added 2F of recovery after the throw.
Rising Sun (Backwards Throw)	Stun decreased from 200 to 150.
Standing LK	①Advantage on hit decreased from +4F to +2F. ②Advantage on block decreased from +2F to +1F. ③Is now a cancelable move.
Standing HP	Advantage on block decreased from ±0F to -3F. Note: Block recovery reduced by 3F.
Standing MK	①Recovery increased from 15F to 17F. ②Advantage on hit reduced from +2F to +1F. ③Disadvantage on block increased from -2F to -4F. ④Expanded the forward hitbox.
Crouching MK	Cancel timing from Easifa delayed by 3F.
Crouching HP	Reduced the recovery for the first hit on block by 3F.
Flap Spin	①Reduced the recovery for the first hit on block by 3F. ②Sped-up the startup of the second hit by 1F.
Wall Jump (Jump-Off)	①Increased the interval between clinging to the wall and jump by 2F. ②Expanded the downward hurtbox.

L Spinning Mixer	<p>①Pushback on block slightly decreased for the rapid button press version. ②Landing recovery on whiff increased from 11F to 16F on whiff. Note: No changes to the recovery on hit or block. ③Block stop for the third hit increased by 4F.</p>
Spinning Mixer (Dash Version)	Increased the block stun between the 3rd and 4th hits by 4F.
L Eagle Spike	Sped up the startup when performed in close range.
EX Eagle Spike	Changed so that Rashid will bounce off the opponent when blocked.
EXV Eagle Spike	<p>①Damage decreased from 140 to 100. ②Stun decreased from 200 to 150.</p>
V Airborne Eagle Spike	<p>①Damage decreased from 120 to 100. ②Stun decreased from 200 to 150.</p>
EX V Airborne Eagle Spike	<p>①Damage decreased from 150 to 120. ②Stun decreased from 200 to 150. ③Advantage on block decreased from +1F to -2F. ④Increased the pushback on block.</p>
V Whirlwind Shot	<p>①Damage reduced from 80 to 60. ②Stun for the M and H versions reduced from 150 to 140.</p>
EX Whirlwind Shot (Normal)	<p>①Reduced the recovery from 38F to 35F. ②Changed the overall frames from 61F to 58F. ③Increased the advantage on block from +6F to +9F.</p>
EXV Whirlwind Shot	<p>①Damage reduced from 120 to 100. ②Stun reduced from 200 to 160.</p>
Altair	<p>①Invincibility frames changed to 1 - 17F. ②Increased the hit properties, recovery, and pushback on hit for the first hit.</p>



Hajotsui (Forward Throw)	Damage increased from 120 to 130.
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Arakuma Inashi (Backwards Throw)	①Damage increased from 140 to 150. ②Reduced the recovery after the throw by 2F.
Jumping HP	Reduced the hurtbox.
Ressencho (V-Reversal)	Increased the horizontal blowback distance on hit.
Guren Kusabi	①Changed the attack active frames from 8F to 11F. ②Reduced the recovery from 21F to 18F.
Meioken (Charge Ver. Included)	①Uncharged version: Damage decreased from 60 to 50. ②Charged version: Dance decreased from 80 to 70. ③Charged version: V-Gauge meter gain decreased from 100 to 80. ④Eased the combo count.
EX Tenko	Damage decreased from 120 to 100.
EX Orochi	Damage increased from 120 to 140.
Yasha Gaeshi Tenchi	①Can be performed from cancelable moves. ②Reduced recovery by 5F for situations where the counter was successfully triggered but the attack did not hit. ③Reduced the damage for the grounded version from 120 to 100.



Standing HP (Uncharged Version)	Changed the timing for cancel into V-Trigger II. distance on hit.
Flying Head Butt	①Reduced the stun from 400 to 200. ②Changed the hit effect from blowback to mid-air unrecoverable damage ③Can now be canceled.
Muscle Explosion (V-Reversal)	①Increased the pushback on hit. ②Increased the pushback on block.
Tundra Storm	The opponent's stun gauge will not recover during the animation lock.
EX Borsch Dynamite (Normal/V-Trigger)	Added a cancel-specific action.



LAURA

変更箇所

調整内容

Seoi Throw (Forward Throw)	①Added 2F of recovery after the throw. ②Slightly increased the separation distance upon landing the throw in the corner.
Standing MP	Reduced the backwards hitbox
Standing MK	Increased the advantage on hit from +3F to +4F.
Crouching HK	Recovery increased on whiff and on block by 2F.
Linear Movement - Avante/Linear Movement - Esquiva/Linear Movement - Finta (Spark Show Version)	①Is now subject to counter-hit. ②Expanded the collision boxes in the upwards direction during the move, only when performed from Thunder Clap.
Linear Movement - Esquiva (Attack, Spark Show Version)	Startup increased from 34F to 32F.
Double Slap	Startup increased from 16F to 17F.
EX Sunset Wheel	Expanded the forward hitbox for the second active throw frame.
Matsuda Sway	Changed so that the dodging motion will not consume V-Timer gauge.
Shock Choke	①V-Timer consumption amount increased from 500F to 1,000F. ②Fixed the phenomenon where Laura would have a hurtbox during the move's animation.



