

201701Ver.

ADJUSTMENTS

May 26, 2017

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

R, Mika

- Passion Press:
hitbox was reduced.

Dhalsim

- Standing HP:
Changed the total frames from 44F to 42F

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

Balrog

- Turn Punch

Mistaken:

1. Added throw invincibility during 3F - 18F of the Level 1 - Lv19 motion
2. Advantage on hit and block have been loosened after Level 2.

Corrected:

1. Level 1 - 6: Added throw invincibility for frames 1F - 18F.
2. Level 1 - 3: Changed to upper body and projectile invincibility from frames 3F - 18F.
3. Level 4 - 6: Changed to attack and projectile invincibility from frames 3F - 18F.
4. Level 7 - 10 (Final): Changed to complete invincibility from frames 1F - 18F.

Dhalsim

- Back Throw

Mistaken:

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

Corrected:

Changed the distance from the opponent after hit.

Jan 27, 2017

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

Birdie

- EX Bull Horn (Normal): Recovery reduced from 28F to 23F.

Alex

- Power Bomb/Power Drop: Startup changed from 5F to 6F

Ibuki

- Bonshoger: Increased the amount of stagger time on Crush Counter hit by 3F.

Juri

- Crouching LP: Changed the mash canceling movement frames from 9F - 10F to 10F - 11F

- Crouching MP: Increased the overall frames from 23F to 24F

- L Ryodansatsu:

Changed the timing at which Juri is considered to be mid-air from 5F - 18F, to 4F - 17F

Reduced the overall frames from 46F to 45F

- M Ryodansatsu:

Changed the timing at which Juri is considered to be mid-air from 5F - 19F, to 5F - 18F

Reduced the overall frames from 47F to 46F

- M Fuharenkyaku:

Changed the timing at which Juri is considered to be mid-air from 8F - 22F, to 10F - 24F

Increased the overall frames from 41F to 43F

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

Karin

- Standing MK:

Mistaken: Changed to: Delayed activation by 3F on V-Trigger cancel

Corrected: Changed to: Delayed activation by 5F on V-Trigger cancel

Rashid

- Altair:
Mistaken: Hitbox now remains during projectile durability Corrected: Changed to: Now you can't avoid hits with projectile invincibility (No change to number of hits).

The following items were removed from the adjustment list.

Ken
- LP Shoryuken (Normal/V-Trigger):Removed throw invincibility.

R.Mika
- Passion Press: Now cancellable into rope throw on guard.

ALL Fighters

Adjustment	Description
Recoverable damage	Changed recovery speed from once every 4F to once every 8F
Hold button moves	Changed so certain special moves that activate when the button is released can be used as a buffer
Input latency	Shortened the inactive frames on input confirm from 12F to 6F after the last key for a charge attack has been input



RYU

Adjustment	Description
Hurt box	Adjusted hurt box when changing direction while crouching
Forward throw	<ol style="list-style-type: none"> 1. Increased recovery on hit by 8F 2. Reduced stun damage from 170 to 120 3. Reduced CA gauge accrual 4. Increased distance from opponent after hit
Standing LP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Shrunk hit box in upwards direction 2. Increased horizontal knockback on hit in the air 3. Expanded hit box in forward direction
Standing LK	Shrunk hit box in forward direction
Standing MP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed advantage on hit from +6F to +7F 2. Expanded hurt box that appears during 3F - 12F of action in forward direction 3. Shrunk hit box in forward direction
Standing HP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 7F to 8F (Increased overall animation by 1F) 2. Only V-Trigger HP is cancellable
Standing HK	Changed action recovery from 18F to 20F (Recovery on hit or block have not changed)

Adjustment	Description
Crouching LP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Increased duration of hit box from 2F to 3F 2. Expanded distance of pushback on hit and block 3. Fixed bug that when mash canceling into a normal Crouching LP, was not recognized as not countered even when taking a hit before the first frame of attack start up
Crouching MP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 5F to 6F (Increased overall animation by 1F) 2. Somewhat expanded hit box in forward direction 3. Expanded hurt box around hit box in forward direction 4. Shrunk upper hit box
Crouching MK	<ol style="list-style-type: none"> 1. Changed startup from 6F to 7F (Increased overall animation by 1F) 2. Changed duration of hit box from 2F to 3F
Crouching HK	<ol style="list-style-type: none"> 1. Changed startup from 7F to 8F (Increased overall animation by 1F) 2. Lowered damage from 100 to 90 3. Shrunk hit box in forward direction
Jumping LK	<ol style="list-style-type: none"> 1. Expanded active hurt box in downward direction 2. Shrunk hit box in downward direction
Jumping MP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed damaged caused by normal version from 80(40+40) to 60(30+30) 2. Decreased damage caused by V-Trigger version from 80(40+40) 60(30+30) 3. Guard properties for 2nd hit changed from mid to high
Jumping MK	Shrunk lower hitbox
Axe Kick	<ol style="list-style-type: none"> 1. Changed recovery on block from 0F to -2F 2. First and 2nd hits can be cancelled into specials, CA, and V-Trigger
Collarbone Breaker (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 20F to 22F (Increased overall animation by 2F) 2. Changed recovery on hit from 0F to +1F 3. Changed recovery on block from -4F to -6F
Solar Plexus Strike (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Increased stun damage (for normal: 100 to 150, for V-Trigger: 130 to 180) 2. Changed advantage on hit from +6F to +8F

Adjustment	Description
Jodan Sanrengeki	<ol style="list-style-type: none"> 1. Increased damage of second hit from 60 to 70 2. Increased stun damage of second hit (for normal: 70 to 100, for V-Trigger: 100 to 130) 3. Increased stun damage of third hit from 80 to 100 4. Second hit can be cancelled by V-Trigger 5. Shrunk hit back on second hit 6. Increased duration that damaged side is suspended in when third hit hits
V-Reversal Hashogeki	<ol style="list-style-type: none"> 1. Changed startup 15F to 17F 2. Changed distance and advantage on hit
V-Skill Mind's Eye	<ol style="list-style-type: none"> 1. Changed animation recovery on whiff from 29F to 32F 2. Increase V-Gauge accrual from 25 to 50 when successful
Hadoken	<ol style="list-style-type: none"> 1. Changed overall animation (L: 46F to 47F, H: 48F to 47F) 2. Decreased amount of CA gauge accrued on activation 3. Increased amount of CA gauge accrued on hit or block 4. Changed advantage on block from -7F to -6F
Hadoken (V-Trigger)	<ol style="list-style-type: none"> 1. Decreased amount of CA gauge accrued on activation 2. Increased amount of CA gauge accrued on hit or block 3. Fixed bug that even when hit during 1F - 7F of animation, was not registered as a counter
EX Hadoken (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed advantage on block from -2F to +2F 2. Fixed bug that even when hit during 1F - 6F of animation during V-Trigger, was not registered as a counter
L Shoryuken (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Reduced damage from 120 to 110 during V-Trigger 2. Expanded hurt box that appears during 1F - 3F in downward direction 3. Expanded hitbox on startup during V-Trigger in forward direction
M Shoryuken (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Decreased damage during V-Trigger from 140 to 130 2. Added hurt box and throwable box during 1F - 2F 3. Changed physical strike/projectile invincibility to 3F - 6F 4. Added collision box to lower body during 6F 5. Expanded hit box on startup in upward direction
H Shoryuken (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Decreased damage of normal version from 140 to 120 2. Decreased damage during V-Trigger from 160 to 130 3. Decreased stun damage of normal version from 200 to 150 4. Decreased stun damage during V-Trigger from 250 to 200 5. During 1F - 3F, removed invincibility and added hurt box and throwable box
EX Shoryuken (Normal/V-Trigger)	Expanded hitbox on startup both in forward and downward directions

Adjustment	Description
L Tatsumaki Senpukyaku	<ol style="list-style-type: none"> 1. Increased damage from 80 to 90 2. Decreased stun damage from 200 to 150
M Tatsumaki Senpukyaku	<ol style="list-style-type: none"> 1. Changed recovery when landing from 12F to 14F 2. Decreased chip damage on block from 25 * 2 to 17 * 2 3. Decreased stun damage from 200 to 150
H Tatsumaki Senpukyaku	<ol style="list-style-type: none"> 1. Changed recovery when landing from 11F to 15F 2. Decreased damage from 120 to 110 3. Decreased chip damage on block from 30 * 3 to 19 * 3 4. Decreased stun damage from 200 to 150
EX Tatsumaki Senpukyaku	Decreased stun damage from 200 to 150
Airborne Tatsumaki Senpukyaku	On hit, can juggle with Shinku Hadoken or Denjin Hadoken
EX Airborne Tatsumaki Senpukyaku	<ol style="list-style-type: none"> 1. Increased damage from 160 to 170 2. Increased stun damage from 200 to 250
Shinku Hadoken	Reduced pushback on block



CHUN-LI

Adjustment	Description
Hurt box	<ol style="list-style-type: none"> 1. Changed hurt box when changing directions while standing and crouching 2. Expanded hurt box when crouching
Stun meter	Reduced from 1000 to 950
Koshuto (Forward throw)/Tenshin Shushu (Reverse throw)	Expanded throw range
Koshuto (Forward throw)	<ol style="list-style-type: none"> 1. Reduced stun damage from 170 to 150 2. Decreased CA meter gain
Ryuseiraku (Airborne throw)	<ol style="list-style-type: none"> 1. Expanded hurt box during throw in downward direction 2. Shrunk throw range
Standing LP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box) 2. Increase pushback on hit and block 3. Delayed attack activation by 5F when cancelling into from a special move 4. Shrunk hit box

Adjustment	Description
Standing LK (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 4F to 5F (Increased overall animation by 1F) 2. Shrunk hit box 3. Expanded hurt box around hit box 4. Increased horizontal knockback on hit in the air
Standing MP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box) 2. Increased duration of hit box from 2F to 3F
Standing HP (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed normal recovery from 16F to 18F 2. Changed recovery during V-Trigger from 14F to 16F (No changes to advantage on hit and block, but total animation has increased by 2F) 3. Changed advantage on block from -3F to -5F
Standing MK (V-Trigger)	<ol style="list-style-type: none"> 1. Increased how long opponent is frozen in the air on Crush Counter 2. Increased air combo potential on Crush Counter
Crouching LP(Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 3F to 4F (Increased overall animation by 1F) 2. Increased normal damage from 20 to 30 3. Increased damage during V-Trigger from 30 to 40 4. For normal version, increased duration of hitbox from 2F to 3F
Crouching LK(Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed normal advantage on hit from +1F to +2F 2. Changed advantage on hit during V-Trigger from +3F to +4F 3. Changed so the only special it can be cancelled into is Hyakuretsukyaku
Crouching HP (Normal/V-Trigger)	Reduced pushback on hit for first hit
Crouching HK(Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 7F to 8F (Increased overall animation by 1F) 2. Decreased normal damage from 100 to 90 3. Decreased damage during V-Trigger from 110 to 100
Jumping MK (Normal/V-Trigger)	Shrunk lower hit box
Neutral Jumping HK (Normal/V-Trigger)	Changed startup from 5F to 7F
Hakkei (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Increased how long opponent is frozen in the air by 4F on Crush Counter during V-Trigger 2. Expanded hurt box around feet in upward direction 3. Shrunk upper hit box 4. Delayed attack activation by 4F when being cancelled into from a special move
Senenshu (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed normal advantage on hit from 0F to +2F 2. Changed advantage on hit during V-Trigger from +3F to +4F

Yokusenkyaku (V-Trigger)	Changed advantage on hit from +3F to +4F
Kakurakukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Shrunk lower hit box 2. Expanded hurt box around hit box 3. Increased duration of hit box from 6F to 7F
Yosokyaku (Normal)	Fixed bug that when hit during 1F of animation, was not registered as a counter
V-Skill - Rankyaku (Normal)	When transitioning from V-Skill to a jumping attack, changed so that the jumping attack adds V-Gauge meter gain instead of CA Gauge on hit or block (During V-Trigger, will gain CA Gauge)
V-Reversal - Sohakkei	<ol style="list-style-type: none"> 1. Changed startup from 10F to 12F 2. Changed attack recovery from 20F to 24F (No change to advantage on block) 3. Changed advantage on hit from +1F to +2F 4. Changed physical strike/projectile invincibility during animation from 1F - 15F to 1F - 25F
V-Trigger - Renkiko	<ol style="list-style-type: none"> 1. Can be cancelled into from Hyakuretsukyaku or Kikoken 2. Shortened duration of effect
Hyakuretsukyaku/Airborne Hyakuretsukyaku/Spinning Bird Kick (Normal/V-Trigger)	Adjusted knockback distance and duration on air counter so that it is easier to hit opponents in the air
Kikoken (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed total animation (L: 45F to 46F, M: 43F to 45F, H: 41F to 44F) (No changes to advantage on hit or block) 2. Decreased CA meter gain on activation 3. Increased CA meter gain on hit or block 4. Added hurt box with projectile invincibility around hands
L Hyakuretsukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Decreased normal damage from 80 to 60 2. Decreased damage during V-Trigger from 90 to 70 3. Changed advantage on hit from +3F to +4F 4. Can be performed by mashing LK in addition to current command (236+LK) 5. Expanded pushback on hit for last hit 6. Fixed bug that when hit during 1F of animation, was not registered as a counter
M Hyakuretsukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 10F to 11F 2. Decreased normal damage from 100 to 80 3. Decreased damage during V-Trigger from 110 to 90 4. Increased stun damage from 100 to 120 5. Changed advantage on hit from +2F to +3F 6. Can be performed by mashing MK in addition to current command (236+MK)

Adjustment	Description
H Hyakuretsukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Decreased normal damage from 120 to 100 2. Decreased damage during V-Trigger from 130 to 110 3. Changed advantage on hit from +1F to +2F 4. Can be performed by mashing HK in addition to current command (236+HK)
EX Hyakuretsukyaku	<ol style="list-style-type: none"> 1. Increased stun damage from 150 to 200 2. Shrunk pushback 3. Increased distance Chun-Li moves forward during animation 4. Can be performed by mashing KK in addition to current command (236+KK)
L Airborne Hyakuretsukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 7F to 8F 2. Decreased normal damage from 80 to 70 3. Decreased damage during V-Trigger from 90 to 80 4. Changed advantage on hit from +4F to +3F 5. Changed advantage on block from +1F to -2F 6. Shrunk upper hit box
M Airborne Hyakuretsukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 8F to 10F 2. Decreased normal damage from 100 to 90 3. Decreased damage during V-Trigger from 120 to 100 4. Changed advantage on hit from +4F to +3F 5. Changed advantage on block from +1F to -2F 6. Shrunk upper hit box
H Airborne Hyakuretsukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 7F to 12F 2. Decreased normal damage from 120 to 100 3. Decreased damage during V-Trigger from 130 to 110 4. Changed normal advantage on hit from -3F to 0F 5. Changed advantage on block during V-Trigger from -6F to -3F 6. Shrunk upper hit box
EX Airborne Hyakuretsukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Decreased normal damage from 175 to 160 2. Decreased damage during V-Trigger from 185 to 170
L Spinning Bird Kick (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Decreased normal damage from 120 to 100 2. Decreased damage during V-Trigger from 130 to 110
M Spinning Bird Kick (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Decreased normal damage from 140 to 120 2. Decreased damage during V-Trigger from 150 to 130

