

ADJUSTMENTS

201812 Ver.

Dec 27, 2018 Update

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

F.A.N.G

- EX Ryobenda (Regular/V-Trigger II)

③Reduced the block stop for the first hit by 2F.

Note: Changes in the advantage/disadvantage only if the first hit is blocked.

CODY

- Trash Out (Front Throw)

Damage increased from 120 to 130.

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

RYU

· VTII Isshin

Mistaken: ②The attack recovery can be canceled into Shoryuken.

Corrected: ②The attack recovery can be canceled into Shoryuken and EX Jodan Sokutou Geri.

Dec 21, 2018 Update

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

G

- G Smash Over (V-Trigger I)

Expanded the collision boxes in the upwards direction for the first hit.

ALL Fighters

Adjustment

Description





Moves with Armor

- ①If your character's vitality is reduced to zero, they will be KO'd even if they have white gauge remaining.
- ②Stun values for opponent attacks that are absorbed by the armor state have been reduced from 100% to 50%.

Adjustment	Description
Invincible Moves that can be Counter-Hit After the Move Ends	<p>Among the invincible moves where the counter-hit status continues after the move has ended, for moves that are invincible from 1F, damage dealt during move recovery will be 1.2x that of the normal damage dealt.</p> <p>Please refer to each character sheet to see which moves have been affected by this change.</p>
Invincibility on V-Trigger Activation	<p>The invincibility during the screen freeze for V-Trigger activation differed, as there were some characters who took a hit and others who did not. This has been changed so that all characters will take the hit if it lands during the screen freeze of a V-Trigger activation that was not canceled into.</p> <p>See each character's change list to see which characters are affected by this change.</p> <p>For V-Trigger activation cancels, refer to each character's change list.</p>
Behavior when Taking Damage During Screen Freeze	<p>If a character received damage during the V-Trigger screen freeze, the recovery for the character that took damage would be shortened by 1F. This has been fixed to the intended values.</p>
Behavior when Certain Attacks Hit During Screen Freeze and KO Animation	<p>Fixed the phenomenon where, if certain attacks connected at the same time as the CA, V-Trigger, or KO animation, the character would behave in an unnatural way.</p>
Behavior when Inputting EX Special Moves as a Reversal	<p>Fixed the phenomenon where, if using a certain button when inputting an EX special move as a reversal, the move would come out 1F slower than usual.</p>
Behavior when Inputting Certain Commands as a Reversal	<p>Fixed the phenomenon where, if a forward or backwards dash was input at the same time as a command at reversal timing, the command move would come out after the dash.</p>







RYU

Adjustment	Description
Standing HP (V-Trigger II)	Can be special move canceled.
Standing MK	Damage increased from 60 to 70.
Crouching MK	Advantage on hit increased from +1F to +2F.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Hadoken	①Decreased the overall movement frames from 47F to 45F. Note: No change to the advantage/disadvantage on hit/block. ②Increased the pushback on block.
L Hadoken	Reduced the projectile speed.
H Hadoken	Increased the projectile speed.
EX Tatsumaki Senpukyaku	①Slightly decreased the blowback distance on hit. ②Increased the blowback time for grounded hit.
EX Tatsumaki Senpukyaku	①Input command for the regular version changed from  +  to  +  ②Input command for the EX version changed from  +   to  +  
L Jodan Sokutou Geri	①Reduced the startup from 16F to 10F. ②Restricted the air combo count.
M Jodan Sokutou Geri	①Reduced the startup from 18F to 16F. ②Increased the attack movement distance.
H Jodan Sokutou Geri	Reduced the startup from 20F to 18F.
EX Jodan Sokutou Geri	Increased the attack movement distance.
EX Shoryuken (Normal/V-Trigger I)	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
VTI Denjin Renki	Can now be hit by an attack during the screen freeze upon V-Trigger activation.

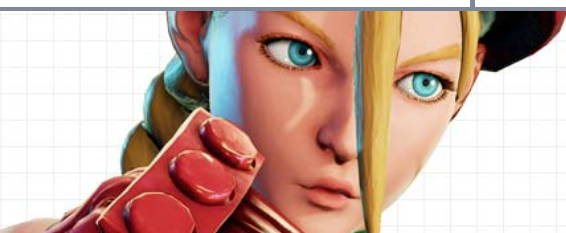
Adjustment	Description
VTII Isshin	①Recovery reduced from 40F to 36F. ②The attack recovery can be canceled into Shoryuken and EX Jodan Sokutou Geri. ③If Ryu successfully parries an attack, but his counterattack misses, he can cancel the recovery into Mind's Eye or Isshin. Note: When canceled into from recovery, the parry's startup will be 1F.



Adjustment	Description
Standing MK	Damage increased from 60 to 70.
Standing MK (V-Trigger I)	Damage increased from 70 to 80.
Crouching MK (Normal/V-Trigger I)	Reduced the hurtbox that appears before the hitbox active frames.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
H Hyakuretsukyaku	①Eased the combo count. ②Reduced the pushback on hit, for all hits except the last one. ③Reduced the pushback on block, for all hits except the last one.
H Hyakuretsukyaku (V-Trigger I)	①Reduced the pushback on hit, for all hits except the last one. ②Reduced the pushback on block, for all hits except the last one.
H Kikoken (Normal/V-Trigger I)	Disadvantage on hit reduced from -2F to -1F.
EX Spinning Bird Kick (Normal/V-Trigger I)	①Increased the damage taken for an attack that hits during the move's duration by 1.2x. ②On hit, expanded the hitbox of the following attack.
Rankyaku (Normal/V-Trigger I) (V-Skill)	①Increased the blowback time on hit. ②Increased the upwards blowback. ③Restricted the combo count. ④Expanded the downwards hitbox. ⑤Regular version only - adjusted the combo count for jump attacks performed from Rankyaku.
Souseikyaku (Normal/V-Trigger I)	Added a new move, performed from Rankyaku (from  M  M ►  M  M).

Adjustment	Description
Renkiko (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
 	
Adjustment	Description
Standing MK	Damage increased from 60 to 70.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Spinning Back Knuckle	①Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120. ②Expanded the backwards hitbox.
EX Moonsault Slash	Increased the advantage on block from +2F to +3F.
M Tragedy Assault	①Reduced the separation distance on hit. ②Eased the combo count. ③Expanded the collision box.
H Tragedy Assault	Reduced the separation distance on hit.
Stealth Dash (V-Trigger II)	①Can cancel the initial startup of Sonic Boom, regardless of whether it hits the opponent, is blocked, or whiffs. ②V-Timer increased from 2,000F to 4,000F. ③Special move V-Timer usage increased from 1,000F to 2,000F.
Stealth Dash (Stop) (V-Trigger II)	Reduced the recovery from 13F to 11F.
Justice Corridor (V-Trigger II)	Changed the recovery on block, from -6F to +2F.
Justice Shell (V-Trigger II)	Changed to expand the hitbox for the 2nd hit after the first hit connects.
Adjustment	Description
Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.

Adjustment	Description
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Psycho Axe	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
EX Psycho Blast	①Reduced the overall movement frames from 40F to 38F. ②Increased the advantage on block from +4F to +6F.
EX Psycho Blast (V-Trigger I)	①Reduced the overall movement frames from 38F to 36F. ②Increased the advantage of block from +5F to +7F.
EX Double Knee Press	Eased the combo count.
EX Double Knee Press (V-Trigger I)	①Eased the combo count. ②Expanded the hitbox for the final hit when the opponent is locked into the move.
EX Head Press (V-Trigger I)	Adjusted the motion on block.
Psycho Reflect (V-Skill)	If the move comes into contact with a physical attack, or a projectile that's attached to the character's body, Bison will perform a physical attack move.
Psycho Power (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Psycho Nightmare (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Psycho Crusher (V-Trigger II)	Is now projectile invincible during the attack active frames.



CAMMY

Adjustment	Description
Crouching Motion	Expanded the backwards hitbox for her head.
Normal/Back Recovery	Adjusted the recovery motion.
Stun	Reduced from 950 to 900.
Gyro Clipper (Forward Throw)	Increased the separation distance after the throw.

Adjustment	Description
Neck Spiral (Air Throw)	Increased the throw range.
Standing HK	Added 3F of recovery on whiff.
Crouching LP	Decreased the advantage on block from +2F to 0F.
Crouching MP	①Expanded the hurtbox at the arms, from the middle of the attack active frames until the hitbox disappears. ②Added 2F of recovery on whiff. ③Delayed the timing at which the hurtbox at the arms disappears on whiff by 2F.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Jump HK	Changed so that it cannot hit opponents who are behind Cammy.
Lift Upper	Changed so that it cannot hit opponents who are behind Cammy.
Spiral Arrow	Reduced the stun from 150 to 120.
Cannon Spike	Reduced the stun from 200 to 150.
Cannon Spike (V-Trigger I)	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
EX Cannon Spike	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Strike Back (V-Reversal)	Increased the disadvantage on block from -4F to -6F.
Delta Drive (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Delta Twist (V-Trigger II)	Increased the landing recovery from 9F to 13F.
Reverse Edge (V-Trigger II)	Increased the disadvantage on block from -5F to -7F.
Delta Step (Special Move Version) (V-Trigger II)	Reduced the overall movement frames from 20F to 19F.