DHALSIM

変更箇所

調整内容

Yoga Rocket (Forward Throw)	Damage increased from 110 to 120.
Standing MP	Eased the combo count.

Standing MK	Eased the combo count.
Drill Kick	Changed so that the move can be performed using down-forward and down-backwards diagonal directional inputs.
Yoga Mala (V-Reversal)	Startup increased from 16F to 17F.
Yoga Gale	Applied the combo count limit.
Yoga Burner	<ul style="list-style-type: none"> ①Increased the float on hit. ②Increased the horizontal blowback distance on hit. ③Eased the combo count.



Standing LP	Reduced the upwards hitbox.
Shimonshu (Forward Throw)	Added 2F of recovery after the throw.
Shishiruirui	Eased the combo count.
Nikaiho	<ul style="list-style-type: none"> ①Increased the overall movement frames from 30F to 31F. ②Added a hurtbox from 26F to 31F.



Leg Tomahawk (Backwards Throw)	Damage increased from 140 to 160.
Standing LP	<ul style="list-style-type: none"> ①Reduced the upwards hitbox. ②Increased the active frames from 2F to 3F. ③ Reduced the recovery from 8F to 7F.
Standing HK	Will force the opponent to stand on hit.
Crouching LP	Reduced the upwards hitbox.

Crouching HP	Increased the float on hit.
Lariat	Can be canceled.
Chop	Increased the disadvantage on block from -6F to -8F.
Flying Cross Chop	<ul style="list-style-type: none"> ①Eased the height restriction at which the move can be performed. ②Eased the combo count. ③Increased the float for mid-air hit.
Big Boot	Startup increased from 16F to 17F.
M Flash Chop	Reduced the startup from 19F to 18F.
H Flash Chop	Damage increased from 90 to 100.
H Air Knee Smash	<ul style="list-style-type: none"> ①Eased the combo count. ②Delayed the timing at which he can move again after hit by 4F. ③Increased the separation distance after hit.
EX Power Bomb	Throw hitbox startup reduced from 6F to 5F.
Rage Boost	Reduced the collision box on startup.
Choke Sleeper	Throw hitbox startup reduced from 6F to 5F.
Flying DDT	<ul style="list-style-type: none"> ①Damage decreased from 190 to 180. ②Sped up the startup by 3F when performed as a cancel.



Dragon Suplex (Forward Throw)	<ul style="list-style-type: none"> ①Damage increased from 120 to 130. ②Stun increased from 120 to 150.
Reverse Back Knuckle (V-Reversal)	<ul style="list-style-type: none"> ①Startup increased from 16F to 17F. ②Recovery increased on hit by 2F.
Sonic Boom (Normal/V-Trigger)	Pushback on block slightly decreased.

Knife Edge	Cannot be activated by V-Trigger cancel from a regular Sonic Boom. Note: No changes to the EX version.
Somersault Kick	①Increased the horizontal blowback distance on hit. ②Changed so so that condition after the active frames cause counter hit for the regular (M and H) and the EX version are the same as the regular version.
EX Somersault Kick	Increased the horizontal blowback distance on hit.
VEX Somersault Kick	Decreased the invincibility period from 31F to 11F.
Sonic Hurricane	①Changed so that until the attack startup, Guile's body is not pushed into movement. ②Expanded the collision boxes in the forward direction until directly before attack startup.
Sonic Tempest	Changed so that Guile isn't pushed to a different position until the attack startup.



IBUKI

Yami Kazura (Forward Throw)	Damage increased from 120 to 130.
Kubiori (Backwards Throw)	Damage increased from 140 to 150.
Jumping HK	①Expanded the downwards hitbox. ②Expanded the downwards hurtbox.
Kazekiri	Changed the damage for the last hit only to 70.
Hanagasumi (V-Reversal)	①Startup increased from 15F to 17F. ②Decreased the active frames from 13F to 4F. ③Reduced the hitbox. ④Increased the log's movement speed. ⑤Changed to be uniformly -2F on block. ⑥Pushback on block slightly decreased.
Fuma Shuriken (Haku)	Damage reduced from 100 to 80.
Fuma Shuriken (Kokufu)	Damage increased from 80 to 100.