H Spinning Bird Kick (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed startup from 22F to 19F 2. Changed attack recovery from 26F to 24F 3. Decreased normal damage from 160 to 140 4. Decreased damage during V-Trigger from 170 to 150
EX Spinning Bird Kick (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed attack recovery from 27F to 31F 2. Decreased normal damage from 170 to 150 3. Decreased damage during V-Trigger from 180 to 160
Hoyokusen	<ol style="list-style-type: none"> 1. Decreased damage from 340 to 330 2. Vertically expanded collision box



NASH

Hurt box	Adjusted hurt box when changing direction while crouching
Dragon Suplex (Forward Throw)	<ol style="list-style-type: none"> 1. Reduced stun damage from 170 to 120 2. Reduced CA meter gain 3. Increased distance from opponent on hit 4. Changed advantage on hit
Target Down (Reverse Throw)	Reduced damage from 140 to 130
Air Jack (Air Throw)	Expanded hurt box during animation in downward direction
Front Step	<ol style="list-style-type: none"> 1. Changed total animation from 17F to 19F 2. Sped up when Nash begins to move forward by 1F 3. Shrunk collision box while moving
Back Step	Reduced distance moved
Standing LP	Added hurt box around feet during 4F - 8F of animation
Standing MP	<ol style="list-style-type: none"> 1. Changed attack recovery from 13F to 15F (Advantage on hit and block have not changed) 2. Added hurt box around feet during 6F - 10F of animation
Standing MK	Changed attack startup from 8F to 7F (Reduced overall animation by 1F)

Standing HP	<ol style="list-style-type: none"> 1. Changed attack startup from 7F to 8F (Increased total animation by 1F) 2. Added hurt box around feet during 8F - 14F of animation 3. Shrunk forward hit box during first active frame of attack 4. Shrunk lower hit box during active 2F - 3F, and expanded upper hit box
Standing HK	<ol style="list-style-type: none"> 1. Shrunk torso hit box 2. Shrunk forward hit box during active frames 3. Expanded hurt box in forward and upward directions during active 1F - 2F 4. Expanded hurt box in forward and downward directions during active 3F - 6F
Crouching LP	<ol style="list-style-type: none"> 1. Shrunk upper hit box during first active frame 2. Expanded hurt box during active 1F - 3F in upward direction 3. Increased pushback on hit
Crouching MK	<ol style="list-style-type: none"> 1. Shrunk upper and inner hit boxes 2. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box) 3. Sped up activation when cancelling into V-Trigger by 1F (Advantage on V-Trigger (Sonic Move - Hide) cancel is now +3F to +4F)
Crouching HP	<ol style="list-style-type: none"> 1. Changed advantage on hit to +6F to 7F 2. Expanded hurt box during 1F - 6F of animation in forward direction 3. Reduced pushback on hit 4. Changed hit property to forced standing hit stun
Crouching HK	<ol style="list-style-type: none"> 1. Reduced damage from 100 to 90 2. Increased advantage on normal hit by 2F
Jumping MK	<ol style="list-style-type: none"> 1. Reduced active frames from 7F to 5F 2. Shrunk lower hit box
Jumping HP	<ol style="list-style-type: none"> 1. Changed attack startup from 6F to 7F 2. Shrunk lower hit box 3. Expanded hurt box that appears first active frame in upward direction 4. Extended active frames from 4F to 5F
Jumping HK	<ol style="list-style-type: none"> 1. Changed attack startup from 8F to 9F 2. Shrunk lower hit box
Neutral Jumping HK	Expanded hurt box during active 1F - 6F and attack recovery in downward direction
Chopping Assault	Shrunk forward hit box

Adjustment	Description
Knee Bazooka	<ol style="list-style-type: none"> 1. Shrunk forward and lower hit boxes 2. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)
Windshear	<ol style="list-style-type: none"> 1. Increased damage of third hit from 60 to 70 2. Increased stun damage of third hit from 80 to 100
Raptor Combination	<ol style="list-style-type: none"> 1. Increased recovery of second hit by 4F (Advantage on hit has not changed) 2. Reduced damage of second and third hits from 70 to 55 3. Increased distance moved forward during second hit 4. Can be activated even when second hit is whiffed 5. Changed advantage on block from -6F to -10F
Bullet Combination	Added new target combo, which can be activated by inputting MK to HK to MP+MK
Side Knee Attack	<ol style="list-style-type: none"> 1. Changed attack recovery from 15F to 14F 2. Changed advantage on hit from +3F to +4F 3. Changed advantage on block from 0F to +2F 4. Reduced pushback on hit 5. Reduced pushback on block to match reduced pushback on hit
Step Kick	<ol style="list-style-type: none"> 1. Changed attack startup from 13F to 14F (*Increased total animation by 1F) 2. Changed advantage on hit from +2F to +3F 3. Changed advantage on block from -2F to -3F
V-Skill - Bullet Clear	<ol style="list-style-type: none"> 1. Increased damage from 60 to 70 2. Reduced V-Gauge meter gain on projectile absorption from 100 to 80 3. Increased V-Gauge meter gain on physical attack hit from 60 to 80
V-Trigger - Sonic Move - Hide	<ol style="list-style-type: none"> 1. Changed start of invincibility during animation from 2F to 4F 2. Extended black screen on activation by 5F
V-Trigger - Sonic Move - Blitz Air Sonic Move - Steel Air	<ol style="list-style-type: none"> 1. Changed start of invincibility during animation from 2F to 4F 2. Expanded hurt box after Nash reappears in the air 3. Extended black screen on activation by 5F
V-Reversal	Reduced distance moved

Adjustment	Description
L Sonic Boom	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Changed advantage on hit from -3F to -2F 4. Changed advantage on block from -7F to -6F 5. Reduced pushback on block 6. Added hurt box around feet during active 1F - 7F as well as around arms during attack recovery
M Sonic Boom	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Changed advantage on hit from -1F to 0F 4. Changed advantage on block from -5F to -4F 5. Reduced pushback on block 6. Added hurt box around feet during active 1F - 7F as well as around arms during attack recovery
H Sonic Boom	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Changed advantage on hit from +3F to +4F 4. Reduced pushback on block 5. Added hurt box around feet during active 1F - 15F as well as around arms during attack recovery
EX Sonic Boom	<ol style="list-style-type: none"> 1. Reduced pushback on block 2. Added hurt box around feet during active 1F - 7F as well as around arms during attack recovery 3. Extended input buffer between first and second hit by 4F 4. Changed advantage on block for second hit from +1F to +2F
Moonsault Slash	<ol style="list-style-type: none"> 1. Reduced damage from 70 to 60 2. Expanded attack startup hurt box in downward direction
EX Moonsault Slash	<ol style="list-style-type: none"> 1. Reduced damage from 130 to 120 2. Changed advantage on hit from +6F to 7F
M Sonic Scythe	<ol style="list-style-type: none"> 1. Shrunk upper hit box 2. Reduced pushback on block 3. Changed advantage on block from -8F to -10F 4. Reduced knockback on hit
H Sonic Scythe	<ol style="list-style-type: none"> 1. Reduced damage from 120 to 110 2. Reduced stun damage from 200 to 150 3. Extended how long opponent is frozen in the air on second hit in the air

Adjustment	Description
EX Sonic Scythe	<ol style="list-style-type: none"> 1. Removed throw invincibility during animation 2. Shrunk upper hitbox during active 1F-2F
L Tragedy Assault	Increased stun damage from 100 to 150
M Tragedy Assault	Increased stun damage from 100 to 150
H Tragedy Assault	<ol style="list-style-type: none"> 1. Reduced damage from 150 to 140 2. Increased stun damage from 100 to 150
EX Tragedy Assault	Increased stun damage from 100 to 150
H Moonsault Slash	Fixed bug that there was no counter box from when Nash leaps up until he falls down
Judgement Saber	Reduced damage from 340 to 330



Adjustment	Description
Stun meter	Changed from 950 to 1000
Psycho Impact	<ol style="list-style-type: none"> 1. Reduced damage from 130 to 110 2. Reduced stun damage from 170 to 120 3. Reduced CA meter gain 4. Increased advantage on hit by 4F
Psycho Fall	<ol style="list-style-type: none"> 1. Reduced stun damage from 200 to 170 2. Reduced CA meter gain 3. Decreased advantage on hit by 2F
Standing LP	<ol style="list-style-type: none"> 1. Changed attack recovery from 6F to 7F (Advantage on hit and block has not been changed) 2. Increased how long opponent reels on hit by 1F (Advantage on hit has not changed)
Standing LK	<ol style="list-style-type: none"> 1. Changed attack startup from 4F to 3F (Increased overall animation by 1F) 2. Changed attack recovery from 8F to 10F (Advantage on block has not been changed) 3. Changed advantage on hit from +4F to +2F 4. Shrunk forward hit box 5. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)

Adjustment	Description
Standing MP	<ol style="list-style-type: none"> 1. Changed attack recovery from 12F to 14F (Advantage on hit and block has not been changed) 2. Reduced pushback on block 3. Expanded hurt box around hit box in forward direction 4. Added hurt box around feet during attack recovery 5. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box) 6. Fixed bug that when hit before 1F of animation, was not registered as a counter
Standing HP	<ol style="list-style-type: none"> 1. Increased damage from 80 to 90 2. Expanded hit box in forward direction 3. Expanded hurt box in forward direction 4. Added hurt box around feet during attack recovery 5. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)
Crouching LP	<ol style="list-style-type: none"> 1. Expanded hit box in forward direction 2. Expanded hurt box in forward direction 3. Added hurt box around feet 4. Increased pushback on hit and block 5. Extended how long hit box stays out from 2F to 3F
Crouching LK	Sped up when can be cancelled into mash cancel attacks by 1F
Crouching MP	<ol style="list-style-type: none"> 1. Removed hurt box before attack startup 2. Changed advantage on block from 0F to +1F 3. Extended how long hit box stays out from 2F to 3F 4. Shrunk upper hit box 5. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)
Crouching HP	<ol style="list-style-type: none"> 1. Reduced damage during 12F - 14F from 70 to 80 2. Added hit box during 12F - 14F that will hit opponents behind M. Bison
Crouching HK	<ol style="list-style-type: none"> 1. Added hurt box before attack startup 2. Shrunk forward hit box 3. Expanded hurt box around hit box in forward direction
Jumping MK	<ol style="list-style-type: none"> 1. Shrunk lower hit box 2. Reduced how long hit box stays out from 8F to 6F

Adjustment	Description
Psycho Axe	<ol style="list-style-type: none"> 1. Changed attack startup from 16F to 18F (Increased overall animation by 2F) 2. Increased stun damage from 100 to 150 3. Can juggle opponents who have been knocked back 4. Changed property on hit in the air to knockdown
Shadow Axe	<ol style="list-style-type: none"> 1. Changed startup of second hit from 16F to 14F 2. Reduced damage of second hit from 60 to 50 3. Increased stun damage from 60 to 120 4. Sped up transition from Standing MP 5. Changed advantage on hit from +6F to +2F 6. Changed advantage on block from -5F to -8F
V-Skill - Psycho Reflect	<ol style="list-style-type: none"> 1. Changed so that can only fire projectile when performing V-Skill a second time after successfully countering an opponent's attack without following up with another attack 2. Expanded counter box in upward direction 3. Increased juggle potential on hit with secondary attack
V-Trigger - Psycho Power	<ol style="list-style-type: none"> 1. Extended duration of effect 2. Increased the amount of timer consumed for special moves
V-Reversal - Psycho Burst	<ol style="list-style-type: none"> 1. Changed attack startup from 15F to 16F 2. Changed physical strike/projectile invincibility during animation from 1F - 16F to 1F - 30F 3. Changed pushback and advantage on hit
L Psycho Blast	<ol style="list-style-type: none"> 1. Increased CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Reduced pushback on block
M Psycho Blast	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Reduced knockback on hit 4. Reduced pushback on block
H Psycho Blast	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Reduced knockback on hit 4. Reduced pushback on block

Adjustment	Description
Psycho Blast (V-Trigger)	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Reduced knockback on hit 4. Reduced pushback on block
EX Psycho Blast	<ol style="list-style-type: none"> 1. Changed total animation from 42F to 40F 2. Extended how long projectile remains on the screen
EX Psycho Blast (V-Trigger)	<ol style="list-style-type: none"> 1. Changed total animation from 43F to 38F 2. Reduced damage from 130 to 120 3. Somewhat reduced projectile speed 4. Changed so that can only have one of the same type of projectile on the screen at a time
Head Press	Increased damage on hit in the air from 80 to 100
EX Head Press	<ol style="list-style-type: none"> 1. Reduced recovery on hit on the ground by 9F 2. Reduced damage on hit in the air from 130 to 100 3. Can quick recover on hit in the air 4. Adjusted how long both M. Bison and opponent are frozen on hit in the air to make it easier to perform successful hit with Somersault Skull Diver 5. Changed timing of physical strike invincibility at attack startup from 1F - 4F to 3F - 7F
EX Head Press (V-Trigger)	<ol style="list-style-type: none"> 1. Changed to full invincibility to 1F - 25F of animation 2. Changed advantage on block from +2F to -2F 3. Increased pushback on block
L Psycho Inferno	<ol style="list-style-type: none"> 1. Reduced damage from 90 to 80 2. Increased stun damage from 100 to 150
M Psycho Inferno	<ol style="list-style-type: none"> 1. Reduced damage from 100 to 90 2. Increased stun damage from 100 to 150
H Psycho Inferno	<ol style="list-style-type: none"> 1. Reduced damage from 110 to 100 2. Increased stun damage from 100 to 150 3. Adjusted so that can juggle opponents with L Psycho Blast on hit
Psycho Inferno (V-Trigger)	<ol style="list-style-type: none"> 1. Reduced damage from 130 to 100 2. Increased stun damage from 100 to 150 3. Reduced CA meter gain on activation, hit, and block 4. Fixed bug that when hit during active frames, was not registered as a counter
EX Psycho Inferno (V-Trigger)	<ol style="list-style-type: none"> 1. Changed attack startup from 18F to 15F 2. Changed total animation from 64F to 61F