Adjustment	Description
Back Recovery	Adjusted the recovery motion.
Standing HK	V-Gauge meter gain from a Crush Counter decreased from 200 to 150.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Bull Slider	①Increased the movement distance. ②Changed so that the hitbox will gradually increase during the active frames. ③Increased the active frames from 5F to 6F.
Bull Charge	Reduced the blowback during a Crush Counter.
EX Bull Head (V-Trigger I)	Increased the disadvantage on block from -5F to -9F.
EX Bull Horn	Increased the disadvantage on block from -19F to -21F.
M Hanging Chain	Sped up the startup when canceled from MP.
Enjoy Time (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Birdie Time (V-Trigger II)	①Reduced the size of the V-Gauge from 3 blocks to 2. ②Changes the properties when canceled from EX Bull Horn. ③Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Bull Capture (V-Trigger II)	Eased the combo count.



Adjustment	Description
Standing HK	①Expanded the hurtbox that appears before the hitbox active frames. ②Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120. ③Changed so that the blowback on mid-air Crush Counter hit is the same as the grounded version.

Adjustment	Description
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Thunder Kick	Recovery on block increased from -4 to -6.
Hadoken	Damage increased from 50 to 60.
L Tatsumaki Senpukyaku	①Eased the combo count. ②Damage reduced from 70 (40 + 30) to 50 (20 + 30).
H Tatsumaki Senpukyaku (Normal/V-Trigger I)	Reduced the hitbox for the first hit.
EX Tatsumaki Senpukyaku	①Expanded the downwards hitbox for the first hit. ②Expanded the collision box and the hitbox for the first hit.
H Shoryuken	Eased the combo count.
EX Shoryuken (Normal/V-Trigger I)	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Quick Step (V-Skill)	V-Gauge meter gain on hit decreased from 120 to 100.
Quick Step (V-Trigger I) (V-Skill)	Movement value at the end of the move has been changed to match the regular version.
Heat Rush (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Shinryuken (V-Trigger II)	①Expanded the vacuum-property box (that draws the opponent in) immediately after startup. Note: The expanded part will not hit airborne opponents. ②Unified the numbers of hits if the move hits an opponent who is behind Ken, to the same amount as if the opponent were in front of Ken. ③Max-rapid button press version only - increased the special move cancel window after landing.



Adjustment	Description
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Opening Dagger	Reduced the V-Gauge meter gain from a Crush Counter from 300 to 200.

Adjustment	Description
EX Valiant Rebellion (Regular/V-Trigger I/V-Trigger II)	If the first hit hits the opponent and causes a knockdown, the opponent will be able to perform all kinds of knockdown recovery.
EX Raging Light (Regular/V-Trigger I/V-Trigger II)	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Clouded Mirror (V-Trigger I)	①Can be canceled into from special move cancellable normal moves. ②The 2nd hit of the charged version will cause a crumple instead of a knockdown. ③Changed the travel distance for the charged version, made it easier to control the travel distance using forwards and backwards inputs. ④Increased the recovery for the charged version from 17F to 24F. Note: No changes to the advantage/disadvantage on block.



Adjustment	Description
Stardust Shot (Air Throw)	Increased the throw range.
Standing MP (Claw)	①Damage increased from 60 to 70. ②Can cancel into Switch Claw.
Crouching MP (Claw)	Can cancel into Switch Claw.
Crouching HP (Claw)	①Can cancel into Switch Claw. ②Increased the pushback distance on block.
Crouching HP (Bare-Handed)	①Advantage on hit increased from +1F to +5F. ②Changed the advantage on block from -2F to +3F. ③Will no longer trigger a Crush Counter.
Crouching HK	①Eased the combo count. ②V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Buster Claw	①Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120. ②Expanded the backwards hitbox.
EX Aurora Spin Edge	Reduced the blowback distance for the 2nd hit.
L Crimson Terror	Advantage on hit increased from +1F to +2F.

Adjustment	Description
M Crimson Terror	Reduced the pushback on hit.
EX Crimson Terror	Changed to a new action.
EX Flying Barcelona Attack	For the first hit, changed the height of Vega's kick off the wall for cases where the opponent is within a fixed distance.
Matador Turn (V-Skill) (Claw/Bare-Handed)	Reduced the pushback on block.
Bloody Kiss - Torero (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Bloody Kiss - Rojo (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Bloody Kiss - Azul (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Bloody Rain	①Expanded the forward hitbox for the 2nd hit. ②Will be invincible on hit until the attack active frames conclude.



Adjustment	Description
Normal/Back Recovery	Adjusted the recovery motion.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
EX Shooting Peach	Disadvantage on block increased from -10F to -15F.
Nadeshiko (Above) (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Nadeshiko (Front) (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Nadeshiko (Behind) (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Steel Chair (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.

Adjustment	Description
(V-Trigger II) Fightin' Dirty	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
 <h1>RASHID</h1>	
Adjustment	Description
Standing HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Standing MK	Will be enhanced if it comes into contact with Ysaar.
Crouching MP	Expanded the hurtbox immediately after the active frames end.
Crouching HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Ground Eagle Spike	Changed so that Rashid does not bounce back on hit. Note: No changes to the Dash and V-Trigger versions of Eagle Spike.
L Eagle Spike	①Damage decreased from 110 to 100. ②Increased the blowback on hit. ③Reduced the stun from 200 to 150.
M Eagle Spike	①Damage decreased from 130 to 120. ②Increased the blowback on hit. ③Reduced the stun from 200 to 150.
H Eagle Spike	①Damage decreased from 140 to 130. ②Increased the blowback on hit.
EX Spinning Mixer (Regular/Enhanced)	①Increased the damage taken for an attack that hits during the move's duration by 1.2x. ②The inertia version can now be counter-hit during the move.
L Spinning Mixer	Damage decreased from 90 to 80.
M Spinning Mixer	Damage decreased from 110 to 100.
H Spinning Mixer	①Changed the blowback direction if the back-end of the move hits the opponent. ②When used in combos in certain situations, fixed the phenomenon where Rashid would end up behind his opponent.

Adjustment	Description
Dash Spinning Mixer	Fixed the phenomenon where it would not move forward if it came into contact with Ysaar in certain situations.
Ysaar (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.




Adjustment	Description
Vitality	Increased from 900 to 925.
Standing HP	Will no longer trigger a Crush Counter.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
EX Ressenha	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Kanzuki-Ryu Guren no Kata (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Guren Resshu (V-Trigger I)	Changed the recovery from 19F to 13F. Note: Recovery if performed from Guren Ken on hit or block has also changed.
Yasha Gaeshi Tenchi (Low Attack Counter) (V-Trigger II)	Increased the advantage on attack hit by 3F.
Kanzuki-Ryu Hadorokushiki Hasha no Kata	Will be invincible on hit until the attack active frames conclude.



Adjustment	Description
Standing MP	<ul style="list-style-type: none"> ①Startup increased from 6F to 7F. ②Active frames increased from 2F to 3F. ③Expanded the forward hitbox. ④Recovery increased from 13F to 15F.

Adjustment	Description
Standing HP (Charge)	Reduced the V-Gauge meter gain from a Crush Counter from 300 to 200.
Standing MK	①Startup increased from 9F to 10F. ②Advantage on hit increased from 0F to +2F. ③Expanded the forward hitbox.
Crouching LP	Reduced the pushback on hit.
Crouching MK	Advantage on hit increased from 0F to +2F.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 150.
Flying Head Butt	Expanded the hitbox.
L Screw Pile Driver	Damage increased from 180 to 200.
M Screw Pile Driver	Damage increased from 200 to 210.
L Screw Pile Driver (V-Trigger II)	①Damage increased from 310 to 330. ②Damage increased from 230 to 280 when used in a combo.
M Screw Pile Driver (V-Trigger II)	①Damage increased from 330 to 340. ②Damage increased from 250 to 290 when used in a combo.
H Screw Pile Driver (V-Trigger II)	Damage increased from 270 to 300 when used in a combo.
EX Screw Pile Driver (V-Trigger II)	Damage increased from 270 to 300 when used in a combo.
Double Lariat	①Reduced the blowback distance on hit for a grounded opponent. ②If the attack hits on active frames 9F - 11F, the recovery will be reduced by 10F. ③If the attack hits on active frames 9F - 11F, damage increased from 120 to 130.
Iron Muscle (V-Skill)	①Can cancel the button hold into a backwards dash. ②Increased the V-Gauge meter gain on attack hit from 50 to 80.
Iron Muscle (V-Trigger I) (V-Skill)	Can cancel the button hold into a backwards dash.
Muscle Explosion (V-Reversal)	Damage decreased from 60 to 40.

Adjustment	Description
Cyclone Lariat (V-Trigger I)	①Can now be hit by an attack during the screen freeze upon V-Trigger activation. ②Delayed the cancel timing from Standing MP, Standing MK, and Crouching MK. Note: There are no changes to the situation upon canceling.
Cossack Muscle (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.