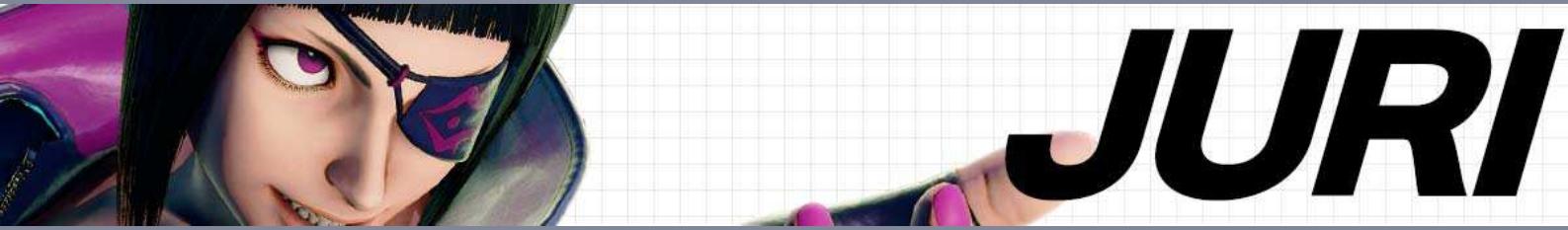


BALROG

変更箇所

調整内容

Dirty Bomber (Forward Throw)	Damage increased from 130 to 140.
Buffalo Head	Startup increased from 16F to 17F.
H Screw Smash	<ul style="list-style-type: none">①Reduced the startup from 24F to 23F.②Slightly increased the forward movement distance.
B3 (Upon V-Trigger 2 Activation)	<ul style="list-style-type: none">①Can be canceled from Hard Smasher, Hard Pressure, Buffalo Swing, and Buffalo Pressure.②The recovery when performed from the second hit of Under Impact was different than that of Crazy Rush, so it was fixed to be consistent with Crazy Rush.
B3 (No Mercy)	<ul style="list-style-type: none">①Will combo when performed from a cancelable normal move on hit.②Reduced the recovery after the throw by 8F.③Changed the status after hit in the corner to be about the same as in the middle of the screen.④Expanded the forward hitbox only when performed from a cancel.



JURI

変更箇所

調整内容

Chisenkyaku (Forward Throw)	<ul style="list-style-type: none">①Damage increased from 110 to 120.②Added 2F of recovery after the throw.
Standing LP	Reduced the upwards hitbox.
Standing MP (V-Trigger)	Increased the forward hitbox.
Standing HK	Reduced the downwards hurtbox.
Jumping HK	Increased the amount of EX meter gain when performed as part of a chain combo during Feng Shui Engine alpha from 30 to 50.
Kaisenrenkyaku (V-Reversal)	<ul style="list-style-type: none">①Startup increased from 15F to 17F.②Increased the pushback distance on block.

Fuharenkyaku (Normal/V-Trigger)

Normal, V-Trigger: Damage decreased from 100 to 90.



URIEN

Spartan Bomb (Forward Throw)

Stun increased from 120 to 150.

Spartan Bomb (Backwards Throw)

Stun decreased from 200 to 150.

Standing LP

Recovery increased from 9F to 10F.
Note: No changes to recovery on hit or block.

Standing LK

①Advantage on hit increased from +3F to +4F.
②Advantage on block increased from +2F to +3F.
③Increased the pushback distance on hit and block.

Standing HP

Reduced the opponent pushback distance on Crush Counter.

Crouching LP

①Recovery increased from 8F to 9F.
Note: No changes to recovery on hit or block.
②Reduced the upwards hitbox.

Crouching MK

Delayed the cancel timing for each version of Tyrant Blaze by 2F.

Quarrel Kick

Increased the advantage on hit from +1F to +3F.

Terrible Smash

①Increased the disadvantage on block from -6F to -8F.
②Pushback on block slightly decreased.

Break Rush

①Increased the disadvantage on block from -6F to -8F.
②Pushback on block slightly decreased.

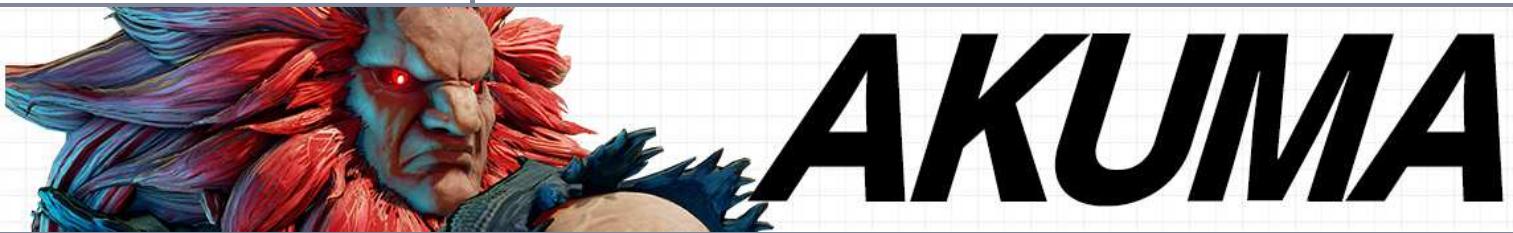
Tyrant Pressure

Changed the length of the V-Timer from 3,000F to 3,200F.

Tyrant Blaze

①Increased the horizontal blowback distance for the 2nd attack on hit.
②Increased the V-Timer consumption from 800F to 1,200F.
③Slightly increased the forward hitbox.

Tyrant Blaze (V-Skill/Uncharged Version)	<ul style="list-style-type: none"> ①Increased the V-Timer consumption from 800F to 1,200F. ②Decreased the recovery for the first hit only by 4F. ③Changed to have armor properties until 8F after the first hit. ④Expanded the forward hitbox.
Tyrant Blaze (V-Skill/Charged Version)	<ul style="list-style-type: none"> ①Increased the V-Timer consumption from 800F to 1,200F. ②Changed to have armor properties until 3F after the first hit. ③Expanded the forward hitbox.
Anger Snap Fist (V-Reversal)	Startup increased from 16F to 17F.