Adjustment	Description
L Double Knee Press (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed attack startup during V-Trigger from 16F to 13F (Reduced total animation by 3F) 2. Increased normal damage from 70 to 80 3. Increased normal stun damage from 100 to 150 4. Increased CA meter gain on hit and block 5. Changed advantage on hit from +3F to +2F 6. During V-Trigger, changed invincibility during animation from 6F - 10F to 6F - 9F 7. During V-Trigger, sped up window to transition into other attacks by 1F
M Double Knee Press (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed attack startup during V-Trigger from 19F to 15F (Reduced total animation by 4F) 2. Increased normal damage from 80 to 90 3. Increased normal stun damage from 100 to 150 4. Increased CA meter gain on hit and block 5. Changed advantage on hit from +3F to +2F 6. During V-Trigger, hanged invincibility during animation from 6F - 12F to 6F - 11F 7. During V-Trigger, sped up window to transition into other attacks by 1F
H Double Knee Press (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed attack startup during V-Trigger from 22F to 19F (Reduced total animation by 3F) 2. Increased normal damage from 90 to 100 3. Increased normal stun damage from 100 to 150 4. Increased CA meter gain on hit and block 5. Changed advantage on hit from +3F to +2F 6. Reduced normal pushback on hit 7. During V-Trigger, changed invincibility during animation from 6F - 15F to 6F - 13F 8. During V-Trigger, sped up window to transition into other attacks by 1F
EX Double Knee Press (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Reduced recovery on hit by 6F 2. Reduced damage during V-Trigger from 170 to 160 3. Removed throw invincibility during 1F - 3F of V-Trigger
Devil Reverse (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Increased CA meter gain at activation 2. Increased CA meter gain at hit and block
EX Devil Reverse	<ol style="list-style-type: none"> 1. Changed so that during animation, do not move backwards even if player inputs back 2. Adjusted to move somewhat forward before falling

Adjustment	Description
Somersault Skull Diver	<ol style="list-style-type: none"> 1. Reduced damage from 80 to 70 2. Increased CA meter gain on activation, hit, and block 3. Shrunk upper hit box, and expanded lower hit box 4. Expanded hurt box around hit box in forward direction 5. Removed throwable box around hit box 6. Increased how long opponent is reeling by 5F on ground hit 7. Changed hit property to knockdown on hit in the air



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Adjustment	Description
Hurt box	Adjusted hurt box when changing direction while crouching
Gyro Clipper	<ol style="list-style-type: none"> 1. Reduced damage from 130 to 120 2. Reduced CA meter gain 3. Adjusted so that collision box does not stick out during attack animation 4. Changed second hit only when it is possible to KO
Delta Through	<ol style="list-style-type: none"> 1. Reduced damage from 140 to 130 2. Adjusted so that collision box does not stick out during attack animation
Standing MP	<ol style="list-style-type: none"> 1. Added hurt box around feet during active 6F - 13F 2. Expanded hurt box around hit box in forward direction 3. Somewhat reduced pushback on hit 4. Somewhat reduced pushback on block 5. Changed advantage on block from +2F to +3F
Standing MK	Changed attack startup from 9F to 8F (Reduced overall animation by 1F)
Standing HP	Changed advantage on hit when cancelling into V-Trigger from +11F to +9F
Crouching LP	Extended how active frames from 2F to 3F
Crouching HP	<ol style="list-style-type: none"> 1. Reduced damage from 90 to 80 2. Changed advantage on hit from 0F to +1F
Crouching HK	Reduced damage from 100 to 90
Jumping MK	Somewhat expanded hit box in upward direction
Knee Bullet	Increased stun damage from 100 to 150

Adjustment	Description
Lift Upper	<ol style="list-style-type: none"> Made below changes to advantage on hit and block: [on hit] 0F to +4F [on block] -2F to +1F Changed hit property to forced standing hit stun
Lift Combination	Adjusted so that second hit does not affect crouching opponents
V Skill - Axel Spin Knuckle	Changed all boxes during animation to be on the ground
V-Reversal - Strike Back	<ol style="list-style-type: none"> Changed attack recovery from 29F to 24F Changed hit effect from flying knockdown to ground reel (Advantage is +2F on hit/-2F on block)
L Cannon Spike	<ol style="list-style-type: none"> Added hurt and throwable boxes to 1F - 2F Changed 3F - 6F to physical attack/projectile invincibility
M Cannon Spike	<ol style="list-style-type: none"> Added hurt and throwable boxes to 1F - 2F Changed 3F - 6F to physical attack/projectile invincibility
H Cannon Spike	<ol style="list-style-type: none"> Added hurt box to 1F - 7F Added throw invincibility to 1F - 7F
EX Cannon Spike	Increased juggle potential when used in air combo
Cannon Strike (including V-Trigger)	Increased CA meter gain on hit and block
M Cannon Strike	Reduced block stun by 1F
EX Cannon Strike	<ol style="list-style-type: none"> Increased damage from 60 to 80 Changed position of hit box during animation Shrunk hit box during animation Expanded hurt box during animation Changed landing recovery during animation from 9F to 13F
Hooligan Combination -> Cannon Strike	<ol style="list-style-type: none"> Increased CA meter gain on hit and block Increased block stun by 2F
Hooligan Combination -> EX Cannon Strike	<ol style="list-style-type: none"> Increased damage from 60 to 80 Changed hit box position during animation Shrunk hit box during animation Expanded hurt box during animation Changed landing recovery during animation from 9F to 13F
EX Hooligan Combination -> Cannon Strike (including V-Trigger)	Fixed bug that when activating EX Hooligan Combination by cancelling out of Lift Combination, link attack Cannon Strike (V-Trigger) was not registered as a counter even after hit box appears
Laser Edge Slicer	Increased CA meter gain on hit and block

Adjustment	Description
Fatal Leg Slicer	<ol style="list-style-type: none"> 1. Increased stun damage from 200 to 250 2. Increased CA meter gain on hit and block 3. Changed duration of hit box from 4F to 2F
Cross Scissors Pressure	<ol style="list-style-type: none"> 1. Reduced recovery after hit by 2F 2. Increased stun damage from 200 to 250 3. Increased CA meter gain on hit and block 4. Changed duration of hit box from 4F to 2F
L Spiral Arrow	<ol style="list-style-type: none"> 1. Increased recovery on whiff by 3F 2. Reduced damage from 80 to 70 3. Increased juggle potential when used for air combos 4. Adjusted floating on hit
M Spiral Arrow	<ol style="list-style-type: none"> 1. Reduced damage from 90 to 80 2. Increased juggle potential when used for air combos 3. Adjusted advantage to match that of H Spiral Arrow
H Spiral Arrow	<ol style="list-style-type: none"> 1. Increased recovery on hit by 1F 2. Increased juggle potential when used for air combos
EX Spiral Arrow	<ol style="list-style-type: none"> 1. Increased damage from 120 to 140 2. Increased juggle potential when used for air combos 3. Changed projectile invincibility during animation from 3F - 15F to 1F - 15F



Adjustment	Description
Health	Reduced health from 1050 to 1025
Bad Head	Reduced damage from 150 to 120
Bad Chain	Reduced damage from 150 to 140
Standing LK	Extended duration of hit box from 2F to 3F
Standing MP	<ol style="list-style-type: none"> 1. Changed advantage on block from -1F to +1F 2. Reduced pushback on hit 3. Expanded hit box in forward direction 4. Expanded hurt box around hands in forward direction, and shrunk back side of hurt box around feet 5. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)

Adjustment	Description
Standing MK	<ol style="list-style-type: none"> 1. Changed attack startup from 8F to 9F (Increased overall animation by 1F) 2. Reduced damage from 70 to 60 3. Expanded hurt box that appears after hit box disappears 4. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)
Standing HP	<ol style="list-style-type: none"> 1. Advantage on hit changed to -2F to +4F 2. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)
Standing HK	<ol style="list-style-type: none"> 1. Reduced V-Gauge meter gain on Crush Counter 2. Extended 2F of opponent reeling on Crush Counter 3. Increased distance opponent reels on Crush Counter 4. Changed advantage on hit from +6F to +7F 5. Increased pushback on block
Crouching LP	Increased duration of hit box from 2F to 3F
Crouching LK	Changed attack startup from 4F to 5F (Increased overall animation by 1F)
Crouching MP	<ol style="list-style-type: none"> 1. Added forward hurt box during active 5F-8F 2. Shrunk forward, back, and upper hit boxes that appear during active 2F-5F 3. Expanded horizontal knockback on air hit
Crouching MK	<ol style="list-style-type: none"> 1. Changed attack startup from 10F to 11F 2. Shrunk upper hit box 3. Expanded lower hit box
Crouching HP	<ol style="list-style-type: none"> 1. Changed attack startup from 10F to 11F (Increased overall animation by 1F) 2. Reduced damage from 90 to 80
Crouching HK	Changed advantage on V-Trigger cancel from -19F to -2F
Jumping MP	Somewhat shrunk lower hit box
Bull Charge	<ol style="list-style-type: none"> 1. Reduced damage from 100 to 80 2. Reduced pushback on block 3. Changed advantage on block from -7F to -8F
Bull Slider	<ol style="list-style-type: none"> 1. Reduced damage from 100 to 90 2. Changed advantage on block from -5F to -8F 3. Expanded back hurt box during animation
Bad Hammer	Increased damage from 60 to 90

Adjustment	Description
Bull Drop	<ol style="list-style-type: none"> 1. Reduced damage from 100 to 90 2. Changed advantage on block from -5F to -8F 3. Expanded back hurt box during animation
V-Trigger - Enjoy Time	Changed attack recovery from 33F to 29F
V-Skill - Drink Time	Slightly slowed down speed that the can rolls at
V-Reversal - Pepper Pot	Changed distance from opponent and advantage on hit
Bull Horn	<ol style="list-style-type: none"> 1. Reduced normal damage from 130 to 120 2. Reduced damage during V-Trigger from 156 to 144
EX Bull Horn	Changed appearance of armor box from 1F - 20F to 3F - 20F
L Bull Horn (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Reduced normal damage from 120 to 100 2. Reduced damage during V-Trigger from 144 to 120 3. Increased juggle potential when used for air combos 4. Expanded hit box while rushing during V-Trigger in upward direction
M Bull Horn (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Reduced normal damage from 130 to 110 2. Reduced damage during V-Trigger from 156 to 132 3. Increased juggle potential when used for air combos 4. Expanded hit box while rushing during V-Trigger in upward direction 5. Made V-Trigger hurt and collision boxes the same as that of L and H Bull Horn
H Bull Horn (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Increased size of hitbox forward 2. Increased size of hurtbox surrounding hitbox 3. Increased size of hurtbox after active frames 4. Increased time hurt boxes remain after active frames
EX Bull Horn (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Reduced normal damage from 160 to 150 2. Reduced damage during V-Trigger from 192 to 180 3. Changed normal advantage on block from -10F to -2F 4. Changed advantage on block during V-Trigger from -7F to -2F 5. Expanded hit box while rushing during V-Trigger in upward direction 6. (Normal version) Recovery reduced from 28F to 23F.
Bull Revenger	Reduced recovery on hit by 6F
EX Bull Revenger	Reduced damage from 200 to 180
L Hanging Chain	Reduced damage from 140 to 120

Adjustment	Description
H Hanging Chain	<ol style="list-style-type: none"> 1. Increased juggle potential when used for air combos 2. Reduced distance from opponent on hit
EX Hanging Chain	Reduced distance from opponent on hit
Killing Head	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit 3. Reduced distance from opponent on hit
Skip To My Chain	<ol style="list-style-type: none"> 1. Reduced damage from 350 to 340 2. Expanded hit box in forward and upward direction 3. Expanded hit box toward torso 4. Increased juggle potential when used for air combos



Adjustment	Description
Hurt box	Changed hurt box when changing directions while crouching
Neutral Jump	Changed duration of jump from 39F to 38F
Knee Bash	<ol style="list-style-type: none"> 1. Decreased damage from 120 to 100 2. Decreased stun damage from 170 to 120 3. Decreased CA Gauge accrual 4. Increased recovery on hit by 2F
Standing LP	<ol style="list-style-type: none"> 1. Changed advantage on hit from +4F to +5F 2. Unified values for hit stop on hit and block 3. Fixed bug that was when hit during 1F of animation, was not registered as a counter when cancelled into by mashing
Standing MP	<ol style="list-style-type: none"> 1. Changed advantage on block from 0F to +1F 2. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)
Standing MK	<ol style="list-style-type: none"> 1. Changed attack recovery from 17F to 19F (Advantage on hit and block has not been changed) 2. Increased pushback on hit
Standing HP	<ol style="list-style-type: none"> 1. Increased how long opponent reels from attack by 1F on Crush Counter 2. Expanded push back on hit on Crush Counter 3. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box)

Adjustment	Description
Standing HK	<ol style="list-style-type: none"> 1. Changed attack startup from 13F to 14F (Increased overall animation by 1F) 2. Changed attack recovery from 25F to 26F (Advantage on hit and block has not been changed) 3. Decreased damage from 90 to 80 4. Reduced push back on hit 5. Adjusted knock back distance on Crush Counter 6. Added hurt box around feet before 1F of attack startup
Crouching LP	<ol style="list-style-type: none"> 1. Changed advantage on hit from +3F to +4F 2. Increased how long hit box stays out from 2F to 3F
Crouching LK	Changed advantage on hit from +3F to +4F
Crouching MP	<ol style="list-style-type: none"> 1. Changed attack startup from 5F to 6F (Increased overall animation by 1F) 2. Changed advantage on hit from +4F to +5F 3. Changed advantage on guard from +1F to +2F 4. Shrunk upper hit box
Crouching HK	<ol style="list-style-type: none"> 1. Changed attack startup from 7F to 8F (Increased overall animation by 1F) 2. Decreased damage from 100 to 90
Jumping MP	Expanded hit box in forward direction
Jumping MK	Shrunk vertical hit box
Chin Buster	<ol style="list-style-type: none"> 1. Changed startup from 4F to 5F (Increased overall animation by 1F) 2. Changed attack recovery from 15F to 17F (Advantage on hit and block has not been changed) 3. Changed pushback on hit to be the same as that of light attack 4. Matched the values for pushback on both hit and block
Chin Buster 2nd	<ol style="list-style-type: none"> 1. Decreased damage from 60 to 50 2. Changed so that can be performed even if Chin Buster is whiffed 3. Extended window that Chin Buster 2nd can be performed from Chin Buster
Lion Breaker	<ol style="list-style-type: none"> 1. Decreased damage from 60 to 50 2. Can be cancelled with V-Skill on hit or block
Inazuma Kick	<ol style="list-style-type: none"> 1. Changed attack startup from 21F to 22F (Increased overall animation by 1F) 2. Increased animation on hit from 0F to +1F 3. Increased animation on block from -4F to -6F