LAURA

Adjustment	Description
Back Recovery	Adjusted the recovery motion.
Standing MP	Expanded the backwards hitbox after the attack becomes active.
Standing HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Bolt Charge (All Strengths)	Changed to give this move command priority over Thunder Clap.
EX Bolt Charge (Normal/V-Trigger I)	①Disadvantage on block increased from -11F to -17F. ②Reduced the backwards hurtbox. ③Damage increased - Normal: from 70 to 80, V-Trigger: from 80 to 90.
M Sunset Wheel	Damage increased from 170 to 180.
M Sunset Wheel (V-Trigger I)	Damage increased from 190 to 200.
H Sunset Wheel	Damage increased from 180 to 190.
H Sunset Wheel (V-Trigger I)	Damage increased from 200 to 210.
Dual Crash	①2nd hit changed from grounded hitstun to knockdown. ②Can cancel the 2nd hit into V-Skill on hit. ③Increased the disadvantage on block from -2F to -6F. ④Stun decreased from 100 to 70.


Adjustment	Description
Volty Line (V-Skill)	①Increased the V-Gauge meter gain from 80 to 100. ②Stun decreased from 150 to 130.
Volty Line (V-Trigger I) (V-Skill)	Stun decreased from 180 to 160.
Linear Movement - Avante (Movement) (V-Trigger I) (V-Skill)	V-Timer usage when canceled from Thunder Clap increased from 1,000F to 1,500F.
Linear Movement - Avante (Attack) (V-Skill)	①Increased the V-Gauge meter gain from 80 to 100. ②Stun decreased from 150 to 130.
Linear Movement - Avante (Attack) (V-Trigger I) (V-Skill)	Stun decreased from 180 to 160.
(V-Trigger I) Linear Movement - Esquiva (Movement) (V-Skill)	V-Timer usage when canceled from Thunder Clap increased from 1,000F to 1,500F.
Linear Movement - Esquiva (Attack) (V-Skill)	①Increased the V-Gauge meter gain from 80 to 100. ②Stun decreased from 150 to 130.
Linear Movement - Esquiva (Attack) (V-Trigger I) (V-Skill)	Stun decreased from 180 to 160.
Linear Movement - Finta (Attack) (V-Skill)	①Increased the V-Gauge meter gain from 80 to 100. ②Stun decreased from 150 to 130.
Linear Movement - Finta (Attack) (V-Trigger I) (V-Skill)	Stun decreased from 180 to 160.
Spark Show (V-Trigger I)	①Changed the V-Timer from 2,000F to 3,000F. ②Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Matsuda Sway (V-Trigger II)	Changed the timing of the hit and projectile invincibility from 4F to 3F.
Shock Choke (V-Trigger II)	Increased the forward throw distance.




Adjustment	Description
Standing HK	①Disadvantage on block decreased from -5F to -4F. ②Made the forward hurtbox that appears before the attack active frames projectile invincible.
Crouching LK	①Damage increased from 20 to 30. ②Disadvantage on hit decreased from -4F to -3F. ③Disadvantage on block decreased from -7F to -6F.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 150.
Jump MP	①Eased the air combo count. ②Decreased the damage from 70 to 60. ③Slightly decreased the blowback on mid-air hit. ④Increased the blowback time on mid-air hit.
Yoga Anvil	Expanded the hitbox.
L Drill Kick	①Reduced the projectile invincibility of the hurtbox. ②Expanded the upper body hurtbox. ③Reduced the downwards hurtbox for the torso.
M Drill Kick	①Changed the hurtbox at the feet to be projectile invincible. ②Reduced the hurtbox for the torso. ③Expanded the hurtbox at the feet.
H Drill Kick	①Changed the hurtbox at the feet to be projectile invincible. ②Reduced the hurtbox.
EX Yoga Fire	①Changed so that the strength of the button input will change the projectile speed. ②Slightly decreased the blowback on mid-air hit.
EX Yoga Flame	①Damage decreased from 140 to 120. ②Reduced the stun from 200 to 150. ③Reduced the blowback from the final hit. ④Increased the disadvantage on block from -3F to -8F.
Yoga Float (V-Skill) (Grounded Version)	Changed the hurtbox at the feet to be projectile invincible during the ascent.
Yoga Burner (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.



F.A.N.G

Adjustment	Description
Back Recovery	Adjusted the recovery motion.
Standing HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching LK	Increased the pushback on hit.
Crouching HK	①Increased V-Gauge meter gain from a Crush Counter, from 100 (50 + 50) to 120 (60 + 60). ②Increased V-Gauge meter gain on Crush Counter, if caused by the 2nd hit only, from 50 to 100.
Jump HK	From a forward jump, increased the hitbox in F.A.N.G's body.
L Sotoja	①Startup reduced from 16F to 13F. ②Recovery reduced from 25F to 23F. Note: No changes in advantage/disadvantage on block. ③Reduced the hitbox for the first hit in the backwards direction. ④Changed the effects of the first hit from a knockdown to grounded hit stun. ⑤Reduced the disadvantage on hit for the 2nd hit from -4F to 0F.
M Sotoja	Startup reduced from 20F to 16F.
EX Ryobenda (Regular/V-Trigger II)	①The airborne part of the move after the attack startup can be canceled into Nikyoushu. ②Increased the pushback on block for the attack portion, so that on block it's easier to place the poison. ③Reduced the block stop for the first hit by 2F. Note: Changes in the advantage/disadvantage only if the first hit is blocked.
Nikyoushu	Added a new airborne-only special move (from during jump  .
Dokunomu (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Nishodoku (V-Skill) (V-Trigger I)	①Can be canceled into from special move-cancellable normal moves. ②Changed to blowback damage on mid-air hit. ③Reduced the disadvantage on block from -4F to -2F. ④Advantage on hit increased from +1F to +2F. ⑤Decreased the projectile speed.

Adjustment	Description
Shishiruirui	When used as part of a juggle combo in the corner, made it easier for all the hits to connect.
	
Adjustment	Description
Standing HP	Added a hitbox that will only hit airborne opponents on 9F of the move.
Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching LP	Expanded the hitbox in Alex's body.
Crouching MP	Expanded the hitbox in Alex's body.
Crouching MK	Expanded the hitbox in Alex's body.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Lariat	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
EX Air Knee Smash	<ul style="list-style-type: none"> ①Changed so that it can hit a standing opponent. ②Expanded the downwards hitbox. ③Changed so that he is closer to the opponent after hit. ④Damage decreased from 160 to 140. ⑤5F to 13F - changed from complete invincibility, to invincibility to airborne attacks and projectiles.
EX Slash Elbow	<ul style="list-style-type: none"> ①First hit only forces stand. ②Increased the disadvantage on block from -11F to -17F. ③Expanded the armor in the backwards direction.
EX Power Drop	Damage increased from 180 to 200.
EX Power Bomb	Increased the throw range.
Overhaul (V-Skill)	<ul style="list-style-type: none"> ①Can be canceled into from EX Flash Chop, EX Slash Elbow, and EX Air Stampede. ②The Hard Hit effect has been increased from +2F to +5F. ③Increased the advantage frames by 3F if a Hard Hit is performed from a move that can trigger a Crush Counter.

Adjustment	Description
Rage Shift (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Sledge Hammer (V-Trigger I)	Increased the input window by 1F when performing each EX move variation with specific timing.
Rage Boost (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Flying DDT (V-Trigger II)	Can be canceled into from the first hit of EX Slash Elbow and L Slash Elbow.



Adjustment	Description
Standing LP	Decreased the hitbox in the downward direction.
Standing MK	Damage increased from 60 to 70.
Crouching LP	Decreased the hitbox in the downward direction.
Crouching HP	Increased the startup from 8F to 9F.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Rolling Sobat	①Increased the startup from 11F to 12F. ②Added 3F of recovery on whiff. ③Reduced the forward movement distance. ④Increased the hurtbox in the forward direction after landing.
Guile High Kick	Startup reduced from 12F to 11F.
Spinning Back Knuckle	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Tall Edge	Disadvantage on block increased from -6F to -8F.
Swing Out	①Can cancel into V-Skill on hit. ②Increased the blowback on hit. ③Damage reduced from 90 to 70.

Adjustment	Description
Bullet Revolver	<ul style="list-style-type: none"> ①Can cancel into V-Skill on hit. ②Increased the blowback on hit. ③Damage reduced from 90 to 70.
Taurus Combination	<ul style="list-style-type: none"> ①Can cancel into V-Skill on hit. ②Effect on hit changed from grounded hit stun to knockdown. ③Disadvantage on block increased from -2F to -4F.
Faultless Move	Increased the movement speed.
Somersault Kick	<ul style="list-style-type: none"> ①Increased damage at the base from 120 to 130. ②Increased damage during the hitbox active frames from 90 to 100.
L Somersault Kick (Normal/V-Trigger II)	<ul style="list-style-type: none"> ①Projectile and hit invincibility from 3F to 8F changed to airborne attack invincibility from 1F to 7F. ②Changed the throw hurtbox to match the visuals.
M Somersault Kick (Normal/V-Trigger II)	Changed the throw hurtbox to match the visuals.
H Somersault Kick (Normal/V-Trigger II)	Throw and projectile invincibility from 1F to 9F changed to projectile invincibility from 3F to 9F.
EX Somersault Kick (Normal/V-Trigger II)	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Sonic Boom (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Overall movement frames increased from 38F to 40F. ②Expanded the hurtbox.
L Sonic Boom (Normal/V-Trigger I)	Increased the projectile speed.
Sonic Blade (V-Skill)	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Increased the input window by 1F if EX Sonic Cross is performed with specific timing.
L Sonic Cross	Increased the projectile speed.
Solid Puncher (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Knife Edge (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Sonic Hurricane	Changed to projectile invincibility during the move.