Hyakkigosai (Shiretsu Hasshi Ver)	Behavior on whiff unified with the EX version.
Standing LP	Reduced the upwards hitbox.
Standing MK	Recovery increased from 16F to 18F. Note: No changes to advantage/disadvantage.
Crouching LP	Reduced the upwards hitbox.
Crouching HP	Recovery increased from 16F to 20F. Note: No changes to advantage/disadvantage.
Gosenkyaku (V-Reversal)	<ul style="list-style-type: none"> ①Startup increased from 16F to 17F. ②Increased the horizontal blowback distance on hit.
EX Goshoryuken (Normal/Shiretsu Hasshi Ver)	<ul style="list-style-type: none"> ①Expanded the collision boxes for the first Shoryu on hit, making it harder for an opponent to fall behind Akuma during midair hit. ②Changed so that the opponent cannot perform a recovery for the 3rd overall hit.
Shiretsu Hasshi	Can no longer cancel Gohadoken/EX Gohadoken/ Sekia Goshoha/EX Sekia Goshoha on whiff.
Dohatsu Shoten/Shiretsu Hasshi	Fixed the phenomenon where, upon canceling into from certain special moves, Akuma retained invincibility frames while being able to move.

Sekia Kuretsuha

- ①Changed so that his collision boxes will not move forward during recovery.
 ②Increased the amount of EX Gauge his opponent will gain on hit, from 60 to 100.



KOLIN

Pressure Ridge (Forward Throw)

Damage increased from 120 to 130.

Standing HP (Normal/V-Trigger)

Increased the disadvantage on block from -2F to -4F.

Crouching LP

Reduced the upwards hitbox.

Crouching LK

Delayed the timing for canceling into Absolute Zero by 3F.

Crouching MK

- ①Expanded the upwards hurtbox.
 ②Delayed the timing for canceling into Absolute Zero by 3F.
 ③Reduced the backwards hitbox.
 ④Reduced the active frames from 3F to 2F.

Crouching HK

- ①Unified the cancel timing for Diamond Dust/Absolute Zero/Frost Edge for the first hit for both hit and block.
 ②Unified the cancel timing for Diamond Dust/Absolute Zero/Frost Edge for the second hit for both hit and block.

Cold Low

- ①Unified the cancel timing for Diamond Dust/Absolute Zero/Frost Edge for the first hit for both hit and block.
 ②Unified the cancel timing for Diamond Dust/Absolute Zero/Frost Edge for the second hit for both hit and block.

Brinicle

- ①Unified the cancel timing for Diamond Dust/Absolute Zero/Frost Edge for both hit and block.
 ②Recovery increased for the normal and V-Trigger versions on hit by 5F.

Frost Spike

Can cancel into Absolute Zero on block.

Snow Grain

Unified the cancel timing for Diamond Dust/Absolute Zero/Frost Edge on block.

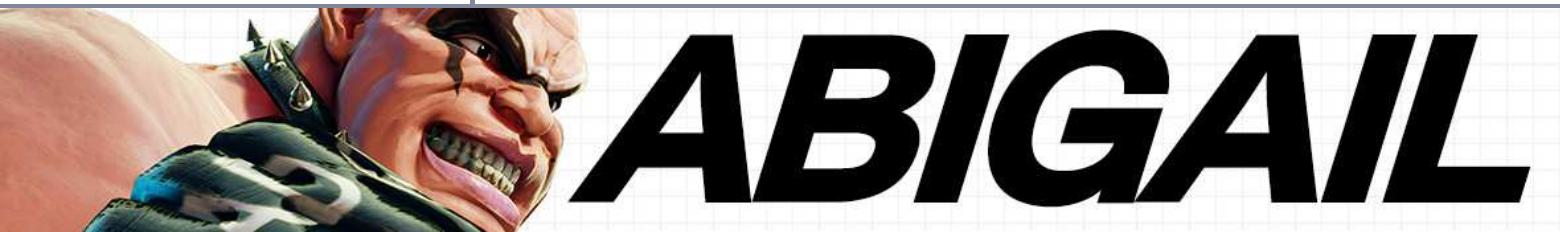
Frost Edge	<p>①Increased the V-Timer consumption from 500F to 1,000F, except when used from a dash.</p> <p>②Changed so that it will not hit opponents who are behind Kolin.</p> <p>Note: Only applies to grounded opponents, has no effect on her juggle combos.</p>
Diamond Dust	Damage increased from 90 to 120.
Forward Dash (V-Trigger)	Increased the V-Timer consumption from 500F to 700F.
Inside Slash (V-Trigger)	<p>①Decreased the advantage on hit from +3F to +2F.</p> <p>②Increased the disadvantage on block from -7F to -8F.</p> <p>③Increased the recovery from 20F to 21F.</p>
Frost Tower	Increased the amount of EX Gauge her opponent will gain on hit, from 20 to 100.



ED

Standing LP	Reduced the upwards hitbox.
Crouching LP	Reduced the upwards hitbox.
Crouching MP	Reduced the advantage on block from +3F to +2F.
Crouching HP	<p>①Reduced the damage from 90 to 80.</p> <p>Note: Damage on the extended part reduced from 80 to 70.</p> <p>②When triggering a Crush Counter on an airborne opponent, the float value has been made the same as a Crush Counter on a grounded opponent.</p>
Kill Step	<p>①Increased the overall movement frames from 29F to 31F.</p> <p>②Added a hurtbox from 26F to 31F.</p>
Psycho Splash/EX Psycho Splash	Increased the move delay from Psycho Rising by 5F.