Adjustment	Description
Thunder Kick	<ol style="list-style-type: none"> 1. Changed attack startup from 23F to 26F (Increased overall animation by 3F) 2. Changed overall length of faint animation from 31F to 34F 3. Changed advantage on hit from 0F to +2F 4. Changed advantage on block from -4F to -2F 5. Reduced pushback on hit
V-Skill - Quick Step	<ol style="list-style-type: none"> 1. Extended how long opponent is frozen in the air on hit 2. Expanded height of collision box during attack animation
V-Reversal - Senpu Nataotoshi	<ol style="list-style-type: none"> 1. Changed attack startup from 10F to 12F 2. Reduced active frames of hit box from 4F to 2F 3. Made below changes to hurt box during animation: - 1F-10F: Physical strike/projectile invincibility, 11F - 20F Full invincibility to 1F - 25F Physical strike/projectile invincibility 4. Reduced pushback on hit
Hadoken (Normal)	<ol style="list-style-type: none"> 1. Reduced CA meter gain on activation 2. Increased CA meter gain on hit and block 3. Changed advantage on hit from -4F to -2F 4. Changed advantage on block from -10F to -8F 5. Delayed activation when cancelling into CA, making it easier for opponents to perform V-Reversal on block
Hadoken (V-Trigger)	<ol style="list-style-type: none"> 1. Changed total animation from 49F to 48F (As a result, advantages on hit and block have changed) 2. Decreased damage from 70 to 60 3. Decreased CA meter gain on activation 4. Increased CA meter gain on hit or block 5. Delayed activation when cancelling into CA, making it easier for opponents to perform V-Reversal on block
EX Hadoken (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Changed total animation during V-Trigger from 45F to 44F (As a result, advantages on hit and block have changed) 2. Reduced damage during V-Trigger from 120 to 110 3. Reduced stun damage during V-Trigger from 200 to 150 4. Expanded hit box during 1F - 2F of startup in upward direction
L Shoryuken(Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Expanded hurt box during 1F - 5F in downward direction 2. Changed advantage on block during V-Trigger cancel from -5F to -7F

M Shoryuken(Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Reduced normal damage from 130 to 120 2. Reduced damage during V-Trigger from 150 to 140 3. Added hurt box and throwable box during 1F - 2F 4. Changed 3F - 6F to physical strike/projectile invincibility 5. Changed advantage on block during V-Trigger cancel from -5F to -7F 6. Expanded hit box of first hit in upward direction
H Shoryuken (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Reduced normal damage from 140 to 130 2. Reduced damage during V-Trigger from 160 to 150 3. Removed both full invincibility during 1F - 3F and throw invincibility during 4F - 7F 4. Changed advantage on block during V-Trigger cancel from -5F to -7F
EX Shoryuken (Normal)	<ol style="list-style-type: none"> 1. For first and second hits only, changed advantage on hit during V-Trigger cancel from +3F to +7F 2. Changed advantage on block during V-Trigger cancel from -5F to -7F 3. When first three hits hit opponent in the air, opponent can no longer perform quick recovery
EX Shoryuken (V-Trigger)	<ol style="list-style-type: none"> 1. Adjusted to make it easier for all hits to be successful when used as a part of an air combo 2. When first three hits hit opponent in the air, opponent can no longer perform quick recovery
L Tatsumaki Senpukyaku (Normal)	<ol style="list-style-type: none"> 1. Expanded hurt box during 2F of animation in forward direction 2. Added hurt box around hit box of first hit 3. Shrunk hit box during second active frame 4. Reduced pushback on block 5. Changed advantage on block when cancelling first hit into V-Trigger from +9F to +2F
L Tatsumaki Senpukyaku (V-Trigger)	<ol style="list-style-type: none"> 1. Expanded hurt box of second frame of animation in forward direction 2. Added hurt box around hit box of first hit 3. Shrunk hit box 4. Expanded hurt boxes that appear second hit onwards 5. Reduced pushback on block 6. Reduced how long hit boxes stay out from second hit onwards from 4F to 2F
M Tatsumaki Senpukyaku (Normal)	<ol style="list-style-type: none"> 1. Reduced damage from 100 to 80 2. Expanded hurt box during 3F - 5F of animation in forward direction 3. Overall shrunk hit boxes during attack animation 4. Overall expanded hurt boxes during attack animation 5. Added hurt box around hit box of first hit

Adjustment	Description
M Tatsumaki Senpukyaku (V-Trigger)	<ol style="list-style-type: none"> 1. Reduced damage from 120 to 100 2. Reduced stun damage from 200 to 150 3. Expanded hurt box during 3F - 5F of animation in forward direction 4. Changed how long forward hitbox stays out from 5F to 2F 5. Overall shrunk hit boxes during attack animation 6. Overall expanded hurt boxes during attack animation 7. Added hurt box around hit box of first hit
H Tatsumaki Senpukyaku (Normal)	<ol style="list-style-type: none"> 1. Changed attack startup from 16F to 14F 2. Adjusted damage distribution on hit (No changes to total damage) 3. Increased CA meter gain on activation, hit, and block 4. Changed advantage on block from -2F to -4F 5. Increase distance Ken moves forward before attack startup 6. Reduced time between first and second hits 7. Reduced upward movement
H Tatsumaki Senpukyaku (V-Trigger)	<ol style="list-style-type: none"> 1. Adjusted damage distribution on hit (No changes to total damage) 2. Reduced stun damage from 250 to 200 3. Increased CA meter gain on activation, hit, and block 4. Increased air combo potential 5. Reduced time between first and second hits 6. Reduced upward movement
EX Tatsumaki Senpukyaku (Normal)	<ol style="list-style-type: none"> 1. Expanded collision box during attack animation in downward direction 2. Shrunk collision box on landing
Airborne Tatsumaki Senpukyaku (Normal/V-Trigger)	<ol style="list-style-type: none"> 1. Increased CA meter gain on activation, hit, and block 2. Expanded hurt box 3. Changed when Ken begins to move from 1F to 2F
EX Airborne Tatsumaki Senpukyaku (Normal)	<ol style="list-style-type: none"> 1. Reduced damage from 90 to 70 2. Reduced block stun by 7F 3. Shrunk hit box in downward direction
EX Airborne Tatsumaki Senpukyaku (V-Trigger)	<ol style="list-style-type: none"> 1. Reduced damage from 55 * 2 to 40 * 2 2. Shrunk hit box 3. Expanded hurt box 4. Reduced block stun by 6F
Guren Enjinkyaku	Expanded base hit box in upward direction



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Adjustment	Description
Hurt box (Normal and V-trigger versions)	Adjusted hurt box when changing direction while standing and crouching
Soul Sealer (Forward Throw) (Normal and V-Trigger versions)	<ol style="list-style-type: none"> 1. Increased recovery on hit by 6F 2. Reduced damage on normal version 120 to 100 3. Reduced damage on V-Trigger version 130 to 110 4. Reduced stun 170 to 120 5. Reduced stun on V-Trigger version 200 to 150 6. Reduced CA meter gain
Soul Discriminator (Back Throw) (Normal and V-Trigger versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 120 to 100 2. Reduced damage on V-Trigger version 130 to 110 3. Reduced stun 170 to 120 4. Reduced stun on V-Tigger version 200 to 150 5. Reduced CA meter gain
Standing LP (Normal and V-trigger versions)	<ol style="list-style-type: none"> 1. Increased horizontal knockback distance against airborne opponents 2. Added hurtbox around his feet during the 3F following the active frames 3. Decreased size of the hitbox in upwards direction
Standing MP (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Advantage on guard changed from +2F to 0F 2. Hit pushback distance reduced 3. Guard pushback distance reduced with hit pushback
Standing MK (Normal and V-Trigger Versions)	Increased active frames from 2F to 3F
Standing HK (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Added hurtbox around his back during 11F - 36F of the attack motion 2. Increased size of hurtbox around his leg forward during the 4F following the active frames
Crouching LP (Normal and V-Trigger Versions)	Increased active frames from 2F to 3F
Crouching MK (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Decreased size of hitbox in upwards direction 2. Increased size of hitbox in downwards direction
Crouching HK (Normal and V-Trigger Versions)	Reduced damage 100 to 90
Jump MK (Normal and V-Trigger Versions)	Reduced size of hitbox in downward direction slightly
Jump HP (Normal and V-Trigger Versions)	Changed startup from 7F to 9F

Adjustment	Description
V- Reversal	<ol style="list-style-type: none"> 1. Changed startup from 16F to 17F 2. Changed distance and recovery on hit 3. Changed hit and projectile invincibility frames from 1F - 16F to 1F - 30F
Opening Dagger (Normal version)	Changed advantage on guard from -4F to -6F
Opening Dagger (V-Trigger version)	<ol style="list-style-type: none"> 1. You can now charge by holding HP (Startup 38F/On hit +7F/On guard+2F/Damage 100/Stun 150) 2. On guard uncharged is now -4F to -6F
LP Mask of Tlalli (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Changed command from 63214+LP to 63214+LK 2. Increased damage on normal version 120 to 130 3. Increased damaged on V-Trigger version 130 to 150 4. Increased CA meter gain on whiff and hit
MP Mask of Tlalli (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Changed command from 63214+MP to 63214+MK 2. Increased damage on normal version 130 to 140 3. Increased damaged on V-Trigger version 140 to 160 4. Increased CA meter gain on whiff and hit
HP Mask of Tlalli (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Changed command from 63214+HP to 63214+HK1. Changed command from 63214+HP to 63214+HK 2. Increased damage on normal version 140 to 150 3. Increased damaged on V-Trigger version 150 to 170 4. Increased CA meter gain on whiff and hit
EX Mask of Tlalli (Normal and V-Trigger Versions)	Changed command from 63214+PP to 63214+KK
LK Valiant Rebellion (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 60 to 50 2. Reduced damage on V-Trigger version 80 to 70 3. Increased CA meter gain on hit 4. Changed to a hit attack with projectile durability
MK Valiant Rebellion (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 70 to 60 2. Reduced damage on V-Trigger version 90 to 80 3. Increased CA meter gain on hit 4. Changed to a hit attack with projectile durability
HK Valiant Rebellion (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 100 to 80 2. Reduced damage on V-Trigger version 120 to 100 3. Reduced stun 200 to 150 4. Increased CA meter gain on hit 5. Changed to a hit attack with projectile durability 6. Reduced horizontal knockback distance on hit

Adjustment	Description
EX Valiant Rebellion (Normal and V-Trigger Versions)	Changed to a hit attack with projectile durability
LP The Disc's Guidance (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 90 to 80 2. Reduced damage on V-Trigger version 110 to 100 3. Increased CA meter gain on whiff, hit and guard 4. Changed advantage of V-Trigger version on guard from -6F to -4F
MP The Disc's Guidance (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 110 to 100 2. Reduced damage on V-Trigger version 130 to 120 3. Increased CA meter gain on whiff, hit and guard 4. Changed advantage of V-Trigger version on guard from -6F to -4F
HP The Disc's Guidance (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 130 to 120 2. Reduced damage on V-Trigger version 150 to 140 3. Increased CA meter gain on whiff, hit and guard 4. Changed advantage of V-Trigger version on guard from -6F to -4F
EX The Disc's Guidance (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 160 to 150 2. Reduced damage on V-Trigger version 180 to 170
LP Raging Light (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Increased damage on normal version 80 to 100 2. Increased damage on V-Trigger version 100 to 120 3. Changed Invincibility on 1F - 3F which included invincibility around his feet and throw invincibility, to 1F - 3F of throw invincibility only 4. 3. Added hurtbox to match visual
MP Raging Light (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Increased damage on normal version 100 to 110 2. Increased damage on V-Trigger version 120 to 130 3. Changed 7F - 12F full invincibility to 1F - 7F invincibility around his feet/8F - 12F added hurtbox
HP Raging Light (Normal and V-Trigger Versions)	Changed (1F - 7F full invincibility /hurtbox from 8F on) to (1F - 2F hurtbox added /3F - 8F hit and projectile invincibility)
EX Raging Light (Normal and V-Trigger Versions)	Increased juggle potential in air combos for the first hit
Ceremony of Honor/Soul Offering (Normal and V-Trigger Versions)	<ol style="list-style-type: none"> 1. Reduced damage on normal version 340 to 330 2. Reduced damage on V-Trigger version 380 to 370



Adjustment	Description
Hurt box	Adjusted hurt box when changing direction while crouching

Adjustment	Description
Rainbow Suplex (forward throw)	<ol style="list-style-type: none"> 1. Reduced damage 140 to 120 2. Reduced stun 200 to 170 3. Reduced CA meter gain
Stardust Shot (Air throw)	<ol style="list-style-type: none"> 1. Increased throw range 2. Changed to: Increased hurtbox size downward while the move is in motion.
Standing LP (Claw)	Moved character's center point forward during this move
	(Adjusted the position of hit/hurt and collision box to match)
Standing MP (Claw)	Changed advantage on guard +1F to +2F
Standing HP (Claw)	<ol style="list-style-type: none"> 1. Moved character's center point forward during this move (Adjusted the position of hit/hurt and collision box to match) 2. Changed advantage on hit +5F to +6F
Standing LP (No Claw)	<ol style="list-style-type: none"> 1. Moved character's center point forward during this move (Adjusted the position of hit/hurt and collision box to match) 2. Changed advantage on hit +5F to +6F
Standing MP (No Claw)	<ol style="list-style-type: none"> 1. Changed startup 6F to 7F (Increased duration of entire move 1F) 2. Increased recovery 13F to 15F 3. Changed advantage on hit +3F to +4F
Standing MK	<ol style="list-style-type: none"> 1. Increased size of hitbox in forward direction 2. Reduced the size of hurtbox around the hitbox
Standing HK	Reduced damage 90 to 80
Crouching LP (Claw)	Increased active frames 2F to 3F
Crouching MP (Claw)	Changed advantage on guard 0F to +1F
Crouching LP (No Claw)	Increased active frames 2F to 3F
Crouching MP (No Claw)	<ol style="list-style-type: none"> 1. Changed startup 5F to 6F (Increased duration of entire move 1F) 2. Increased recovery 12F to 14F 3. Delayed special move startup 2F when cancelling from this move
Crouching HP (No Claw)	Now Crush Counter move (Knockdown on hit /V-Gauge increase 150)
Crouching MK	<ol style="list-style-type: none"> 1. Changed start up 7F to 8F (Increased duration of entire move 1F) 2. Changed advantage on hit +6F to 7F
Crouching HK	<ol style="list-style-type: none"> 1. Increased recovery 15F to 18F 2. Reduced damage 90 to 80