Adjustment	Description
Sonic Tempest (V-Trigger I)	Changed to projectile invincibility during the move.



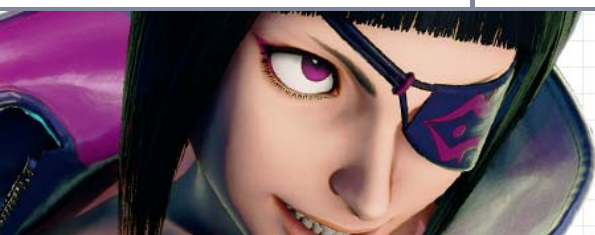
IBUKI

Adjustment	Description
Normal/Back Recovery	Adjusted the recovery motion.
Standing LK	Can cancel active frame 3F into V-Trigger on hit or block.
Standing HK	Added 3F of recovery on whiff.
Crouching MK	Decreased the pushback on hit.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Bonshogeri	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
EX Kazekiri	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Tenrai (V-Skill)	①Expanded the hurtbox in the forward direction. ②Increased the disadvantage on block from -5F to -7F.
Tenrai (Charged Version) (V-Skill)	Expanded the hurtbox in the forward direction.
Rokushaku Horokudama (Akebono) (V-Trigger I)	①Damage increased from 100 to 120. ②Explosion damage if caused from EX Kunai increased from 150 to 160. ③Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Rokushaku Horokudama (Hizakari) (V-Trigger I)	①Damage increased from 100 to 120. ②Explosion damage if caused from EX Kunai increased from 150 to 160. ③Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Rokushaku Horokudama (Tasogare) (V-Trigger I)	①Damage increased from 100 to 120. ②Explosion damage if caused from EX Kunai increased from 150 to 160. ③Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Fuma Shuriken - Haku (V-Trigger II)	Advantage on block for the first hit changed from +2F to -2F.



BALROG

Adjustment	Description
Standing HP	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Dash Straight	Extended the CA cancel window by 1F.
EX Dash Straight	①Increased the hit stun for the first hit by 1F. ②Stun distribution changed from 100 + 100 to 50 + 150 (total stun still 200) ③Addressed the phenomenon where Balrog would end up behind the opponent after certain combos.
EX Screw Smash	①Damage increased from 150 to 160. ②Disadvantage on block increased from -14F to -17F. ③Expanded the armor in the backwards direction.
KKB (V-Skill)	Reduced the recovery by 2F when performed from EX Dash Straight. Note: No changes to the advantage/disadvantage if performed from a whiff cancel.
Buffalo Swing (V-Skill)	Decreased the V-Gauge meter gain on hit from 100 to 80.



JURI

Adjustment	Description
Normal/Back Recovery	Adjusted the recovery motion.
Standing HK	V-Gauge meter gain from a Crush Counter reduced from 150 to 120.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Enkushu (Normal/V-Trigger I)	Effects on grounded hit changed from knockdown to grounded hit stun.
H Tensenrin	Hit and projectile invincibility window changed from 3F - 7F, to 3F - 8F.

Adjustment	Description
EX Tensenrin	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Fen Shui Engine alpha (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Feng Shui Engine beta (V-Trigger II)	①Each version of Fuharenkyaku can be canceled into from Ryodansatsu. ②Changed so that it can hit airborne opponents on activation.



URIEN

Adjustment	Description
Back Recovery	Adjusted the recovery motion.
Standing HP (No Charge)	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Quarrel Kick	①Active frames increased from 3F to 4F. ②Recovery reduced from 19F to 18F. ③Advantage on hit increased from +3F to +4F. ④Will no longer trigger a Crush Counter.
EX Dangerous Headbutt	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
L Chariot Tackle	Damage increased from 70 to 80.
M Chariot Tackle	Damage increased from 80 to 90.
Aegis Reflector (Back) (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Aegis Reflector (Front) (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Aegis Reflector (Above) (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Aegis Reflector (Above) (V-Trigger I) Tyrant Pressure (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.

Adjustment	Description
Tyrant Blaze (V-Trigger II)	Damage increased from 90 to 100.
Tyrant Blaze (V-Trigger II) (Max Charge)	Changed so that the attack will retain armor up to immediately after the attack startup. Note: The charging portion and the attack portion will have 1 hit of armor each (for a total of 2).
Tyrant Blaze w/V-Skill (V-Trigger II)	①Attack will continue to have armor up to the point where the hitbox for the second attack disappears. ②The charging portion will have 2 hits of armor. Note: The number of armor hits will be shared between the charging portion and the attack portion. ③Damage increased from 90 to 100.
Tyrant Blaze w/V-Skill (Max Charge) (V-Trigger II)	①Attack will continue to have armor up to the point where the hitbox for the final attack disappears. ②The charging portion will have 2 hits of armor. Note: The number of armor hits will be shared between the charging portion and the attack portion.



AKUMA

Adjustment	Description
Standing HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 100.
Standing HK	①Startup reduced from 12F to 11F. ②Reduced the advantage after a Crush Counter from +11F to +10F.
Crouching HP	①Expanded the hurtbox. ②Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Kikokurenzan	Increased the movement distance.
Gohadoken	①Expanded the hurtbox at the hands that appears before the hitbox in the forward direction, and made it projectile invincible. ②Reduced the hitbox at the first active frame.
L Sekia Goshoha	①Reduced the hurtbox at the hands that appears before the hitbox. ②Reduced the startup from 21F to 18F. Note: No changes to the overall frames. ③Increased the hit and block stop by 3F.

Adjustment	Description
M Sekia Goshoha	①Reduced the hurtbox at the hands that appears before the hitbox. ②Decreased the disadvantage on block from -7F to -4F.
H Sekia Goshoha	Decreased the disadvantage on block from -8F to -4F.
EX Sekia Goshoha	①Damage reduced from 120 to 100. ②Reduced the stun from 200 to 150.
EX Sekia Goshoha (V-Trigger II)	Reduced the fire damage from 21 to 11.
M Goshoryuken	Damage increased from 110 to 120.
Goshoryuken (V-Trigger I)	①Increased the damage taken for an attack that hits during the move's duration by 1.2x. Note: Does not apply if the third hit is performed. ②If the first hit connects, adjusted the hitbox and the blowback for the 2nd hit, addressing the phenomenon where the 3rd hit would miss.
EX Goshoryuken (Normal/V-Trigger II)	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
EX Hyakki Gozan (Normal/V-Trigger II)	Advantage on block changed from +2F to -2F.
Hyakki Gosai	Landing recovery increased from 16F to 26F.
EX Hyakki Gosai (Normal/V-Trigger II)	Landing recovery increased from 16F to 26F.
Zanku Hadoken (V-Trigger I)	V-Timer consumption increased from 1,000F to 1,500F.
Ashura Senku (V-Trigger II)	Added a Shiretsu Hasshi version.
Rakan (V-Skill) (Crouching Version)	Expanded the armor in the backwards direction.
Shiretsu Hasshi (V-Trigger II)	V-Timer consumption for Shiretsu Hasshi moves reduced from 1,500F to 1,300F, with the exception of EX Sekia Goshoha and Ashura Senku.



KOLIN

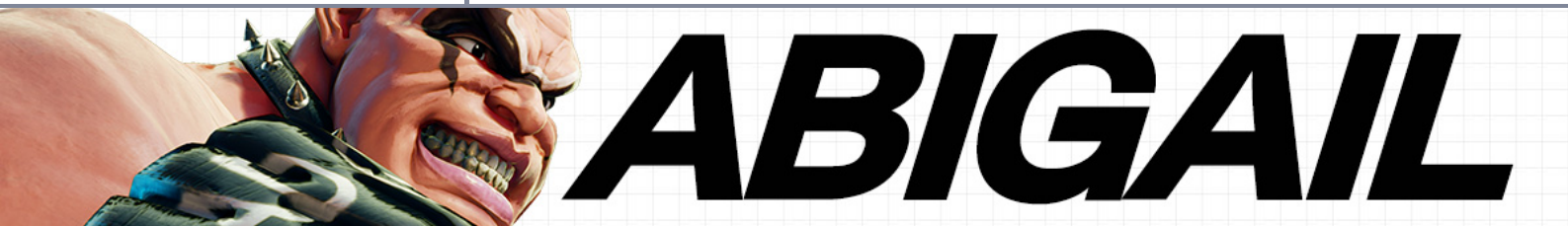
Adjustment	Description
Back Recovery	Adjusted the recovery motion.
Standing HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Standing LK	Advantage on hit increased from +0F to +1F.
Crouching MK	①Active frames increased from 2F to 3F. ②Changed the recovery from 16F to 15F. ③Can be canceled into CA.
Crouching HK	①V-Gauge meter gain from a Crush Counter increased from 100 (50 + 50) to 120 (60 + 60). ②Increased V-Gauge meter gain from a Crush Counter, if caused by the 2nd hit only, from 50 to 100.
Jump LK (H Vanity Step Version)	Sped up the timing for White Spear by 1F.
White Spear	①Reduced the startup from 4F to 3F. ②Expanded the hitbox in the backwards direction. ③Changed so that it can hit opponents that are in the backward direction.
Jump HK	Changed the hitbox active frames and hurtbox in accordance with the animation change.
L EX Vanity Step	Added projectile invincibility from 17F to the end of recovery.
EX Parabellum	①Increased the disadvantage on block from -4F to -7F. ②Changed so that the startup on 6F will move forward.
Diamond Dust (V-Trigger I)	Sped up the startup when canceled from Standing LP and Crouching LP.
Diamond Dust (Special Move Version) (V-Trigger I)	①Reduced the startup from 21F to 19F. ②Overall movement changed from 40F to 38F.
Reverse Javelin (V-Trigger II)	Can be canceled into CA.