Psycho Snatcher - Ground	<p>①Reduced the V-Gauge meter gain for the no-charged version from 100 to 80. Note: The V-Gauge meter gain distribution has been changed in accordance with the damage. ②Reduced the V-Gauge meter gain for the charged version from 120 to 100. ③Changed the hit motion for the no-charge version. ④Added 2F of recovery for the no-charge version on hit. ⑤Changed so that if the first hit counts as a counter hit, the counter hit effects will carry over to the second hit. ⑥Reduced the recovery on whiff for the charged version from 57F to 40F.</p>
Psycho Snatcher - Air	<p>①Reduced the recovery on whiff for the charged version from 50F to 40F. ②Expanded the downwards hitbox for the no-charge version. ③Changed so that if the first hit counts as a counter hit, the counter hit effects will carry over to the second hit. ④V-Gauge meter gain distribution has been changed in accordance with the damage.</p>
Psycho Cannon	<p>①Damage increased from 100 to 120. ②Reduced the startup from 16F to 13F when the move is performed with the forward input. ③Deleted the hurtbox during the screen freeze.</p>
Enhanced Snatcher	<p>①Reduced the recovery by 3F when performed from a cancel. ②Deleted the hurtbox during the screen freeze.</p>
Ultra Snatcher - Ground	<p>①On block, will deal real chip damage instead of recoverable gray damage. ②Added a projectile-nullifying hitbox aside from the attack hitbox. ③Expanded the horizontal hitbox for the first active frame. ④Reduced the horizontal hurtbox. ⑤Reduced the amount of V-Timer consumption from 1,500F to 1,300F.</p>
Ultra Snatcher - Air	<p>①Expanded the hitbox for the attack active frames from 1F to 3F. ②Changed the position of the hitbox for the attack active frames from 4F to 7F. ③Reduced the amount of V-Timer consumption from 1,500F to 1,300F.</p>
Psycho Barrage	<p>Increased the amount of EX-Gauge meter gain for the opponent upon hit from 75 to 100.</p>



Stun	Stun increased from 1050 to 1075.
Hurtbox Shape	Changed the height of his hurtbox and collision box for spinning knockdown damage.
Red Leaf (Forward Throw)	Increased the spacing distance on hit in the corner.
Standing LK	<ul style="list-style-type: none"> ①Startup increased from 5F to 6F. ②Increased the pushback on block.
Standing HP (V-Trigger)	Stun decreased for the charge version from 200 to 150.
Crouching LP	<ul style="list-style-type: none"> ①Startup increased from 5F to 6F. ②Reduced the downward hitbox for the second and third active frames. ③Recovery increased from 10F to 12F. ④Removed the counter hit judgment after the attack startup.
Crouching LK	<ul style="list-style-type: none"> ①Increased the pushback on hit. ②Can only be canceled into V-Trigger. ③Increased the advantage from V-Trigger cancel on hit from +10F to +11F. ④Increased the advantage from V-Trigger cancel on block from +7F to +8F.
Crouching HP	Stun decreased for the charge version from 200 to 150.
Vroom Vroom	<ul style="list-style-type: none"> ①Increased the pushback on hit. ②Increased the pushback on block.
Abi Hammer	Changed so that only the third active frame will hit a downed opponent.
Abi Blaster (V-Trigger)	Stun decreased for the charge version from 200 to 150.
Abi Twist (V-Trigger)	Stun decreased for the charge version from 200 to 150.
Ontario Drop (V-Reversal)	<ul style="list-style-type: none"> ①Startup increased from 16F to 17F. ②Reduced the opponent's blowback.
EX Giant Flip	<ul style="list-style-type: none"> ①Damage decreased from 120 to 80. ②Stun decreased from 200 to 150.
M/H Abigail Smash	<ul style="list-style-type: none"> ①Made the situation after hit the same as L Abigail Smash. ②Expanded the hurtbox during recovery.
EX Abigail Smash	<ul style="list-style-type: none"> ① Damage decreased from 100 to 80. ② Expanded the hurtbox during recovery.