Adjustment	Description
Mercury Shard	Increased recovery 13F to 15F (Increased duration of entire move 1F) (No change on hit adv, changed advantage on guard -4F to -6F)
Buster Claw (Claw)	Changed hit effect on Crush Counter to knockdown
V-Skill (Matador Turn)	Reduced projectile invincibility time 5F when follow up is not preformed
Matador Blitz (No Claw)	Reduced damage on second hit 80 to 60
V-Trigger (Bloody Kiss - Torero, Rojo, Azul)	<ol style="list-style-type: none"> 1. Increased stun 0 to 150 2. Increased the size of hitboxes so all hits land
Flying Barcelona Attack	<ol style="list-style-type: none"> 1. Increased CA meter gain on hit and guard 2. Fixed issue where getting hit during the 2F before the move's active frames didn't count as a counter
Izuna Drop	<ol style="list-style-type: none"> 1. Increased stun 150 to 200 2. Increase CA meter gain on hit 3. Reduced active frames 5F to 2F 4. Increased throw range downward
EX Izuna Drop	<ol style="list-style-type: none"> 1. Increased stun 200 to 250 2. Reduced active frames 5F to 2F 3. Increased throw range downward
LK Crimson Terror	<ol style="list-style-type: none"> 1. Increased stun 120 to 150 2. Reduced hit pushback on the second hit 3. Increased size of hit box forward through active frames of the second hit 4. Changed advantage on hit 0F to +1F
MK Crimson Terror	Increased stun 140 to 150
HK Crimson Terror	Increased stun 160 to 200
EX Crimson Terror	<ol style="list-style-type: none"> 1. Increased stun 180 to 200 2. Reduced movement range 3. Reduced hit and guard pushback in accordance with reduced movement range 4. Fixed issue where getting hit on the first active frame didn't count as a counter
MP Aurora Spin Edge (Claw)	<ol style="list-style-type: none"> 1. Increased juggle potential when used in air combos 2. Fixed issue where getting hit on the first active frame didn't count as a counter
HP Aurora Spin Edge (Claw)	<ol style="list-style-type: none"> 1. Increased active frames 4F to 6F 2. Added hitbox to hit opponents behind Vega
EX Aurora Spin Edge (Claw)	<ol style="list-style-type: none"> 1. Increased juggle potential when used in air combos 2. Added hitbox to hit opponents behind Vega on first hit

Adjustment

Description

Grand Izuna Drop (No Claw)

Increased CA meter gain on whiff and hit



R. MIKA

Adjustment

Description

Dream Driver (throw against crouching)

1. Reduced damage 130 to 100
2. Reduced stun 170 to 120
3. Reduced CA meter gain

Standing LP

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

Standing MP

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

Standing HP

Increased damage 80 to 90

Crouching LP

Changed so collision box doesn't move forward

Crouching MP

Now grounded during the entire movement

Crouching MK

Changed advantage on hit +2F to +3F

Crouching HP

Changed advantage on guard -4F to -6F

Crouching HK

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

Jump MP

1. Changed startup 6F to 7F
2. Reduced damage 70 to 60
3. Reduced size of hurtbox to match visual
4. Changed hit effect from air recovery damage to knockdown damage

Stomp Chop

Reduced guard pushback

Shooting Star Combo

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

Lady Mika

Reduced damage 90 to 80

Adjustment	Description
Passion Press	<ol style="list-style-type: none"> 1. Changed startup 6F to 8F 2. Changed recovery 13F to 20F 3. Reduced active frames 4F to 2F 4. Changed advantage on hit +2F to 0F 5. Changed advantage on guard -2F to -8F 6. Standardized hit and guard stop for grounded and air damage 7. Added hurtbox to feet during motion 8. hitbox was reduced.
Passion Rope Throw (forward, backwards)	<ol style="list-style-type: none"> 1. Changed duration of move 38F to 50F 2. Opponent no longer hits wall mid screen
V-Skill-Mic Performance	<ol style="list-style-type: none"> 1. Changed activation of super armor from after 11F to after 5F 2. Changed to: You don't lose power up effect even if you get hit by the opponent 3. Reduced increased damage on throws at Level 1 from 25% to 20%
V-Reversal-Peach Gator	<ol style="list-style-type: none"> 1. Changed startup 15F to 17F 2. Changed recovery on hit
Wingless Airplane	Removed proximity guard box during move
Rainbow Typhoon	<ol style="list-style-type: none"> 1. Reduced CA meter gain on whiff 2. Increased CA meter gain on hit and guard
LK Brimstone	<ol style="list-style-type: none"> 1. Reduced damage 130 to 120 2. Reduced CA meter gain on whiff 3. Increased CA meter gain on hit and guard
MK Brimstone	<ol style="list-style-type: none"> 1. Reduced damage 140 to 130 2. Reduced CA meter gain on whiff 3. Increased CA meter gain on hit and guard
HK Brimstone	<ol style="list-style-type: none"> 1. Reduced damage 150 to 140 2. Reduced CA meter gain on whiff 3. Increased CA meter gain on hit and guard
EX Shooting Peach	<ol style="list-style-type: none"> 1. Added 4F recovery after third attack 2. Increased active frames of second attack 2F to 5F 3. Increased size of hitbox forward during third attack



RASHID

Adjustment	Description
Hurtbox on wakeup	Adjusted hurt box when changing direction
Riding Glider (forward throw)	<ol style="list-style-type: none"> 1. Reduced damage 130 to 120 2. Reduced stun 170 to 120 3. Reduced CA meter gain 4. Now second hit only will trigger KO
Standing MK	<ol style="list-style-type: none"> 1. Increased size of hitbox forward 2. Increased size of hurtbox surrounding hitbox 3. Increased size of hurtbox after active frames 4. Increased time hurt boxes remain after active frames
Standing HP	<ol style="list-style-type: none"> 1. Increased size of hurtbox after active frames 2. Increased reel time 1F for opponent on crush counter 3. Increased size of hitbox to around his torso 4. Increased time hurt boxes remain after active frames
Standing HK	<ol style="list-style-type: none"> 1. Changed advantage on guard-2F to -4F 2. Increased guard pushback
Crouching LP	Increased active frames 2F to 3F
Crouching LK	Moved character's center point forward during this move (Adjusted the position of hit/hurt and collision box to match)
Crouching MK	Changed advantage on hit 0F to +1F
Crouching HP	<ol style="list-style-type: none"> 1. Changed recovery 18F to 22F (No change to guard advantage on second hit) 2. Reduced hit and guard pushback distance 3. Increased recovery on guard of first hit by 2F 4. Changed advantage on hit +6F to +7F 5. Increased hurtbox size during attack and recovery 6. Increased advantage on Crush Counter by 2F
Crouching HK	Reduced damage 100 to 90
Jump LP	No longer special move cancellable

Adjustment	Description
Jump MP	<ol style="list-style-type: none"> 1. Changed startup 5F to 7F 2. Reduced damage 70 to 50 3. Changed hit effect from air recoverable damage to knockdown damage 4. Increased special cancel window on hit
Jump MK	Reduced size of hitbox in downwards direction
Flap Spin	<ol style="list-style-type: none"> 1.Changed damage 40+30 to 50+20 2.Changed stun 50+50 to 70+30
Beak Assault	Changed advantage on guard -4F to -6F
V-Skill (Rolling Assault)	Increased projectile invincibility during movement 3F
V-Skill (Nail Assault)	<ol style="list-style-type: none"> 1. Increased guard pushback 2. Now CA cancellable 3.Changed advantage on guard -5F to -6F
V-Trigger (Ysaar)	<ol style="list-style-type: none"> 1. Increased inertia forward 2. Now you can't avoid hits with projectile invincibility (No change to number of hits)
V-Reversal (Sliding Roll)	<ol style="list-style-type: none"> 1.Increased recovery 3F 2. Reduced movement range forward
LP Spinning Mixer	<ol style="list-style-type: none"> 1. Increased damage 80 to 90 2. Increased stun 128 to 150
MP Spinning Mixer	<ol style="list-style-type: none"> 1. Increased damage 100 to 110 2. Increased stun 168 to 175 3. You can no longer get additional hits when mashing after hits 1 to 5 on block and whiff
HP Spinning Mixer	<ol style="list-style-type: none"> 1. Increased damage 130 to 140 2. Increased stun 148 to 200 3. Added hitbox in backward direction 4. Made it easier to get all hits against airborne opponent 5. Increased juggle potential when used in air combos
Dash Spinning Mixer	Increased stun 204 to 225
EX Spinning Mixer	<ol style="list-style-type: none"> 1. Adjusted hurtbox when landing to be same as standing hurtbox 2. Increased invincibility 1F - 8F to 1F - 12F 3. Reduced movement range forward

Adjustment	Description
Dash EX Spinning Mixer	<ol style="list-style-type: none"> 1. Reduced damage 200 to 170 2. Increased invincibility 1F - 9F to 1F - 12F 3. Increased hitbox size up and down 4. Reduced time opponent is in air after hit
LK Whirlwind Shot	<ol style="list-style-type: none"> 1. Changed duration of move 55F to 52F 2. Reduced CA meter gain on whiff 3. Increased CA meter gain on hit and guard 4. Changed advantage on hit -4F to -2F 5. Changed advantage on guard -7F to -5F 6. Reduced projectile movement forward slightly 7. Reduced hit pushback 8. Changed foot during projectile to have projectile invincible properties
MK Whirlwind Shot	<ol style="list-style-type: none"> 1. Changed duration of move 65F to 60F 2. Reduced damage 70 to 60 3. Reduced CA meter gain on whiff 4. Increased CA meter gain on hit and guard 5. Changed advantage on hit 0F to +1F 6. Changed advantage on guard -4F to -2F 7. Reduced projectile movement forward slightly 8. Increased juggle potential when used in air combos 9. Changed foot during projectile to have projectile invincible properties 10. Delayed timing of CA cancel to make it easier for opponent to use V-Reversal
HK Whirlwind Shot	<ol style="list-style-type: none"> 1. Reduced damage 70 to 60 2. Reduced CA meter gain on whiff 3. Increased CA meter gain on hit and guard 4. Changed foot during projectile to have projectile invincible properties 5. Delayed timing of CA cancel to make it easier for opponent to use V-Reversal
EX Whirlwind Shot	Changed foot during projectile to have projectile invincible properties
LK Eagle Spike	Increased damage 100 to 110
MK Eagle Spike	Increased damage 120 to 130
EX Eagle Spike	Increased juggle potential when used in air combos
Airborne Eagle Spike	<ol style="list-style-type: none"> 1. Reduced damage 130 to 120 2. Changed so he doesn't rebound if hit or blocked during certain frames of the move before he touches the ground

EX Airborne Eagle Spike	<ol style="list-style-type: none"> 1. Reduced damage 160 to 140 2. Increased size of hitbox 3. Increased distance of rebound on block
EX Airborne Eagle Spike (After Dash EX Spinning Mixer)	<ol style="list-style-type: none"> 1. Increased damage 140 to 170 2. Changed hitbox and timing when used after Dash EX Spinning Mixer so its easier to get all hits 3. Increased juggle potential when used in air combos
Altair	<ol style="list-style-type: none"> 1. Increased hitbox size in upwards direction 2. Increased speed of forward movement when pressing forward 3. Changed to: Now you can't avoid hits with projectile invincibility (No change to number of hits)



Hurt box	Adjusted hurt box when changing direction while crouching
Hajotsui (Forward Throw)	<ol style="list-style-type: none"> 1. Reduced stun damage from 170 to 120 2. Reduced CA meter gain 3. Increased distance from opponent on hit 4. Reduced recovery on hit by 1F
Standing LK	Changed advantage on block from +3F to +2F
Standing MK	<ol style="list-style-type: none"> 1. Moved position that animation begins after taking damage or cancelling attack forward (Accordingly adjusted position of hit box, hurt box, and collision box) 2. Changed advantage on block from 0F to -2F 3.Changed to: Delayed activation by 5F on V-Trigger cancel
Standing HP	Reduced damage from 90 to 80
Standing HK	<ol style="list-style-type: none"> 1. Reduced damage from 90 to 80 2. Somewhat shrank knockback on Crush Counter
Crouching LP	Adjusted so that hit box and hurt box is the same for both normal and mashed versions
Crouching MK	Shrunk upper hit box
Crouching HK	<ol style="list-style-type: none"> 1. Reduced damage from 100 to 90 2. Changed advantage on V-Trigger cancel from -7F to +4F
Jumping LK	Expanded hit box backward

Adjustment	Description
Jumping MP	<ol style="list-style-type: none"> 1. Changed attack startup from 5F to 6F 2. Reduced damage from 70 to 60 3. Change air hit property from air recoverable damage to flying knockdown
Jumping MK	Shrunk lower hit box
Airborne Renge	Added new target combo, which can be activated by inputting Jumping MP to Jumping HP
Tsumujigari	Changed advantage on block from -4F to -6F
Tenko (Fastest)	Reduced damage from 80 to 70
Orochi	<ol style="list-style-type: none"> 1. Reduced damage from 90 to 80 2. Reduced horizontal knockback on air hit 3. Reduced pushback on guard
EX Orochi	Increased damage from 100 to 120
L Mujinkyaku	<ol style="list-style-type: none"> 1. Increased CA meter gain on activation, hit, and block 2. Reduced knockback on air hit 3. Changed advantage on block from -5F to -7F
M Mujinkyaku	<ol style="list-style-type: none"> 1. Increased CA meter gain on activation, hit, and block 2. Changed to grounded state for entirety for third attack 3. Shortened block stun for second hit by 2F
H Mujinkyaku	<ol style="list-style-type: none"> 1. Increased CA meter gain on activation, hit, and block 2. Increased reeling on successful second hit, and reduced pushback on hit
L Ressenha	Reduced damage from 90 to 70
M Ressenha	Reduced damage from 100 to 80
H Ressenha	Reduced damage from 110 to 90
Senha Kusabi	<ol style="list-style-type: none"> 1. Changed attack recovery from 22F to 20F 2. Increased damage from 60 to 80
EX Ressenha	<ol style="list-style-type: none"> 1. Changed invincibility from active 1F - 5F to 1F - 7F 2. Adjusted so that if Karin takes damage during landing recovery, she is in standing state instead of crouching state 3. Changed landing recovery hurt box to be the same as her standing hurt box
Senha Resshu	<ol style="list-style-type: none"> 1. Increased damage from 120 to 150 2. Increased stun damage from 150 to 200
EX Kanzuki-Ryu Hokojutsu Seppo	Changed projectile invincibility from active 6F - 17F to 4F - 17F