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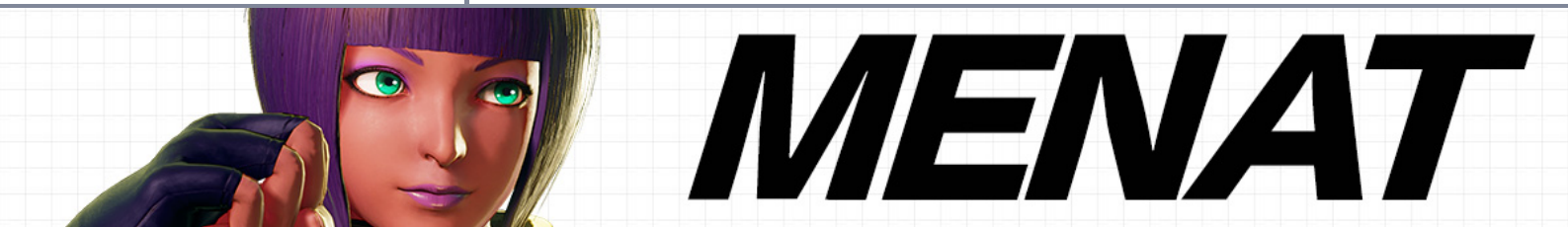
Adjustment	Description
Standing HP	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HK	①V-Gauge meter gain from a Crush Counter increased from 100 to 120. ②Reduced the active frames from 9F to 5F. ③Recovery on whiff increased from 20F to 22F. ④Recovery on hit and block increased from 20F to 24F.
Jumping MK	Reduced the hurtbox that appears before the hitbox active frames.
Psycho Flicker	Changed the number of necessary button presses to activate the move from 5 to 4.
Psycho Upper	①Expanded the forward hitbox. ②Increased the forward movement when canceled into from crouching MP.
EX Psycho Upper	①Increased the forward movement distance when performed from a cancel. ②Reduced the startup when performed from a cancel from 16F to 13F. ③Increased the damage taken for an attack that hits during the move's duration by 1.2x.
EX Psycho Shoot	Can cancel into Enhanced Snatcher (V-Trigger II).
Psycho Knuckle	①Can cancel into Enhanced Snatcher (V-Trigger II). ②Reduced the stun from 200 to 150.
Psycho Snatcher - Air (V-Skill) (Charge)	①Eased the air combo count. ②Adjusted to address the phenomenon where the opponent would not get hit with the 2nd hit in certain situations.
Psycho Cannon (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Enhanced Snatcher (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.

Adjustment	Description
Ultra Snatcher - Ground (V-Trigger II)	Changed to be invincible on hit until the recovery ends.
Ultra Snatcher - Air (V-Trigger II)	<ul style="list-style-type: none"> ①Reduced the startup from 21F to 16F. ②Slightly reduced the recovery on hit. ③Changed to be invincible on hit until the recovery ends. ④Changed the float if the first hit connects from a low position.
Psycho Barrage	Will be invincible on hit until the attack active frames conclude.



Adjustment	Description
Stun	Reduced from 1075 to 1000.
All Jumps	Expanded the hurtbox at his feet in the downward direction 1F before landing.
Abicissor	Added a new unique move (from  +  .
Standing HP	<ul style="list-style-type: none"> ①Damage reduced from 100 to 90. ②Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120. ③After the hitbox disappears, the timing at which the hurtbox at the arms will disappear will be 4F slower.
Standing HP (V-Trigger I)	<ul style="list-style-type: none"> ①Charge version: Damage reduced from 115 to 103. ②Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching HK	<ul style="list-style-type: none"> ①V-Gauge meter gain from a Crush Counter decreased from 200 (100 + 100) to 150 (75 + 75). ②Increased V-Gauge meter gain from a Crush Counter, if caused by the 2nd hit only, from 100 to 150.
Jump HK	<ul style="list-style-type: none"> ①Damage reduced from 100 to 90. ②Expanded the hurtbox that appears before the hitbox active frames.
Abi Blaster (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Added 5F of recovery on whiff. ②Expanded the hurtbox at the legs in the upwards direction during the move recovery. ③After the hitbox disappears, the timing at which the hurtbox at the legs will disappear will be 12F slower.

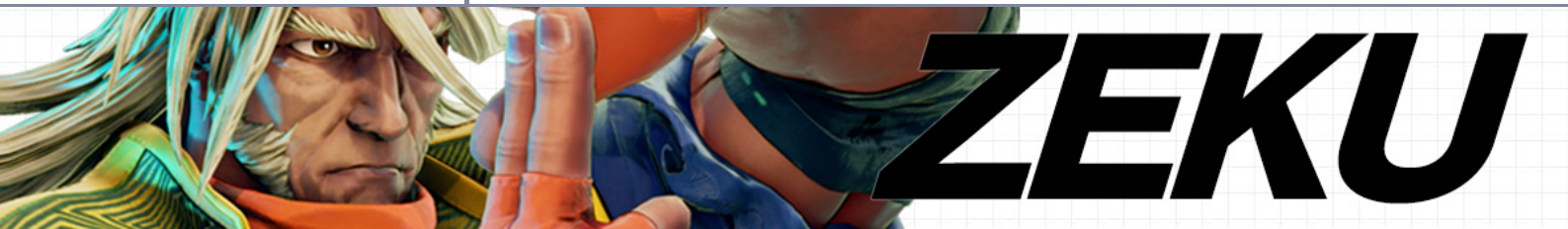
Adjustment	Description
Abigail Smash (All Strengths)	Reduced the throw range.
M/H Giant Glip	Expanded the hurtbox that appears before the hitbox active frames.
Avalance Press (Normal/EX)	Eased the combo count.
Bay Area Sunrise	Increased the input window by 1F when Nitro Charge is performed at the fastest timing.
Hungabee High/Low (V-Skill)	V-Gauge meter gain decreased from 150 to 100.
Nitro Hungabee High/Low (V-Skill)	①V-Gauge meter gain decreased from 150 to 100. ②V-Gauge meter consumption for EX Nitro Charge reduced from 200 to 150. ③Increased the input window by 1F when Nitro Charge is performed at the fastest timing.
Max Power (V-Trigger I)	①Number of V-Gauge blocks increased from 2 to 3. ②V-Timer reduced from 3,500F to 2,800F. ③V-Timer meter consumption for supported moves reduced from 600F to 500F. ④Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Hybrid Charge (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.



Adjustment	Description
Back Recovery	Adjusted the recovery motion.
Standing LP (Bare-Handed)	①Expanded the hurtbox at the arms in the upwards and downwards directions. ②Delayed the timing at which the hurtbox at the arms disappears by 2F.

Adjustment	Description
Standing LP (Crystal Ball)	<ul style="list-style-type: none"> ①Active frames reduced from 5F to 4F. ②Recovery increased from 7F to 8F. ③Added 3F to the recovery on whiff. ④For the final 2F active frames, reduced the hitbox in the backwards direction. ⑤Expanded the hurtbox at the arms in the upwards and downwards directions. ⑥After the hitbox disappears, delayed the timing at which the hurtbox at the arms disappears by 5F. ⑦Changed so that the attack will trigger the opponent's block until the hitbox disappears.
Standing MP (Crystal Ball)	<ul style="list-style-type: none"> ①Disadvantage on block decreased from -11F to -8F. ②Disadvantage on hit decreased from -5F to -3F.
Standing HP (Crystal Ball)	<ul style="list-style-type: none"> ①Recovery increased from 16F to 19F. ②Disadvantage on hit increased from -3F to -6F. ③Disadvantage on block increased from -7F to -10F. ④Damage decreased from 90 to 80.
Standing HP (Bare-Handed)	Will no longer trigger a Crush Counter.
Standing LK	After the hitbox disappears, delayed the timing at which the hurtbox at the legs disappears by 4F.
Standing HK (Crystal Ball)	<ul style="list-style-type: none"> ①At the base, reduced the V-Gauge meter gain from a Crush Counter from 150 to 120. ②At the crystal ball, increased the V-Gauge meter gain from a Crush Counter from 100 to 120.
Standing HK (Bare-Handed)	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching LP (Crystal Ball)	<ul style="list-style-type: none"> ①Reduced the hitbox in the backwards direction for the final 2F active frames. ②After the hitbox disappears, delayed the timing at which the hurtbox at the arms disappears by 3F. ③Added 3F of recovery on whiff.
Crouching HK (Bare-Handed/Crystal Ball)	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
L EX Soul Sphere	Damage increased from 30 (20 + 10) to 60 (30 + 10).
H EX Soul Sphere	Expanded the hitbox after releasing the crystal ball.