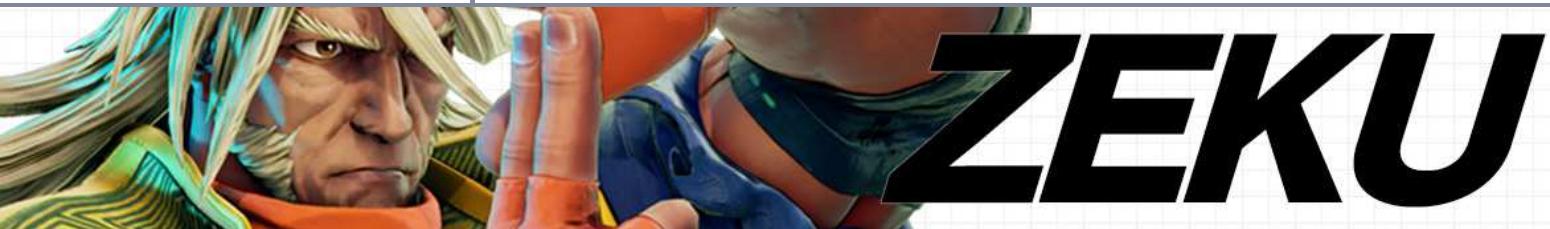
Bay Area Sunrise	Added 4F of recovery after the throw.
EX Bay Area Sunrise	①Increased the separation distance after hit. ②Added 3F of recovery after the throw.
Hybrid Charge	Fixed the phenomenon where the the advantage/disadvantage when performed as a cancel from certain regular moves was different than that of Max Power.
Metro Crash	①On block, opponent takes actual damage instead of recoverable damage. ②Reduced the upwards hitbox. ③Enforced combo count restrictions on the non-charged version. ④Damage increased for the non-charged version from 120 to 150. ⑤Stun increased for the non-charged version from 150 to 200. ⑥Damage increased for the charged version from 170 to 200. ⑦Damage increased for the max-charge version from 220 to 250.
Abigail Punch	①Enforced combo count restrictions. ②Increased the knockdown time for the first hit. ③Stun decreased for the non-rapid button press version from 180 to 120. ④Stun decreased for the rapid button press version from 200 to 150. ⑤Added 8F of recovery to the rapid button press version (L/H). ⑥Added 7F of recovery to the rapid button press version (M).
EX Abigail Punch	①Increased the knockdown time for the first hit. ②Changed the blowback on first hit counter hit to be the same as the regular hit version. ③Damage increased for the non-rapid button press version from 130 to 140. ④Damage decreased for the rapid button press version from 170 to 160. ⑤Damage decreased for the rapid button press version from 200 to 150. ⑥Stun decreased for the rapid button press version from 230 to 200. ⑦Recovery increased for the rapid button press version by 8F.



MENAT

Overflowing Nile (Forward Throw) (Bare Handed/Crystal Ball)	Added 1F of recovery after the throw.
Standing LP (Crystal Ball)	Expanded the downwards hitbox of the crystal ball.

Standing HK (Bare Handed/Crystal Ball)	①Reduced the backwards hitbox ②Base of the hitbox only - will not hit opponents who are behind Menat.
Khamun Kick (Bare Handed/Crystal Ball)	Changed so that the move can be performed using down-forward and down-backwards diagonal directional inputs.
Soul Reflect: Kamal (Bare Handed)	①V-Gauge meter gain increased from 50/25 to 80/40. ②Can cancel into Wisdom of Thoth/Prophecy of Thoth.
Soul Reflect: Kamal (Crystal Ball)	①V-Gauge meter gain increased from 80/40 to 100/50. ②Can cancel into Wisdom of Thoth/Prophecy of Thoth.
Soul Reflect: Stella (Bare Handed)	①V-Gauge meter gain increased from 50/25 to 80/40. ②Reduced the hurtbox. ③Fixed the phenomenon where if Menat was attacked before the hitbox became active she would take standing damage. ④Can cancel into Wisdom of Thoth/Prophecy of Thoth.
Soul Reflect: Stella (Crystal Ball)	①V-Gauge meter gain increased from 50/25 to 100/50. ②Reduced the hurtbox. ③Can cancel into Wisdom of Thoth/Prophecy of Thoth.
Guardian of the Sun/EX Guardian of the Sun	Changed the command from  to 
EX Guardian of the Sun	Changed the invincibility timing from 6F to 5F.
Soul Spark	①Changed the command from  to  ②Reduced the damage from 100 to 80. ③Reduced the stun from 200 to 150. ④Increased the chip damage from 7 to 13.



[Old] Tsurigane Otoshi (Forward Throw)	Damage increased from 120 to 130.
[Old] Mikoshi (Backwards Throw)	Damage increased from 140 to 150.
[Old] Standing LP	Reduced the upwards hitbox.

[Old] Standing MP	Reduced the upwards hitbox.
[Old] Crouching LP	Reduced the upwards hitbox.
[Old] Jumping HP	Expanded the hitbox at the base.
[Old] Fukuro	Changed so that it will not build EX gauge on hit or block.
[Old] Toushi	<ul style="list-style-type: none"> ①Reduced the startup from 17F to 12F. ②Changed the opponent reaction from blowback to stagger on hit. ③Increased the pushback on block. ④Changed the attack and projectile invincibility from 1F - 21F to 1F - 16F.
[Old] Bushin Gram - Koku/EX Bushin Gram - Koku	Damage decreased at the base and the part that nullifies projectiles by 10.
[Old] L Bushin Gram - Ban	Damage decreased from 120 to 100.
[Old] EX Bushin Gram - Ban	Changed the blowback for the first hit.
[Old] L Bushin Gram - Teki	Changed the horizontal blowback on hit.
[Old] M Bushin Gram - Teki	<ul style="list-style-type: none"> ①Damage decreased on hit at the base from 90 to 80. ②Damage decreased on hit for the projectile-nullifying part only from 80 to 70.
[Old] EX Bushin Gram - Teki	<ul style="list-style-type: none"> ①Damage decreased on hit at the base from 120 to 110. ②Damage decreased on hit for the projectile-nullifying part only from 100 to 90. ③Expanded the hitbox for the part that physically hits, from the second hit onward.
[Old] EX Bushin Jakura	<ul style="list-style-type: none"> ①Changed the movement distance upon directional key input. ②Changed the trajectory on startup.
[Old] Shukumyo	<ul style="list-style-type: none"> ①Can cancel into Shukumyo from Bushin Gram - Koku/Ban/Teki (regular and EX versions) on hit. ②Can be canceled into from EX Bushin Gram - Koku/Teki on block.
[Old] Idaten	<ul style="list-style-type: none"> ①The first normal move performed from Idaten can be cancelled. ②Changed the invincibility timing from 6F to 3F. ③Changed so that a crouching HP from Idaten that hits a crouching opponent will force stand.