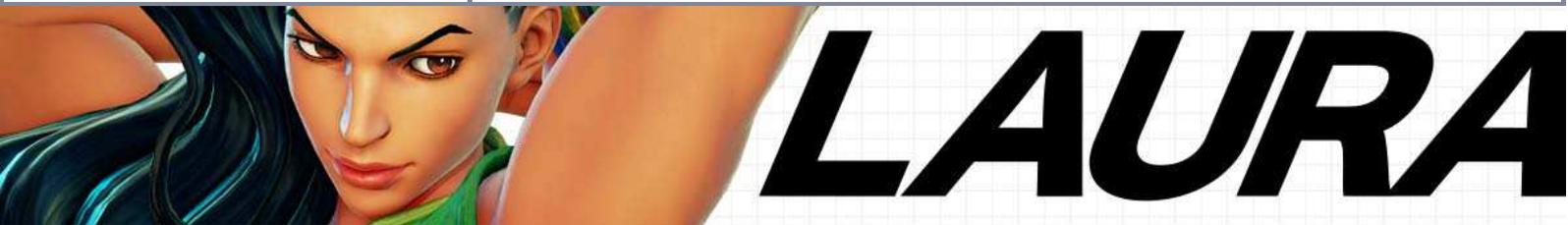
Adjustment	Description
V-Skill - Meioken (Charged Version)	<ol style="list-style-type: none"> 1. Changed advantage on block from -1F to -2F 2. Shrunk upper hit box
V-Reversal - Yashagaeshi	<ol style="list-style-type: none"> 1. Changed attack startup from 15F to 16F 2. Adjusted distance from opponent and advantage on hit
Guren Ken	<ol style="list-style-type: none"> 1. Reduced damage from 80 to 60 2. Reduced stun damage from 80 to 60
Guren Hosho	<ol style="list-style-type: none"> 1. Increased damage from 90 to 110 2. Increased stun damage from 100 to 120 3. Fixed bug that granted Karin full invisibility 1F before animation is complete if the player does not perform any actions during attack recovery
Guren Kusabi	Increased damage from 60 to 70
Guren Chochu	<ol style="list-style-type: none"> 1. Increased damage from 50 to 60 2. Increased stun damage from 50 to 70
Guren Hochu	<ol style="list-style-type: none"> 1. Increased damage from 60 to 70 2. Increased stun damage from 50 to 100
Guren Senha	Changed advantage on block from -6F to -2F
Guren Resshu	<ol style="list-style-type: none"> 1. Increased damage from 120 to 150 2. Increased stun damage from 150 to 200



Adjustment	Description
Hurtbox on wakeup	Adjusted hurt box when changing direction
Atomic Drop/Captured (front and back throw)	Reduced CA meter gain
Standing MP	<ol style="list-style-type: none"> 1. Changed advantage on hit +3F to +4F 2. Changed advantage on guard +1F to +2F
Standing HP	<ol style="list-style-type: none"> 1. Changed advantage on hit +1F to +2F 2. Hurtbox around his feet appears 3F faster
Standing HK	Changed advantage on hit +1F to +2F
Crouching LP	Changed advantage on hit +5F to +4F

Adjustment	Description
Crouching LK	<ol style="list-style-type: none"> 1. Changed advantage on guard +1F to +2F 2. Reduced hit pushback 3. Delayed startup of special moves 2F when cancelled from this move
Crouching MP	Changed startup 7F to 6F
	(Reduced duration of entire move by 1F)
Crouching HP	Changed advantage on hit +1F to +2F
Jump LK, Jump MP, Jump HK	Fixed issue where airborne opponents hit by this move got knocked further away when the move hit as a counter
Head Butt	Changed such that CA gauge now increases when you absorb a projectile with this move
V-Tigger (Cyclone Lariat)	<ol style="list-style-type: none"> 1. Increased damage on first hit of button hold version 120 to 140 2. Changed to: Decreased stun first hit of button hold version 200 to 150 3. Changed to: Decreased stun second hit of button hold version 250 to 200 4. Increased duration of move 5. Changed to: Increased the timer gauge reduction in accordance with the increased duration of the move
V-Reversal (Muscle Explosion)	<ol style="list-style-type: none"> 1. Changed startup 10F to 12F 2. Changed recovery 19F to 24F (No change to advantage on hit and guard) 3. Applied hit and projectile invincibility to entire move to 1F - 14F
Siberian Express	Increased stun 200 to 250
EX Siberian Express	<ol style="list-style-type: none"> 1. Increased damage 200 to 230 2. Increased stun 200 to 250
MP Borscht Dynamite	Reduced recovery on hit 2F
HP Borscht Dynamite	Reduced recovery on hit 4F
EX Borscht Dynamite	Increased stun 200 to 250
Double Lariat	<ol style="list-style-type: none"> 1. Increased damage 100 to 120 during 1F - 3F of active frames 2. Increased CA meter gain on whiff 3. Increased hitbox upwards and inwards 4. Increased hitbox forwards during spin 5. Hitbox increased in size to hit or make crouching opponent guard when spinning 6. You can now move forward/back slightly sooner after starting this move
Screw Pile Driver	<ol style="list-style-type: none"> 1. Reduced CA meter gain on whiff 2. Increased CA meter gain on hit

Adjustment	Description
HP Screw Pile Driver	<ol style="list-style-type: none"> 1. Reduced damage 240 to 220 2. Reduced distance to opponent after hit (This change effects duration of entire move)
EX Screw Pile Driver	<ol style="list-style-type: none"> 1. Reduced damage 240 to 220 2. Reduced distance to opponent after hit



Adjustment	Description
Hurt Box	<ol style="list-style-type: none"> 1. Expanded hurt box when character changes direction 2. Changed the hurt box when character changes direction while crouched
Seoi Throw (Forward throw)	<ol style="list-style-type: none"> 1. Decreased damage 130 to 120 2. Decreased stun damage 200 to 150 3. Decrease CA meter gain 4. Changed so the collision box doesn't move forward during attack motion
Pullback Hold (Reverse grab)	<ol style="list-style-type: none"> 1. Increased the recovery on hit 3F 2. Decreased stun damage 170 to 150 3. Decreased CA meter gain 4. Changed so the collision box doesn't move forward during attack motion
Standing LK	Hurt box around the hit box has been expanded forwards and downwards, and decreased upwards.
Standing MP	Hurt box during 1F - 3F of motion has been expanded forward
Standing MK	<ol style="list-style-type: none"> 1. Changed hit box startup 6F to 5F (Entire motion has been shortened 1F) 2. Changed advantage on hit +2F to +3F 3. Changed advantage on block -1F to -2F
Standing HP	Changed advantage on hit +3F to +4F
Standing HK	<ol style="list-style-type: none"> 1. Hurt box during 1F - 7F of motion has been expanded forward 2. Hurt box 2F - 1F before hit box startup has been expanded forward 3. Changed advantage on crush counter +17F to +16F
Crouching LP	<ol style="list-style-type: none"> 1. Motion recovery has been changed 7F to 8F (No changes to advantage on hit or block) 2. Increased hit stun on hit by 1F (No change to advantage on hit)
Crouching LK	Advantage on block has been changed -2F to +1F

Adjustment	Description
Crouching MP	<ol style="list-style-type: none"> Hurt box during 1F - 3F of motion has been expanded forward Hit box during 2F of activation has been decreased upwards
Crouching MK	Upwards hit box has been decreased
Crouching HK	Decreased damage 100 to 90
Jumping MK	Downwards hit box has been decreased
Dual Crash(Standing MP -> Standing MK)	Advantage on hit has been changed +1F to +2F
Twist Barrage (6+HP -> HP)	<ol style="list-style-type: none"> Hit box startup has been changed 18F to 17F In air combo limit has been relaxed
V Skill -Volty Line (Standard/V Trigger)	<ol style="list-style-type: none"> Decreased standard version damage 90 to 80 Decreased stun damage for V Trigger version 200 to 180 Advantage on hit for standard version has been changed 0F to +2F Advantage on hit for V Trigger version has been changed 0F to +3F Added hurt box around the legs when hit box is active Expanded hurt box around legs upwards and forwards while hit box is active
V Reversal - Double Slap	<ol style="list-style-type: none"> Hit box startup has been changed 15F to 16F Advantage and distance on hit has been changed
Thunder Clap	<ol style="list-style-type: none"> Decreased CA meter gain on activation Increased CA meter gain on hit and block (Meter gain increases per level)
EX Thunder Clap	<ol style="list-style-type: none"> Increased juggle potential when used in air combo Strengthened limitation on in air combo when used during in air combo
L Bolt Charge	Extended the hit box active frames 3F to 4F
M Bolt Charge -> Split River (Including V Trigger)	<ol style="list-style-type: none"> Decreased damage for standard version 90 to 70 Decreased damage for V Trigger version 110 to 90 Advantage on hit has been changed 9F to 18F
M Bolt Charge -> Rodeo Break (Including V Trigger)	<ol style="list-style-type: none"> Decreased damage for standard version 90 to 70 Decreased damage for V Trigger version 110 to 90 Advantage on hit has been changed 17F to 18F
Sunset Wheel (Standard)	<ol style="list-style-type: none"> Hit box start up has been changed 6F to 5F Increased damage for standard version by 10 each (L: 150 to 160, M: 160 to 170, H: 170 to 180) Increased CA meter gain on activation and hit The motion start point has been moved forward when receiving damage or motion is cancelled. (The position of hit box, hurt box, and collision box has been adjusted.)

Sunset Wheel (V Trigger)	<ol style="list-style-type: none"> 1. Hit box startup has been changed 6F to 5F 2. 2F have been removed from recovery after hit 3. Increased stun damage 220 to 230 4. Increase CA meter gain on activation and hit 5. Decreased distance after hit 6. The motion start point has been moved forward when receiving damage or motion is cancelled. (The position of hit box, hurt box, and collision box has been adjusted.)
EX Sunset Wheel (Standard/V Trigger)	<ol style="list-style-type: none"> 1. Hit box startup has been changed 19F to 18F 2. 2F have been removed from recovery after hit 3. Increased stun damage for standard version 200 to 250 4. Increased stun damage to V Trigger version 220 to 280 5. Added projective invincibility to hurt box between 1F - 20F during motion 6. The motion start point has been moved forward when receiving damage or motion is cancelled. (The position of hit box, hurt box, and collision box has been adjusted.)



Vitality	Increased vitality 900 to 925
Hurtbox	Adjusted hurt box when changing direction while crouching
Forward Throw	<ol style="list-style-type: none"> 1. Increased recovery on hit 5F 2. Reduced damage 120 to 110 3. Reduced stun 170 to 120 4. Reduced CA meter gain
Back Throw	Changed the distance from the opponent after hit.
Standing LP	<ol style="list-style-type: none"> 1. Increased hitbox size during 2F - 3F of active frames 2. Increased hurtbox up and forwards during first active frame 3. Increased distance airborne opponents are knocked back when hit
Standing LK	Changed startup 5F to 4F (Reduced duration of entire move 1F)
Standing MP	<ol style="list-style-type: none"> 1. Changed advantage on hit 0F to +2F 2. Increased size of hitbox upwards 3. Now CA cancellable 4. Reduced size of hurtbox in downward direction during active frames

Adjustment	Description
Standing MK	<ol style="list-style-type: none"> 1. Changed advantage on hit 0F to +2F 2. Increased size of hitbox forwards 3. Now CA cancellable 4. Reduced size of hurtbox in upward direction during active frames
Standing HP	<ol style="list-style-type: none"> 1. Changed startup 20F to 16F (Added hurtbox to arms before they are fully extended, fully extended hitbox starts at 18F) 2. Changed projectile invincibility frames on his upper body during this move 17F - 33F to 15F - 35F 3. Now CA cancellable 4. Changed the total frames from 44F to 42F
Standing HK	<ol style="list-style-type: none"> 1. Changed startup 16F to 15F (Reduced duration of entire move) 2. Changed advantage on hit -3F to +4F 3. Now CA cancellable
Crouching LP	<ol style="list-style-type: none"> 1. Rapid cancellable now only into Crouching LP 2. Increased hit pushback 3. Increase guard pushback 4. Increased active frames 2F to 3F
Crouching LK	Increased size of hurtbox upwards during 5F - 16F (The part that was increased has projectile invincibility)
Crouching MP	Increased damage 60 to 70
Crouching MK	<ol style="list-style-type: none"> 1. Increased damage 50 to 60 2. Changed advantage on hit -3F to -2F 3. Changed advantage on guard -8F to -7F 4. Increased size of hurtbox upwards during 4F - 20F (The part that was increased has projectile invincibility)
Crouching HP	Changed startup 8F to 9F (Increased duration of entire move by 1F)
Jump HP	<ol style="list-style-type: none"> 1. Changed startup 7F to 9F 2. Reduced size of hitbox
Yoga Upper (4MP)	<ol style="list-style-type: none"> 1. Changed advantage on hit +3F to +4F 2. Changed advantage on guard 0F to +1F 3. Increased size of hitbox in backwards direction 4. Moved character's center point forward during this move (Adjusted the position of hurt/hit and collision box to match)
Yoga Anvil	<ol style="list-style-type: none"> 1. Increased size of hitbox forwards 2. Changed so no longer moves backwards during startup

Adjustment	Description
V-Skill (Yoga Float) (neutral)	<ol style="list-style-type: none"> 1. Increased and standardized V-Gauge meter gain on all follow up moves (No change to drill kick or yoga gale) 2. Changed hurtbox on feet during 14F - 17F to projectile invincible hurtbox
V-Skill (Yoga Float) (forward)	Increased and standardized V-Gauge meter gain on all follow up moves (No change to drill kick or yoga gale)
V-Trigger (Yoga Burner)	<ol style="list-style-type: none"> 1. The fire carpet now also does damage to downed opponents 2. Startup of recoverable damage hitbox is faster
V-Reversal (Yoga Mala)	<ol style="list-style-type: none"> 1.Changed startup 15F to 16F 2. Changed hit and projectile invincibility time from 1F - 23F to 1F - 30F 3. Changed distance and recovery on hit
Yoga Teleport	Increased hurtbox during motion 1F - 3F to 1F - 4F
Yoga Teleport (air)	Increased hurtbox during motion 3F
LP Yoga Fire	<ol style="list-style-type: none"> 1. Changed duration of move 51F to 48F (Advantage changed on hit -3F/guard -5F) 2. Reduced CA meter gain on whiff 3. Delayed CA cancel timing making it easier for opponent to perform V-Reversal on guard 4. Reduced projectile movement forward 5.Moved character"s center point forward during this move (Adjusted the position of hurt and collision box to match)
MP Yoga Fire	<ol style="list-style-type: none"> 1. Changed duration of move 51F to 48F (Advantage changed on hit -3F/guard -5F) 2. Reduced CA meter gain on whiff 3. Delayed CA cancel timing making it easier for opponent to perform V-Reversal on guard 4. Reduced projectile movement forward 5. Moved character"s center point forward during this move (Adjusted the position of hurt and collision box to match)
HP Yoga Fire	<ol style="list-style-type: none"> 1. Changed duration of move 51F to 48F (Advantage changed on hit -3F/guard -5F) 2. Reduced CA meter gain on whiff 3. Delayed CA cancel timing making it easier for opponent to perform V-Reversal on guard 4. Reduced projectile movement forward 5. Reduce movement of center point by half during move
EX Yoga Fire	Changed advantage on guard +5F to +3F
LP Yoga Flame	<ol style="list-style-type: none"> 1. Reduced damage from 70 to 60 2. Increased stun 100 to 150 3. Reduced CA meter gain on hit and guard 4. Delayed CA cancel timing making it easier for opponent to perform V-Reversal on guard