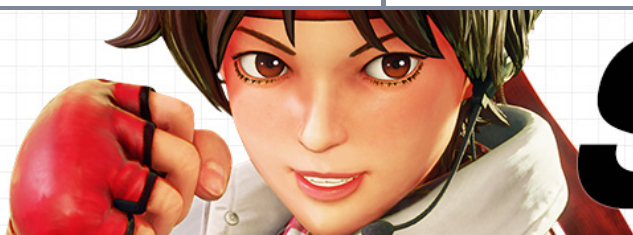
Adjustment	Description
Wisdom of Thoth (V-Trigger I)	①Changed so that the hitbox will not appear immediately after recovering from a knockdown or blowback. ②Increased the number of V-Gauge blocks from 2 to 3. ③Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Prophecy of Thoth (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Judgement Of Thoth (V-Trigger II)	The judgment for a successful input differed from that of other special moves, so it has been adjusted to be the same as other special moves.
Crystal Ball Behavior	Fixed the phenomenon where, under certain conditions, the crystal ball would not return after Menat was hit by Zangief's Critical Art.



Adjustment	Description
[Old] Tsurigane Otoshi (Forward Throw)	Quickened the timing at which Zeku can move after the throw by 2F.
[Old] Standing HP	Will no longer trigger a Crush Counter.
[Old] Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
[Old] Crouching LK	After the hitbox disappears, reduced the amount of time for which the forward hurtbox remains.
[Old] Crouching MP	Reduced the hurtbox that appears before the hitbox in the backwards direction.
[Old] Crouching HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
[Old] Crouching MK	Moved the hurtbox in the backwards direction to match with the visuals.
[Old] Crouching HK	①Expanded the forward hitbox. ②V-Gauge meter gain from a Crush Counter increased from 100 to 120.
[Old] L Bushin Gram - Koku	Reduced the disadvantage after the projectile portion is blocked from -6F to -3F.

Adjustment	Description
[Old] M Bushin Gram - Koku	<ul style="list-style-type: none"> ①If the physical attack part of the move does not hit, reduced the overall frames from 50F to 48F. ②Reduced the disadvantage after the physical attack portion is blocked from -6F to -4F. ③Reduced the disadvantage after the projectile portion is blocked from -8F to -4F.
[Old] H Bushin Gram - Koku	<ul style="list-style-type: none"> ①Reduced the overall movement frames on whiff from 55F to 50F. ②Reduced the disadvantage after the physical attack portion is blocked from -6F to -2F. ③Reduced the disadvantage after the projectile portion is blocked from -9F to -5F.
[Old] M Bushin Gram - Ban	<ul style="list-style-type: none"> ①Expanded the forward hitbox for the first active frame. ②Damage decreased from 120 to 110.
[Old] EX Bushin Gram - Ban	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
[Old] EX Bushin Gram - Teki	<ul style="list-style-type: none"> ①Increased the float on hit for the projectile part only. ②Can be canceled into from Bushin Gram - Teki (Normal) on hit only.
[Old] EX Bushin Kirinkyaku	Expanded the downwards hitbox.
[Old] Fukuro (V-Skill)	<ul style="list-style-type: none"> ①Can be canceled into from Bushin Gram - Teki (Normal) on hit only. ②Expanded the hitbox for the cancelled version.
[Old] Toushi (V-Reversal)	<ul style="list-style-type: none"> ①Increased the forward movement distance. ②Damage decreased from 60 to 40.
[Old] Karura Tenzan (Activation Version) (V-Trigger II)	<ul style="list-style-type: none"> ①Extended the throw, projectile, and airborne attack invincibility time until the attack active frames end. ②On hit, will continue to have projectile invincibility upon landing.
[Old] Karura Tenzan (Special Move Version) (V-Trigger II)	<ul style="list-style-type: none"> ①Startup reduced from 15F to 10F. ②Extended the throw, projectile, and airborne attack invincibility time until the attack active frames end. ③On hit, will continue to have projectile invincibility upon landing.
[Young] Normal/Back Recovery	Adjusted the recovery motion.
[Young] Back Dash	Increased the timing at which the hurtbox begins to move backwards.
[Young] Standing HP	<ul style="list-style-type: none"> ①Increased the disadvantage on block from -2F to -3F. ②After the hitbox disappears, increased the hurtbox in the forward direction, and delayed the timing at which the hurtbox disappears by 2F.

Adjustment	Description
[Young] Crouching HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
[Young] Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
[Young] EX Hayagake	Sped up the timing at which each special move can be performed by 1F.
[Young] Hozanto (All Strengths)	Added 4F to the block stop.
[Young] H Hozanto	①Extended the float on hit by 3F. ②Sped up the timing at which it can be canceled into Shukumyo by 4F. ③Reduced the recovery when canceled into Shukumyo by 4F.
[Young] Shukumyo	Reduced the recovery by 4F when canceled into from Hozanto.
[Young] Toushi (V-Reversal)	①Increased the forward movement distance. ②Damage decreased from 60 to 40.
[Young] Karura Tenzan (Activation Version) (V-Trigger II)	①Extended the throw, projectile, and airborne attack invincibility time until the attack active frames end. ②On hit, will continue to have projectile invincibility upon landing.
[Young] Karura Tenzan (Special Move Version) (V-Trigger II)	①Startup reduced from 15F to 10F. ②Extended the throw, projectile, and airborne attack invincibility time until the attack active frames end. ③On hit, will continue to have projectile invincibility upon landing.

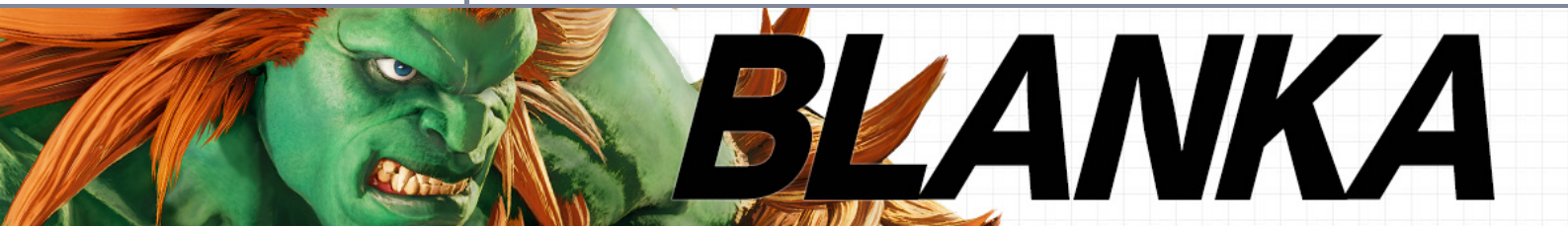


SAKURA

Adjustment	Description
Sakura Hop (Air Throw)	As Sakura could hit the opponent with an additional attack in certain situations, the animation for the opponent was changed so that Sakura could no longer hit the opponent after this throw.
Standing MK	Reduced the recovery on whiff from 19F to 15F.
Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching MP	Increased the advantage on block from +1F to +2F.

Adjustment	Description
Crouching HP	<ul style="list-style-type: none"> ①Changed the recovery from 26F to 23F. ②Reduced the disadvantage on hit from -5F to -2F. ③Reduced the disadvantage on block from -8F to -5F.
Crouching MK	Decreased the startup from 7F to 6F.
Crouching HK	<ul style="list-style-type: none"> ①Decreased the startup from 10F to 9F. ②V-Gauge meter gain from a Crush Counter increased from 100 to 120.
M Shouoken	<ul style="list-style-type: none"> ①Decreased the startup from 13F to 9F. ②Decreased the blowback distance.
H Shouoken	Decreased the startup from 17F to 14F.
EX Shouoken	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Shouoken (V-Trigger II)	<ul style="list-style-type: none"> ①Increased the damage taken for an attack that hits during the move's duration by 1.2x. ②The opponent will not be able to recover from hits 1-4.
Hadoken	<ul style="list-style-type: none"> ①Decreased the startup from 17F to 15F. ②Changed the overall frames to 48F. ③Removed the hurtbox at the arms that appeared before the attack startup.
Hadoken (Charge Version)	Removed the hurtbox at the arms that appeared before the attack startup.
EX Hadoken	<ul style="list-style-type: none"> ①Sped up the V-Trigger cancel timing by 2F. ②Increased the advantage for V-Trigger cancel by 5F. ③Removed the hurtbox at the arms that appeared before the attack startup.
Hadoken (V-Trigger I)	<ul style="list-style-type: none"> ①Eased the combo count. ②Increased the pushback on hit. ③Removed the hurtbox at the arms that appeared before the attack startup. ④V-Timer gauge usage increased from 500F to 800F.
Hadoken (Charge Version) (V-Trigger I)	Removed the hurtbox at the arms that appeared before the attack startup.
M Shunpukyaku	Damage increased from 70 to 80.
H Shunpukyaku	Decreased the pushback on hit.