[Old] Karura Tenzan	<p>①Addressed the phenomenon where all of the hits of Karura Tenzan would not connect when canceled into from certain parts of EX Bushin Gram - Koku/Teki.</p> <p>②Changed the movement distance for the initial startup.</p> <p>③Changed from one-time usage to timer-type, added the special move Karura Tenzan</p> <p>④Damage decreased from 180 to 140.</p> <p>⑤Stun decreased from 200 to 150.</p> <p>⑥On hit, reduced the opponent's blowback time by 3F.</p> <p>⑦On hit, changed to be projectile invincible until the active frames end.</p>
[Old] Batsuzan Gaisei	Increased the amount of EX-Gauge meter gain for the opponent upon hit from 60 to 100.
[Young] Tesso (Forward Throw)	Damage increased from 120 to 140.onent upon hit from 60 to 100.
[Young] Raiju (Backwards Throw)	<p>①Damage increased from 120 to 160.</p> <p>②Stun increased from 150 to 200.</p> <p>③Increased the EX meter gain from 80 to 100.</p>
[Young] Standing LP	Reduced the upwards hitbox.
[Young] Jumping HP	Changed the hitboxes and hurtboxes in to match a change in the motion.
[Young] Jumping HK	<p>①Expanded the forward hitbox.</p> <p>②Deleted the forward hurtbox.</p> <p>③Reduced and expanded the hurtbox.</p>
[Young] Tenpo Kari	<p>①Changed so that it does not build EX gauge on hit or block.</p> <p>②Damage increased from 80 to 90.</p> <p>③Expanded the upwards hitbox for the startup of the second hit.</p> <p>④Expanded the upwards hitbox for the second hit.</p> <p>⑤Active frames for the second hit increased from 2F to 4F.</p>
[Young] Toushi (V-Reversal)	<p>①Attack startup reduced from 17F to 12F.</p> <p>②Changed the opponent reaction from blowback to stagger on hit.</p> <p>③Increased the pushback on block.</p> <p>④Changed the attack and projectile invincibility from 1F - 21F to 1F - 16F.</p>
[Young] Bushin Sho	Eased the combo count.
[Young] H Bushin Sho	Fixed the phenomenon where, for H Bushin Sho only, the projectile-nullifying hitbox would not be generated.
[Young] EX Bushin Sho	<p>Recovery increased from 20F to 21F.</p> <p>Note: No changes in advantage/disadvantage.</p>

变更箇所

調整内容

[Young] H Hozanto	Attack startup reduced from 27F to 26F.
[Young] Ashikari	①Damage increased from 80 to 100. ②Eased the combo count.
[Young] EX Ashikari	①Stun increased from 150 to 200. ②Eased the combo count.
[Young] Gekkou	Eased the combo count.
[Young] EX Gekkou	①Stun increased from 150 to 200. ②Eased the combo count.
[Young] Shukumyo	Can be canceled into from Bushin Sho/Hozanto/Ashikari/Gekkou/Bushin Sangoku Otoshi on hit only.
[Young] Idaten	①The first normal move performed from Idaten can be cancelled. ②Invincibility timing changed from 6F to 3F.
[Young] Karura Tenzan	①Changed the movement distance for the initial startup. ②Changed from one-time usage to timer-type, added the special move Karura Tenzan ③Reduced the damage from 180 to 140. ④Reduced the stun from 200 to 150. ⑤Reduced the opponent's float on hit by 3F. ⑥On hit, changed to be projectile invincible until the active frames end.
[Young] Batsuzan Gaisei	Increased the amount of EX-Gauge meter gain for the opponent upon hit from 60 to 100.



SAKURA

変更箇所

調整内容

Hanakaze (Forward Throw)	①Added 1F of recovery after the throw. ②Increased the separation distance upon landing the throw in the corner.
Sakura Shoulder Throw (Backwards Throw)	Damage increased from 140 to 150.
Sailor Hop (Air Throw)	①Damage increased from 140 to 160. ②Landing recovery on whiff increased from 4F to 6F.