Adjustment

Description

MP Yoga Flame	<ol style="list-style-type: none"> 1. Reduced damage 80 to 70 2. Reduced CA meter gain on hit and guard 3. Delayed CA cancel timing making it easier for opponent to perform V-Reversal on guard
HP Yoga Flame	<ol style="list-style-type: none"> 1. Reduced CA meter gain on hit and guard 2. Delayed CA cancel timing making it easier for opponent to perform V-Reversal on guard
EX Yoga Flame	Increased damage 120 to 140
EX Yoga Gale	<ol style="list-style-type: none"> 1. Increased damage 140 to 150 2. Reduced stun 240 to 200 3. Now you can now cancel into Air Yoga Teleport in the recovery of this move
Yoga Sunburst (ground)	<ol style="list-style-type: none"> 1. Reduced damage 320 to 300 2. Slightly slowed the travel speed of projectile 3. Added throw box from 5F before the first active frame
Yoga Sunburst (air)	Reduced damage 320 to 300



Adjustment

Description

Hurt Box	Hurt box when character turns around while crouching has been changed
Shimonshu (Forward throw)	<ol style="list-style-type: none"> 1. Recovery after hit has increased 6F 2. Damage has been decreased 130 to 120 3. Stun damage has been decreased 200 to 150 4. CA meter gain has been decreased
Kyoshitsugeki (Reverse Grab)	<ol style="list-style-type: none"> 1. Damage has decreased 130 to 120 2. Stun damage has decreased 170 to 150 3. CA meter gain has decreased 4. Distance after hit has been increased
Standing LP	<ol style="list-style-type: none"> 1. Advantage on hit has been changed +5F to +6F 2. Advantage on block has been changed +2F to +3F
Standing LK	<ol style="list-style-type: none"> 1. Hit box start up has been changed 5F to 6F (1F has been added to entire motion) 2. Advantage on hit has been changed +4F to +5F 3. Advantage on block has been changed +2F to +3F

Adjustment	Description
Standing MP	Downwards hit box on second hit has been decreased
Standing MK	Hit box start up has been changed 5F to 6F (1F has been added to entire motion)
Standing HK	1. Hit box start up has been changed 12F to 14F (2F have been added to entire motion) 2. Advantage on hit has been changed +6F to +7F
Crouching LP	Hit box has been expanded forward
Crouching MP	1. Hit box start up has been changed 6F to 7F (1F has been added to entire motion) 2. The motion start point has been moved forward when receiving damage or motion is cancelled. (The position of hit box, hurt box, and collision box has been adjusted.)
Crouching MK	1. Hit box start up has been changed 7F to 8F (1F has been added to entire motion) 2. Advantage on hit has been changed +4F to +5F 3. Advantage on block has been changed +2F to +3F
Crouching HK	1. Damage distribution has been changed 40+60 to 50+50 2. Motion start timing on V Trigger cancel is 1F faster on hit only
V Trigger - Dokunomu	While active, cancelling in to moves that require charges will no longer require charges.
V Reversal - Nikaiho	Motion recovery has been changed 35F to 30F
Nirenko	Advantage on hit has been changed -2F to 0F
Senpukuga	Advantage on hit has been changed +5F to +6F
Nikankyaku	1. Priority of commands has been set higher than Ryobenda 2. Changed so that character faces the opponent when cancelling the motion with Senpukuga
M Nikankyaku	Motion recover has been decreased 1F
Nishikyu	1. CA meter gain on activation has decreased 2. CA meter gain on hit and block has increased
EX Nishikyu	1. Entire motion has changed 52F to 49F 2. Damage has been increased 80 to 90 3. Advantage on hit has been changed +2 to +3 4. Advantage on block has been changed -2 to -1
M Ryobenda	Hit box active frames have been changed 60F to 80F
H Ryobenda	1. Entire motion has been changed 52F to 55F 2. Hit box active frames have been changed 100F to 120F
Shishiruirui	Hit box startup has been changed 12F to 10F



ALEX

Adjustment	Description
Hurt Box	<ol style="list-style-type: none"> 1. The size of the forward hurt box when crouching has been decreased 2. Hit box when character is changing directions has been changed
Face-Crush Chop (Forward Throw)	<ol style="list-style-type: none"> 1. Stun damage has been decreased 170 to 120 2. CA meter gain has been decreased 3. Adjusted so that the collision box doesn't move forward during attack motion
Leg Tomahawk (Reverse Throw)	Adjusted so that the collision box doesn't move forward during attack motion
Standing LP	<ol style="list-style-type: none"> 1. Removed the 3rd active frame from hit box 2. The knockback distance when hit in air has been increased 3. The upwards hit box has been decreased 4. The hurt box around the hit box has been expanded upwards
Standing LK	<ol style="list-style-type: none"> 1. The motion start point has been moved forward when receiving damage or motion is cancelled. (The position of hit box, hurt box, and collision box has been adjusted.) 2. The motion start timing has been delayed by 1F when a cancelling a special move
Standing MP	<ol style="list-style-type: none"> 1. Motion startup has been changed 12F to 14F (No change to advantage) 2. Pushback distance on hit has been increased 3. Advantage on V Trigger cancel has been changed +12F to +10F 4. Hurt box size has been increased to the same size as hit box 5. Motion startup timing when cancelling a special has been delayed by 2F
Standing MK	Hit box startup has been changed 8F to 9F (1F added to entire motion)
Standing HK	<ol style="list-style-type: none"> 1. Damage has been increased 90 to 100 2. Advantage on hit has been changed -1F to +1F
Crouching LP	Pushback distance on hit has been increased
Crouching MP	<ol style="list-style-type: none"> 1. Hit box startup has been changed 7F to 8F (1F added to entire motion) 2. Motion recovery has been changed 15F to 17F 3. Active frames for hit box has been shortened 3F to 2F 4. The hurt box after the hit box ends has been extended 3F
Crouching MK	Hit box startup has been changed 8F to 10F (2F added to entire motion)

Adjustment	Description
Crouching HP	Changed to: Hit box startup has been changed from 12F to 10F (Entire motion has been decreased by 2F)
Jumping MP	<ol style="list-style-type: none"> 1. Hit box startup has been changed 6F to 5F 2. Hitbox has been expanded forward
Lariat	<ol style="list-style-type: none"> 1. Hit box startup has been changed 10F to 11F 2. Advantage on hit has been changed +5F to +6F
V Skill - Overhaul	V gauge will increase by 30 after motion
V Reversal - Big Boot	<ol style="list-style-type: none"> 1. Hit box startup has been changed 15F to 16F 2. Hit box active frames have been decreased 4F to 2F 3. Advantage and distance on hit has been changed
Air Knee Smash	<ol style="list-style-type: none"> 1. Damage distribution has been changed 10+120 to 50+80 (No change to total damage) 2. Changed to: Guard activation box during the move has been deleted 3. KO timing has been changed to the first hit
EX Air Knee Smash	<ol style="list-style-type: none"> 1. Damage distribution has been changed 10+150 to 50+110 2. Changed to: Guard activation box during the move has been deleted 3. Distance after hit has been increased 4. Hurt box on the 4th frame of the motion has been expanded upwards.
L Flash Chop	Hit box startup has been changed 13F to 12F (Entire motion has been shortened by 1F)
EX Flash Chop	Damage has been decreased 150 to 140
L Slash Elbow	<ol style="list-style-type: none"> 1. Hit box startup has been changed 14F to 16F 2. Motion recovery has been changed 18F to 22F 3. Hurt box when charging forward and during recovery has been expanded forwards and upwards 4. Hurt box around the hit box has been expanded downwards 5. Decreased the movement distance 6. Decreased pushback distance on block
M Slash Elbow	<ol style="list-style-type: none"> 1. Motion recovery has been changed 19F to 22F 2. Hurt box when charging forward and during recovery has been expanded forwards and upwards 3. Hurt box around the hit box has been expanded downwards 4. Decreased pushback distance on block
H Slash Elbow	<ol style="list-style-type: none"> 1. Hurt box when charging forward and during recovery has been expanded forwards and upwards 2. Hurt box around the hit box has been expanded downwards 3. Decreased pushback distance on block

Power Bomb/Power Drop	<ol style="list-style-type: none"> 1. CA meter gain on activation has been decreased 2. CA meter gain on hit and block has been increased 3. Adjusted so the collision box doesn't move forward during attack motion. 4. Startup changed from 5F to 6F
Air Stampede	<ol style="list-style-type: none"> 1. Hit box active frames have been extended 2F to 3F 2. Hit box expands forwards as active time progresses
EX Air Stampede	<ol style="list-style-type: none"> 1. Projectile invincibility time has been changed between 3F - 30F to Between 1F - 30F 2. Hit box active frames have been extended 2F to 3F
Head Crush	Motion recover has been changed L: 45F to 30, M: 50F to 30F, H: 56F to 30F
Heavy Hammer	Damage has been decreased 350 to 340



Dragon Suplex	<ol style="list-style-type: none"> 1. Damage has been decreased 130 to 120 2. Stun damage has been decreased 200 to 120 3. CA meter gain has been decreased 4. Decreased the distance after hit 5. Advantage on hit increased 6F
Judo Throw	CA meter gain has been decreased.
Flying Mare/Flying Buster Chop	<ol style="list-style-type: none"> 1. Increased throw range 2. Hurt box has been expanded downwards during motion
Standing LK	<ol style="list-style-type: none"> 1. Hit box startup has been changed 5F to 4F (Entire motion has been decreased 1F) 2. Made it possible to cancel special move 3. Activation timing for special move cancel has been delayed 2F
Standing MP	<ol style="list-style-type: none"> 1. Hit box startup has been changed 5F to 6F (Entire motion has been increased 1F) 2. Advantage on hit has been changed +4F to +6F 3. Advantage on block has been changed +3F to +2F 4. Increased pushback distance on hit

Adjustment	Description
Standing HP	<ol style="list-style-type: none"> 1.Hit box startup has been changed 7F to 8F (Entire motion has been increased 1F) 2. Removed the crush counter effect, and applied a standard counter hit effect 3. Advantage on hit has been changed +6F to +7F 4. Increased pushback distance on hit 5. The motion start point has been moved forward when receiving damage or motion is cancelled. (The position of hit box, hurt box, and collision box has been adjusted.) Advantage on hit has been changed +1F to +2F
Standing HK	Advantage on hit has been changed +1F to +2F
Crouching LP	Active frames for hit box have been extended 2F to 3F
Crouching LK	<ol style="list-style-type: none"> 1. Button mash cancel timing has been extended. 2. Hit box active frames have been extended 2F to 3F
Crouching MP	Knockback distance on hit has been extended.
Crouching HP	<ol style="list-style-type: none"> 1. Changed to be a crush counter move (Will only apply during the first frame hit box is active) 2. Advantage on block has been changed -3F to -4F
Crouching HK	Hit box startup has been changed 8F to 7F (Entire motion has been shortened by 1F)
Knee Bazooka	<ol style="list-style-type: none"> 1. Advantage on hit has been changed -2F to -1F 2. Advantage on block has been changed -6F to -3F
Rolling Sobat	Decreased the size of the hurt box by the feet between 7F and 10F of the motion
Full Bullet Magnum	<ol style="list-style-type: none"> 1. Advantage on hit has been changed 0F to +1F 2. Advantage on block has been changed -4F to -6F
Drake Fang	<ol style="list-style-type: none"> 1. Advantage on hit has been changed 0F to +1F 2. Advantage on block has been changed -4F to -6F
Reverse Spin Kick	<ol style="list-style-type: none"> 1. Advantage on hit has been changed +3F to +6F 2. Advantage on block has been changed -1F to -2F
V Trigger - Solid Puncher	V gauge blocks have been changed from 3 to 2
V Reversal - Reverse Back Knuckle	<ol style="list-style-type: none"> 1. Hit box start up has been changed 15F to 16F 2. Advantage and distance on hit has been changed
Sonic Boom (Normal version/V Trigger version)	<ol style="list-style-type: none"> 1. Normal version damage has been increased 50 to 60 2. Stun damage for the V Trigger version has been decreased 80 to 50 3. CA meter gain on activation has been decreased 4. CA meter gain on hit or block has been increased 5. Advantage on hit has been changed +8F to +7F 6. Advantage on block has been changed +1F to +2F 7. Added a collision box when the hit box is active

Sonic Break	<ol style="list-style-type: none"> 1. The rate the timer decreases when a single shot is active has increased 2. The rate the timer decreased for follow up shots has decreased 3. The rate the timer decreased for the EX version has increased 4. CA meter gain on activation has decreased 5. CA meter gain on hit or block has increased 6. Active frames for both single shot and follow up shot have been unified at 36F 7. Damage for follow up shots have been increased by 10
L Somersault Kick	<ol style="list-style-type: none"> 1. Hit box between 1F - 2F of the active frames have been expanded forward 2. 1F - 3F Upper body invincibility + Projectile Invincibility/ 4F - 6F complete invincibility to 1F - 2F Lower stance/3F - 8F hit/projective invincible
M Somersault Kick	<ol style="list-style-type: none"> 1. Hit box between 1F - 2F of active frames have been expanded forward 2. 1F - 4F Upper body invincibility + Projectile Invincibility/ 5F - 6F complete invincibility to 1F - 2F Lower stance/3F - 8F hit and projective invincible
H Somersault Kick	<ol style="list-style-type: none"> 1. Hit box between 1F - 2F of active frames have been expanded forward 2. 1F - 4F Upper body invincibility + Projectile Invincibility/ 5F - 6F complete invincibility to Throw and projectile invincibility between 1F - 9F
Sonic Tempest	Damage has been decreased 360 to 350



IBUKI

Vitality	Vitality has increased 900 to 950
Forward Step	The entire motion has been changed 17F to 16F
Jump	Airborne time during jump has been changed 40F to 38F
Yamikazura (Forward throw)	<ol style="list-style-type: none"> 1. Stun damage has decreased 170 to 120 2. CA meter gain has decreased
Kubiori (Reverse grab)	<ol style="list-style-type: none"> 1. Damage has increased 130 to 140 2. Stun damage has increased 170 to 200 3. CA meter gain has increased
Tobizaru (Airborne throw)	<ol style="list-style-type: none"> 1. Throw range has been decreased 2. The hurt box during motion has been expanded downwards
Standing LK	Adjusted so that a whiff can't be cancelled with a V Trigger