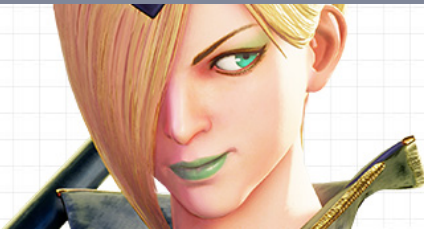
Adjustment	Description
Shunpukyaku (V-Trigger II)	Startup decreased from 13F to 12F.
Tengyo Hadoken (V-Trigger I)	①Eased the air combo restrictions when Tengyo Hadoken is the first hit. ②Restricted its follow-up attack ability.
EX Tengyo Hadoken	①Changed the blowback on hit. ②Increased the blowback time on hit.
Oukakyaku (V-Skill)	Increased the recovery on block by 3F.
Haru Arashi (V-Trigger I)	①Increased the effect time from 2,000F to 3,000F. ②Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Hogasho (V-Trigger I)	①Advantage on hit increased from +6F to +9F. ②Increased the advantage on block from +2F to +5F. ③Damage increased from 60 to 80. ④Stun increased from 120 to 150. ⑤Will consume 500F of V-Timer.
Sakura Senpu (V-Trigger II)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Sakura Rain (Normal/V-Trigger I)	Increased the hitbox in the upwards direction when canceled into from Shouoken.



Adjustment	Description
Standing HP	①Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120. ②Startup reduced from 11F to 10F.
Standing HK	①Will no longer trigger a Crush Counter. ②Advantage on hit increased from +3F to +6F. ③Disadvantage on block decreased from -5F to -4F. ④Increased the pushback on hit. ⑤Increased the pushback on block.
Crouching HP	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching MK	Can cancel the first frame of movement into Surprise Forward/Surprise Back.

Adjustment	Description
Crouching HK	<ul style="list-style-type: none"> ①V-Gauge meter gain from a Crush Counter increased from 100 to 120. ②Increased the hurtbox around the arms in the upwards direction.
Amazon River Run	Changed the recovery from 27F to 25F.
Raging Bash	The second hit only can be canceled into Surprise Forward/Surprise Back.
Surprise Back	Reduced the overall frames by 3F.
Rolling Attack	Reduced the stun from 200 to 150.
EX Back Step Rolling	<ul style="list-style-type: none"> ①Will knock down the opponent if the opponent is grounded by active frame 8F. ②If the opponent is hit in mid-air by active frame 8F, increased the float height. ③If the attack hits by active frame 8F, changed the timing of the hitbox for the 2nd hit. ④Damage reduced from 130 to 100. ⑤Reduced the stun from 200 to 150. ⑥Restricted the combo count. ⑦When performed as a cancel from Wild Lift, increased the movement distance for the forward movement operation.
EX Electric Thunder	<ul style="list-style-type: none"> ①Damage reduced from 120 to 80. ②Reduced the stun from 200 to 150.
H Vertical Rolling	Reduced the hurtbox in the upwards direction.
EX Vertical Rolling	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Vertical Rolling (V-Trigger I)	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Wild Lift (V-Skill)	Can be canceled into a special move on hit only.
Jungle Dynamo (V-Trigger I)	<ul style="list-style-type: none"> ①Reduced the number of V-Gauge blocks from 3 to 2. ②V-Timer reduced from 4,000F to 2,000F. ③V-Timer consumption for supported moves decreased from 1,500F to 600F.
Rolling Attack (V-Trigger I)	Damage reduced from 120 to 100.
Vertical Rolling (V-Trigger I)	Damage decreased from 140 to 120.

Adjustment	Description
Back Step Rolling (V-Trigger I)	①Damage reduced from 130 to 100. ②When performed as a cancel from Wild Lift, increased the movement distance for the forward movement operation. ③Restricted the combo count.
Electric Thunder (V-Trigger I)	①Stun decreased from 230 to 200. ②Advantage on block changed from +2F to -2F.
Ground Shave Rolling (V-Trigger I)	①Damage reduced from 180 (30×6) to 155 ($30 + 25 \times 5$). ②Stun reduced from 300 (50×6) to 240 (40×6). ③Max charge version - Damage reduced from $40 + 220$ ($40 \times 4 + 60$) to $30 + 170$ ($30 \times 4 + 50$). ④Max charge version - Damage reduced from $60 + 300$ (60×5) to $50 + 250$ (50×5). Note: ①② are the values when all hits connect in the corner. Note: ③④ are the values for the max charge version where all hits of the charge action and forward charge connect.



FALKE

Adjustment	Description
Windstoss (Air Throw)	Increased the throw range.
Standing LP	①Advantage on hit increased from +3F to +4F. ②Increased the pushback on hit. ③Increased the pushback on block.
Crouching LP	①After the hitbox disappears, delayed the timing at which the hurtbox disappears by 3F. ②Reduced the pushback on hit.
Crouching MP	①Damage increased from 60 to 70. ②Reduced the startup from 10F to 9F. ③Recovery changed from 20F to 18F. ④Advantage on hit increased from +2F to +4F. ⑤Disadvantage on block reduced from -4F to -2F. ⑥Increased the Psycho Angriff cancel window by 5 frames.
Crouching HP	①Damage decreased from 90 to 80. ②Changed the recover from 25F to 27F. ③Disadvantage on block increased from -6F to -8F. ④Expanded the hitbox. ⑤Reduced the pushback on hit. ⑥Reduced the height of the hurtbox that appears in front of Falke during the move.



Adjustment	Description
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Jump HP	Active frames increased from 2F to 3F.
Blaukraehe	<ul style="list-style-type: none"> ①Expanded the forward hitbox. ②Increased the advantage on block from +2F to +3F. ③Can no longer be canceled into special moves, V-Skill, or her Critical Art.
Luftjagd	<ul style="list-style-type: none"> ①Falke can control her bounce-off direction on hit or block using directional inputs. ②Deleted the forward movement value on hit and block. ③Can cancel into Psycho Feder, Psycho Jaeger on hit or block. ④Increased the descent speed on hit or block. ⑤Can be performed with a down-back or down-forward input.
Psycho Spitze	<ul style="list-style-type: none"> ①Psycho Angriff cancel timing window by 5F. ②Reduced the hurtbox in the lower direction for the staff.
Psycho Kugel	<ul style="list-style-type: none"> ①Reduced the hitbox in the backwards direction on initial startup. ②Made the calculation for chip damage the same as for projectiles. ③Increased the startup from 13F to 16F. ④Advantage on hit increased from +1F to +7F. ⑤Recovery on block changed from -3F to +2F. ⑥Reduced the pushback on hit. ⑦Damage reduced from 80 to 60. ⑧Increased the pushback on block.
Psycho Kanonen	<ul style="list-style-type: none"> ①Reduced the startup from 25F to 24F. ②Changed the overall frames from 55F to 54F. ③Reduced the hitbox for frames 1F - 2F in the horizontal direction. ④Increased the internal hitbox from 3F onward. ⑤Increased the hit stop and block stop from 3F onward by 2F. ⑥Delayed the timing for canceling into the V-Trigger II activation move by 2F. ⑦Adjusted the hurtbox for the back-end of the move, to make it easier to avoid projectiles.
Psycho Feder	Damage increased from 60 to 80.
Psycho Schneide	<ul style="list-style-type: none"> ①Increased the active frames of the 2nd hit from 2F to 3F. ②Reduced the collision boxes in the vertical direction only during the active frames. ③Changed so that it will move forward if canceled from normal moves only.

Adjustment	Description
EX Psycho Schneide	<ul style="list-style-type: none"> ①Increased the damage taken for an attack that hits during the move's duration by 1.2x. ②Reduced the collision boxes in the vertical direction only during the active frames. ③Changed so that it will move forward if canceled from normal moves only. ④Eased the combo count for the 3rd hit.
Psycho Trombe (V-Skill)	<ul style="list-style-type: none"> ①Made part of the hurtbox projectile invincible from the startup until the active frames begin. ②Will build V-Gauge upon canceling out a projectile. ③Reduced the move's recovery if it cancels out a projectile. ④Changed so that it will move forward if canceled from normal moves only. ⑤Changed so that it will be easier for all hits to connect when canceled from a normal move.
Psycho Trombe (V-Trigger II) (V-Skill)	<ul style="list-style-type: none"> ①Made part of the hurtbox projectile invincible from the startup until the active frames begin. ②Damage reduced from 70 to 60. ③Changed so that it will move forward if canceled from normal moves only. ④Changed so that it will be easier for all hits to connect when canceled from a normal move.
Starken (V-Trigger I)	Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Psycho Schrot (V-Trigger I)	<ul style="list-style-type: none"> ①Expanded the collision box in the forward direction. ②Changed so that Falke will be pushed back if it connects close-range against an opponent in the corner.
Psycho Angriff (V-Trigger II)	<ul style="list-style-type: none"> ①Expanded the hitbox for the first hit in the horizontal direction. ②When canceled into from a unique or special move, startup reduced from 3F after screen freeze to 1F after screen freeze. ③Changed the recovery from 41F to 31F. ④Reduced the recovery on block from -42F to -28F. ⑤Reduced the number of V-Gauge blocks from 3 to 2. ⑥Changed the V-Timer from 4,000F to 3,000F. ⑦Can now be hit by an attack during the screen freeze upon V-Trigger activation.
Psycho Sturm (V-Trigger II)	Increased the pushback on block.
Psycho Klinge (V-Trigger II)	<ul style="list-style-type: none"> ①Reduced the landing recovery from 8F to 5F. Note: No changes to the recovery on grounded hit or block. ②Adjusted the float on mid-air hit. ③Changed so that the active frame 1F hitbox will not hit grounded opponents.