Haru Kaze	Can be canceled into from cancellable-normal moves, Tengyo Hadoken (charged version), V Hadoken, V Tengyo Hadoken, and Hogasho.
Standing LP	Reduced the upwards hitbox.
Standing LK	<p>①Active frames reduced from 4F to 3F. ②Adjusted the motion. Note: Due to the change above, hitboxes were adjusted accordingly.</p>
Crouching MP	<p>①Advantage on hit increased from +2F to +5F. ②Pushback on hit slightly decreased. ③Pushback on block slightly decreased.</p>
Furiko Upper	<p>①Expanded the forward hitbox for the first active frame. ②Moved the hitbox forward for active frame 3F. ③Active frame 3F will no longer trigger a Crush Counter. ④Reduced the backwards hurtbox.</p>
Sakura Otoshi	<p>①Changed the stun distribution, from 240 (80 × 3) to 240 (40 + 80 + 120). ②Changed the V-Gauge meter build distribution, from 75 (25 × 3) to 120 (30 + 40 + 50).</p>
Oukakyaku	Damage increased from 60 to 80.
Floral Spin (V-Reversal)	<p>①Startup increased from 15F to 17F. ②Pushback on block slightly decreased.</p>
Hogasho	<p>①Reduced the hitbox. ②Added 5F of recovery on whiff.</p>
H Shunpukyaku	<p>①Damage increased from 80 to 100. ②Reduced the startup from 25F to 24F. ③Expanded the hurtbox for the second hit.</p>
Hadoken	Damage increased from 50 to 60.
EX Hadoken	<p>①Damage increased from 80 to 100. ②Startup decreased from 17F to 14F. Note: No changes to advantage/disadvantage. ③Changed the overall movement frames from 48F to 45F. Note: No changes to advantage/disadvantage. ④Expanded the forward hitbox. ⑤Can now be canceled into V-Trigger.</p>

V Hadoken	<p>①Changed the overall movement frames from 45F to 42F. Note: No changes to advantage/disadvantage.</p> <p>②Expanded the forward hitbox.</p> <p>③Adjusted the combo count.</p>
V Hadoken (Charged)	<p>①Changed the overall movement frames from 75F to 60F.</p> <p>②Increased the advantage on block from +3F to +10F.</p> <p>③Expanded the forward hitbox.</p>
Tengyo Hadoken	<p>①Reduced the damage from 70 to 60.</p> <p>②Changed the overall movement frames from 57F to 45F.</p> <p>③Changed the opponent's blowback on hit.</p> <p>④Expanded the forward hitbox.</p> <p>⑤Changed so that it will not hit a crouching opponent.</p> <p>⑥Changed to cause a knockdown on hit.</p> <p>⑦Active frames changed from 24F to 27F.</p>
EX Tengyo Hadoken	<p>①Reduced the attack active frames, from 17F to 15F. Note: No changes to advantage/disadvantage.</p> <p>②Changed the overall movement frames, from 55F to 45F. Note: No changes to advantage/disadvantage.</p> <p>③Increased the float on hit.</p> <p>④Changed so that it will not hit a crouching opponent.</p> <p>⑤Can now be canceled into V-Trigger.</p>
V Tengyo Hadoken	<p>①Changed the overall movement frames, from 51F to 45F.</p> <p>②Expanded the forward hitbox.</p> <p>③Changed the opponent's float on hit.</p> <p>④Changed so that it will not hit a crouching opponent.</p> <p>⑤Adjusted the combo count.</p>
V Tengyo Hadoken (Charged)	<p>①Damage increased from 100 to 110.</p> <p>②Changed the overall movement frames, from 67F to 55F.</p> <p>③Adjusted the combo count.</p> <p>④Changed the opponent's float on hit.</p> <p>⑤Changed so that it will not hit a crouching opponent.</p>
EX Shououken	Reduced the opponent's blowback distance on hit.
Sakura Rain	Addressed the phenomenon where the opponent could not perform a V-Reversal when Sakura Rain was canceled into from certain blocked special moves (charged Hadoken/V Hadoken/charged V Hadoken/V Tengyo Hadoken/charged V Tengyo Hadoken).



BLANKA

変更箇所

調整内容

Quick Rolling (V-Reversal)	<ul style="list-style-type: none">①Increased the pushback on block.②Increased the opponent's blowback on hit.③Changed so that he moves forward slightly on whiff.
Jungle Dynamo/Lightning Beast	Added 2F of recovery to the V-Trigger cancel.
Electric Thunder	<ul style="list-style-type: none">①Advantage on block increased from +2F to +3F.②Reduced the recovery from 18F to 17F.
EX Electric Thunder	<ul style="list-style-type: none">①Damage increased from 100 to 120.②Stun increased from 180 to 200.③Can now be canceled into V-Trigger.
V Electric Thunder	Stun increased from 180 to 230.
Back Step Rolling	<ul style="list-style-type: none">①Changed to blowback damage on midair hit.②Eased the combo count.③Decreased the landing recovery from 14F to 11F. <p>Note: No changes to advantage/disadvantage.</p>
EX Back Step Rolling	Decreased the landing recovery from 13F to 5F. Note: There are changes to the advantage/disadvantage on hit and block.
V Back Step Rolling	Decreased the landing recovery from 14F to 11F. Note: No changes to advantage/disadvantage.
Ground Shave Rolling	<ul style="list-style-type: none">①Changed so that the first and second hits will be blocked successively.②Reduced the disadvantage on block from -14F to -8F.
Ground Shave Rolling (Max Charge)	<ul style="list-style-type: none">①Reduced the damage from 250 to 220.②Changed so that the final hit causes a guard break.