Adjustment	Description
Standing MK	<ol style="list-style-type: none"> 1. Hit box startup has been changed 5F to 6F 2. Movement recovery has been changed 15F to 14F 3. Advantage on hit has been changed 0F to +5F 4. Advantage on block has been changed -1F to +2F 5. Knockback distance on hit and block has been decreased 6. Forward hit box has been decreased
Standing HK	On crush counter, the opponent hit stun has been increased +7F
Crouching LP	<ol style="list-style-type: none"> 1. Advantage on block has been changed +1F to +2F 2. Active frames for hit box has been extended 2F to 3F
Crouching LK	Changed so that it can be button mash cancelled in to crouching LP
Crouching MP	Moved the motion starting point forward when receiving damage or motion is cancelled (Position of hit box, hurt box, and collision box have been adjusted.)
Bonshogeri	<ol style="list-style-type: none"> 1. Movement recovery has been changed 16F to 19F on whiff only (There is no change to the advantage on hit or block) 2. Increased the amount of stagger time on Crush Counter hit by 3F.
Sasanaki	Advantage on hit has been changed +5F to +6F
V Reversal - Hanagasumi	<ol style="list-style-type: none"> 1. Recovery on hit has been added 2. Hit box has been expanded forwards
Kunai/Airborne Kunai	<ol style="list-style-type: none"> 1. Decreased CA meter gain on activation 2. Increased CA meter gain on hit or block 3. Delayed the CA cancel timing so that V reversals are easier to perform when opponent blocks. 4. Fixed issue where L Airborne Kunai hits as a counter, the bendback time was extended by 3F
Kunai Ikkinage/Airborne Kunai Ikkinage	Decreased CA meter gain on activation
Kunai Hoju	<ol style="list-style-type: none"> 1. Motion recovery has been shortened 3F 2. Sped up the timing that Kunai is refilled
EX Kunai Hoju	Newly added an EX version (3 - 6 (on button hold) Kunai will be refilled)
Nobusuma	Changed so that a jump attack can be performed during motion recovery
Raida	<ol style="list-style-type: none"> 1. Increased CA meter gain on hit and block 2. Pushback distance on guard has been decreased
EX Raida	<ol style="list-style-type: none"> 1. Projectile invincible frames have been changed from 3F - 9F to 1F - 9F. 2. The KO timing has been changed to the first hit
Kachofugetsu	Damage has been decreased 350 to 340



BALROG

Adjustment	Description
Vitality	Vitality has been increased 1000 to 1025
Hurt Box	<ol style="list-style-type: none"> 1. Decreased the hurt box when crouching 2. Changed the hurt box when the character changes direction
Dirty Bomber (Forward Throw)	<ol style="list-style-type: none"> 1. Damage has been decreased 120 to 110 2. Stun damage has been decreased 170 to 120 3. CA meter gain has decreased
Standing LP	Advantage on block has been changed +2F to +3F
Standing LK	Moved the point action begins forward when receiving damage or cancelling an action. (Adjusted the position of the hit box, hurt box, and collision box)
Standing MP	<ol style="list-style-type: none"> 1. Damage has been increased 60 to 70 2. Increase the airborne time by 1F for the opponent when hit in air
Standing MK	Decreased the distance of pushback on hit and pushback on block
Standing HP	Changed to a crush counter move
Standing HK	Extended hit box active frames 2F to 3F
Crouching LP	<ol style="list-style-type: none"> 1. Advantage on block has been changed +2F to +3F 2. Hit box active frames have been extended 2F to 3F
Crouching LK	The hit box active frames have been extended 2F to 3F
Crouching MP	<ol style="list-style-type: none"> 1. Motion recover has been changed 14F to 12F 2. The upwards hit box was decreased 3. Advantage on hit has been changed +1F to +4F 4. Advantage on block has been changed 0F to +2F
Crouching MK	<ol style="list-style-type: none"> 1. Attack property has been changed from HIGH hit to LOW hit 2. The forward hit box has been decreased
Crouching HP	During 2F - 5F active frames for the hit box, damage for hits in air has been increased 70 to 80
Stomping Combo	Pushback distance on block has been decreased
V Skill - KKB, Buffalo Pressure	<ol style="list-style-type: none"> 1. The counter window for KKB has been shortened until a follow up move can be performed 2. Advantage on block for Buffalo Pressure has been changed -8F to -6F 3. Hit box active frames for Buffalo Pressure has been extended 2F to 3F

Adjustment	Description
V Trigger - Crazy Rush	Made adjustments to the advantage when cancelling each special moves with a V Trigger (This change will not be applied to EX Screw Smash)
V Reversal - Buffalo Headbutt	<ol style="list-style-type: none"> 1. Hit box startup has been changed 15F to 16F 2. Adjustments to advantage and distance on hit 3. Pushback on block has been extended 4. Sideways movement distance has been shortened
L Screw Smash	<ol style="list-style-type: none"> 1. Command has been changed to 2(charged)8+LK to 623+LK 2. Hit box startup has been changed 13F to 10F (Entire motion has been decreased by 3F) 3. Airborne time for opponent when hit in air has been increased
M Screw Smash	<ol style="list-style-type: none"> 1. Command has been changed to 2(charged)8+MK to 623+MK 2. Hit box startup has been changed 16F to 13F (Entire motion has been decreased by 3F) 3. Damage has been decreased 110 to 100 4. Airborne time for opponent when hit in air has been increased
H Screw Smash	<ol style="list-style-type: none"> 1. Command has been changed to 2(charged)8+HK to 623+HK 2. Damage has increased 90 to 100 3. Airborne time for opponent when hit in air has been increased
EX Screw Smash	Command has been changed to 2(charged)8+KK to 623+KK
L Dash Straight	<ol style="list-style-type: none"> 1. Advantage on hit has been changed +1F to +2F 2. The collision box has been extended upwards during the attack motion.
M Dash Straight	Advantage on hit has been changed +2F to +3F
H Dash Straight	<ol style="list-style-type: none"> 1. Advantage on hit has been changed +3F to +2F 2. Pushback distance on hit has been decreased
EX Dash Straight	The V Skill cancel command acceptance timing has been extended on the first hit.
Turn Punch	<ol style="list-style-type: none"> 1. Level 1 - 6: Added throw invincibility for frames 1F - 18F. 2. Level 1 - 3: Changed to upper body and projectile invincibility from frames 3F - 18F. 3. Level 4 - 6: Changed to attack and projectile invincibility from frames 3F - 18F. 4. Level 7 - 10 (Final): Changed to complete invincibility from frames 1F - 18F.
Gigaton Blow	Throw invincibility during motion has been extended 3F



JURI

Adjustment	Description
Hurt box	Expanded hurt box when character changes direction while crouching.
Chisenkyaku (Forward Throw)	<ol style="list-style-type: none"> 1. Removed 5F from recovery after hit 2. Decreased damage 130 to 110 3. Decreased stun value 200 to 120 4. Decreased CA meter gain 100 to 70 5. Decreased the distance of knockback after hit
Kaeikyaku (Reverse Grab)	<ol style="list-style-type: none"> 1. Decreased recovery after hit by 2F 2. Decreased the distance of knockback after hit
Zankasen (airborne throw)	<ol style="list-style-type: none"> 1. Expanded throw range 2. Expanded the hurt box downwards during motion
Jump	Unified airborne time for all jumps from 39F to 38F
Standing LK	Extended hit box active frames 2F to 4F
Standing MP	<ol style="list-style-type: none"> 1. Advantage on hit has been changed +4F to +5F 2. Decreased the size of forward hurt box
Standing MK	<ol style="list-style-type: none"> 1. Hit box activation on first hit has been changed 6F to 5F (Entire motion has been shortened 1F) 2. Hit box activation on second hit has been changed 8F to 7F 3. Changed damage distribution 50+20 to 40+30 4. Extended the bendback on the first hit by 1F (This change will not be applied for when V-Trigger is active.) 5. Expanded the hit box on first hit forwards
Standing HP	Advantage on hit has been changed +2F to +4F
Standing HK	Motion recover has been changed 17F to 20F
Crouching LP	<ol style="list-style-type: none"> 1. Active frames for hit box has been extended 2F to 3F 2. Changed the mash canceling movement frames from 9F - 10F to 10 - 11F
Crouching MP	<ol style="list-style-type: none"> 1. Hit box startup has been changed 5F to 6F 2. Hit box active frames have changed 2F to 3F 3. Increased the overall frames from 23F to 24F

Adjustment	Description
Crouching MK	<ol style="list-style-type: none"> 1. Advantage on hit has been changed +1F to +2F 2. Advantage on block has been changed -3F to -2F 3. Extended the cancel timing with special move
Senkaikyaku	<p>Advantage on guard has been changed -4F to -6F</p>
Kyoretsushu	<p>Advantage on guard has been changed -6F to -12F</p>
V Skill - Kasatsushu	<ol style="list-style-type: none"> 1. Hit box start up on Level 2 has been changed 14F to 10F 2. Increased the juggle potential when used during in air combos 3. Projective invincibility time has been changed from 14F of activation ~ projectile invincibility to 6F of activation ~ projectile invincibility 4. Decreased the downwards hurt box and increased the forward hurt box during Lvl2 motion. 5. Made it possible to activate from cancel, after any type of Fuharenkyaku except the EX version 6. Changed the timing from motion start to Lvl2 from 40th frame to 33rd frame.
L Ryodansatsu	<ol style="list-style-type: none"> 1. Hit box start up has been changed 20F to 19F 2. Changed the timing at which Juri is considered to be mid-air from 5 - 18F, to 4 - 17F 3. Reduced the overall frames from 46F to 45F
M Ryodansatsu	<ol style="list-style-type: none"> 1. Hit box start up has been changed 21F to 20F 2. Changed the timing at which Juri is considered to be mid-air from 5 - 19F, to 5 - 18F 3. Reduced the overall frames from 47F to 46F
EX Ryodansatsu	<p>Changed projectile invincibility from 5F - 27F of the motion to 1F - 27F of motion.</p>
L Tensenrin	<ol style="list-style-type: none"> 1. Changed command from 623+LK to 623+LP 2. Advantage on hit has been changed +1F to +2F
M Tensenrin	<ol style="list-style-type: none"> 1. Changed command from 623+MK to 623+MP 2. Increased damage 110 to 120 3. Decreased the size of the hurt box between 1F - 2F / Hit and projectile invincibility between 3F - 7F / added throw vulnerability to 1F - 7F
H Tensenrin	<ol style="list-style-type: none"> 1. Changed command from 623+HK to 623HP 2. Added throw invincibility between 1F and 8F of motion
V L Fuharenkyaku	<ol style="list-style-type: none"> 1. Slowed down the projectile speed 2. Slowed the CA cancel activation timing, and made it easier for a blocking opponent to perform a V Reversal.
M Fuharenkyaku	<ol style="list-style-type: none"> 1.Hit box startup has been changed 21F to 23F 2.Advantage on guard has been changed -6F to -4F 3.Changed the timing at which Juri is considered to be mid-air from 8F - 22F, to 10F - 24F 4.Increased the overall frames from 41F to 43F
V M Fuharenkyaku	<ol style="list-style-type: none"> 1.Hit box startup has been changed 21F to 23F 2.Advantage on block has been changed -6F to -4F

Adjustment	Description
H Fuharenkyaku	<ol style="list-style-type: none"> 1.Action recovery has been decreased 31F to 21F 2.Damage has been decreased 90 to 80 3.Stun damage increased 120 to 150 4.Advantage on guard has been changed -11F to -6F
V H Fuharenkyaku	<ol style="list-style-type: none"> 1.Action recovery has been decreased 31F to 21F 2.Damage has been decreased 90 to 80 3.Stun damage increased 120 to 170 4.Advantage on guard has been changed -11F to -6F
Sakkai Fuhazan	Expanded the hit box backwards



URIEN

Adjustment	Description
Vitality	Increased vitality 1000 to 1025
Spartan Bomb (Forward Throw)	<ol style="list-style-type: none"> 1. Decreased stun damage 200 to 120 2. CA Meter gain has decreased
Hurt Box	Made adjustments to hurt box when character changes direction
Standing MP	<ol style="list-style-type: none"> 1. Hit box activation has been changed 6F to 7F (1F has been added to entire motion) 2. Advantage on hit has been changed +4F to +6F 3. Expanded hit box forwards
Standing MK	Standing hit box activation has been changed 8F to 9F (1F has been added to entire motion)
Standing HP	Expanded hurtbox after hitbox disappears
Standing HP (Charge)	Recovery on block has been changed +3F to +5F
Standing HK	Decreased the size of the hurt box between 1F - 2F when hit box is active.
Standing HK (Charge)	<ol style="list-style-type: none"> 1. Recovery on block has been changed 0F to +2F 2. Decreased the pushback on hit distance for the second hit 3. The hurt box during the 1F -2F active frames 1F - 2F have been decreased.
Crouching LP	<ol style="list-style-type: none"> 1. Recovery on hit has been changed +4F to +5F 2. The duration of the hit box active frames has been extended 2F to 3F
Crouching MP	Expanded the distance of pushback on hit
Crouching MK	<ol style="list-style-type: none"> 1. Advantage on hit has been changed +1F to +4F 2. Advantage on guard has been changed -2F to +2F

Adjustment	Description
Crouching HP	<ol style="list-style-type: none"> 1. Hitbox activation has been changed 8F to 7F 2. The effect for the first hit in the air has changed from airborne recover damage to knockback damage. (Changed so that the there is juggle potential when 2 hits hit in air.)
Jumping LP	<ol style="list-style-type: none"> 1. Expanded the hit box backwards, and added in cross-up confirm. 2. Decreased the downwards hit box size.
Terrible Smash	Changed the advantage on block -4F to -6F
Choral Kick	Command has changed from 6+HK to 3+HK
V Trigger - Aegis Reflector	Increased damage from 10 * 3 to 20 * 3
V Skill - Metallic Aura	Entire motion has been changed 55F to 52F
V Reversal - Anger Snap Fist	<ol style="list-style-type: none"> 1. Hit box activation has changed 15F to 16F 2. Knockback and Advantage on hit has been changed.
L, M Metallic Sphere	<ol style="list-style-type: none"> 1. Decreased CA meter gain on activation 2. Increased the CA meter gain on hit or block 3. Advantage on block has been changed -9F to -7F 4. Decreased the CA cancel for the single and charged version, and made it easier for blocking opponent to do a V-Reversal
H Metallic Sphere	<ol style="list-style-type: none"> 1. Single version damage has been increased 60 to 70 2. Charged version damage has been increased 90 to 100 3. Decreased the CA meter gain on activation 4. Increased CA meter gain on hit or block
L Chariot Tackle (Standard/V-Skill)	Increased juggle potential when used in airborne combo
M Chariot Tackle (Standard/V-Skill)	<ol style="list-style-type: none"> 1.Changed the active frames for hit box 10F to 11F 2. Increased juggle potential when used in airborne combo
H Chariot Tackle (Standard/V-Skill)	<ol style="list-style-type: none"> 1. Damage has increased 90 to 100 2. Increased juggle potential when used in airborne combo 3. Fixed the issue where the sideways knockback when hitting on the ground using the V-Skill version is greater than the standard version.
EX Chariot Tackle (During V-Skill)	Fixed issue where the hit stun on the first hit is shorter than the standard version.
H Violence Knee Drop (During V-Skill)	Fixed issue where block recovery is longer than the standard version.
M Dangerous Headbutt(During V-Skill)	Fixed issue where the sideways knockback is shorter than the standard version on counter-hit in air.
EX Dangerous Headbutt(During V-Skill)	Fixed the issue where counter confirm disappears between then the hit box active frames ends until he lands.