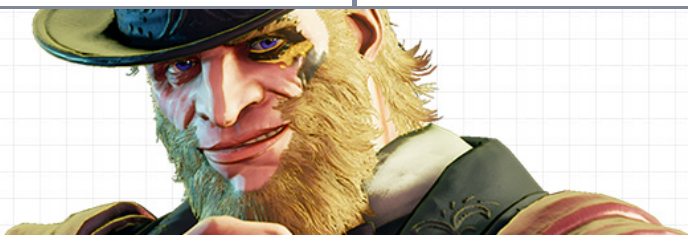


CODY

Adjustment	Description
Forward Walk	Increased the movement speed.
Trash Out (Front Throw)	Damage increased from 120 to 130.
Crime Throw (Back Throw)	①Damage increased from 120 to 150. ②Stun increased from 150 to 200.
Standing MP	①Changed the hurtboxes to be projectile invincible during the attack startup. ②Reduced the hurtbox during the attack startup. ③Reduced the hurtboxes at the arms in the downward direction. ④Reduced the disadvantage on block from -2F to 0F.
Standing LK	①Reduced the hitboxes in the horizontal direction. ②Delayed the timing at which the hurtbox disappears after the active frames end by 3F.
Standing HK	Reduced the V-Gauge meter gain from a Crush Counter from 150 to 120.
Crouching LP	Expanded the hurtbox at the arms in the upward direction.
Crouching MP	①Reduced the pushback on block. ②Reduced the pushback on hit. ③Reduced the hurtbox at the legs. ④Added 2F of recovery on whiff.
Crouching HP	Reduced the hurtbox that appears before the hitbox active frames.
Crouching MK	①Changed the recovery on block from -2F to +1F. ②Advantage on hit increased from +2F to +3F. ③Increased the pushback on block. ④Delayed the V-Trigger cancel timing by 2F.
Crouching HK	①Changed the animation after the attack startup, and changed the hurtbox to match the new animation. ②Increased the disadvantage on block from -12F to -14F. ③Changed the condition on hit. ④Expanded the hurtbox during the attack startup. ⑤V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Jump HP	①Changed the hitbox to match the visuals. ②Reduced the hurtbox.

Adjustment	Description
Jump HK	Adjusted the hurtboxes, reinforced in the downward direction.
Slip Jab	<ul style="list-style-type: none"> ①Changed the recovery from 15F to 17F. ②Changed the recovery on hit from 0F to -2F. ③Increased the disadvantage on block from -4F to -6F. ④Increased the block stop.
Crack Combination (V-Skill)	Increased the V-Gauge meter gain from 30 to 50. Note: No changes to the increase amount if there is recoverable damage.
Zonk Knuckle	Advantage on hit increased from +2F to +3F.
EX Zonk Knuckle	Decreased the hitbox in the downward direction for the first hit.
L Ruffian Kick	Increased the hitbox in the upwards direction for the final active attack frame.
M Ruffian Kick	<ul style="list-style-type: none"> ①Active frames increased from 3F to 4F. ②Expanded the forward hitbox.
H Ruffian Kick	Reduced the hurtbox that appears before the hitbox active frames.
EX Ruffian Kick	<ul style="list-style-type: none"> ①Expanded the forward hitbox. ②Increased the active frames from 4F to 5F. ③Increased the disadvantage on block from -7F to -12F.
Tornado Sweep	Increased the hitbox in the backwards direction.
EX Tornado Sweep	<ul style="list-style-type: none"> ①Increased the number of projectile-cancelling hits from 2 to 3. Note: No changes to the number of physical hits. ②Decreased the projectile speed.
Double Kick (V-Skill)	<ul style="list-style-type: none"> ①Extended the invincibility time to last until the active frames of the second attack. ②Expanded the hitbox of the second attack to match the visuals. ③Increased V-Gauge meter gain from 30 to 50. Note: No changes to the increase amount if there is recoverable damage.
Side Arm (V-Trigger I)	<ul style="list-style-type: none"> ①V-Timer consumption for M knife attacks reduced from 100F to 80F. ②V-Timer consumption for H knife attacks reduced from 200F to 150F. ③V-Timer consumption for Burst Shot  ►  increased from 200F to 300F. ④Eased the combo count for M and H knife attacks.
Standing LP (V-Trigger I)	Changed so that 1F will face towards the opponent.
Crouching LP (V-Trigger I)	Changed so that 1F will face towards the opponent.

Adjustment	Description
Crouching HP (V-Trigger I)	Expanded the hitbox for the second active frame.
Reload (V-Trigger I)	①Can be canceled into from Snipe Shot and Anti-Air Snipe Shot on whiff. ②If canceled into from Snipe Shot/Anti-Air Snipe Shot at the fastest timing, the inputs will be properly registered.
Crouching HP (V-Trigger II)	Decreased the startup from 10F to 9F.
Gentle Swing (V-Trigger II)	①Made the active frames for the attack, projectile reflection, and hitting the Bean Ball all 3F. ②Decreased the disadvantage on block from -3F to -2F.
Gentle Upper Swing (V-Trigger II)	①Reduced the startup from 15F to 12F. ②Expanded the forward hitbox. ③Quickened the timing at which the hurtbox that appears before the character disappears after the attack active frames. ④Can cancel into Gentle Swing on hit. Note: The adjustments ① - ④ above do not apply for the version canceled from Bean Ball.
Criminal Punisher	Expanded the collision boxes and the hitboxes on hit.



G

Adjustment	Description
Vitality	Increased from 1000 to 1025.
Crouching HK	①V-Gauge meter gain from a Crush Counter increased from 100 to 120. ②Expanded the hitbox in the backwards direction. ③Reduced the recovery on normal hit by 4F.
Wild President	Reduced the pushback on hit during a Crush Counter.
Message to the People	Expanded the hurtbox in the forward direction when performed from crouching HK, G Smash Under.
G Smash Over (V-Trigger I)	Expanded the collision boxes in the upwards direction for the first hit.
G Spin Kick (Lv. 3/EX/V-Trigger I)	Will become projectile invincible after the first hit connects.
EX G Smash Under	Reduced the recovery after hit by 5F.

Adjustment	Description
Dangerous President (V-Trigger II)	V-Timer increased from 2,000F to 3,000F.
G Explosion (V-Trigger II)	V-Timer consumption increased from 1,000F to 1,500F.
G Rage (V-Trigger II)	①V-Timer consumption increased from 1,000F to 1,500F for both activation, and successfully landing the throw. ②Armor will continue up to the attack active frames.



Adjustment	Description
Forward Dash	①Overall movement changed from 21F to 20F. ②Changed the animation.
Backwards Dash	Reduced the overall frames from 28F to 24F.
Standing LP	Expanded the hitbox that will hit crouching opponents in the forward direction.
Standing HP	Reduced the pushback on hit.
Standing HK	①Increased the startup for the first hit from 7F to 8F. Note: No changes to the second hit. ②The first hit can only be canceled into V-Trigger activation. ③If the first hit connects and the second hit does not, cannot be canceled into V-Trigger. ④If only the 2nd hit connects, damage decreased from 90 to 80. ⑤If only the 2nd hit connects, reduced the pushback on hit. ⑥If the 2nd hit is canceled into V-Trigger, increased the advantage frames by 5F.
Crouching HP	①Reduced the startup from 11F to 10F. ②Reduced the pushback on hit. ③Changed the recovery from 18F to 19F.
Crouching MK	Reduced the recovery from 10F to 9F.
Crouching HK	V-Gauge meter gain from a Crush Counter increased from 100 to 120.
Jump MP	Increased the blowback time on mid-air hit for the second hit.
Jump HK	Reduced the hurtbox at the torso.

Adjustment	Description
Step Low Kick	Changed the timing window for a kara cancel from 15F - 18F, to just 18F.
Tiger Shot	<ul style="list-style-type: none"> ①Decreased the blowback on mid-air hit. ②Increased the blowback time on mid-air hit. ③Increased the hitbox in the upwards direction. ④Reduced the projectile nullification on startup in the horizontal direction, and expanded in the upwards direction. ⑤L, M only: Decreased the projectile speed. ⑥Chip damage increased from 10 to 12.
EX Tiger Shot	<ul style="list-style-type: none"> ①Expanded the hitbox in the upwards direction. ②Expanded the projectile nullification on startup in the upwards direction.
Grand Tiger Shot	<ul style="list-style-type: none"> ①Extended the projectile invincibility at the upper body by 5F. ②Decreased the blowback distance on mid-air hit. ③Increased the blowback time on mid-air hit. ④L, M only: Decreased the projectile speed. ⑤Reduced the pushback on block.
Tiger Uppercut (All Strengths)	When performed as a kara cancel from Step High Kick or Step Low Kick, decreased the startup by 1F.
H Tiger Uppercut	Given invincibility to mid-air attacks from 1F - 16F.
H Tiger Uppercut (V-Skill Version)	Given invincibility to mid-air attacks from 1F - 16F.
EX Tiger Uppercut	Increased the damage taken for an attack that hits during the move's duration by 1.2x.
EX Tiger Uppercut (V-Skill Version)	<ul style="list-style-type: none"> ①Increased the blowback on hit. ②Increased blowback time on hit. ③Reduced the landing recovery time on hit. ④Increased the damage taken for an attack that hits during the move's duration by 1.2x.
Tiger Charge (V-Trigger I)	<ul style="list-style-type: none"> ①Reduced the recovery by 2F when canceled into from Tiger Shot. ②Reduced the recovery by 4F when canceled into from Grand Tiger Shot.
Tiger Cannon (V-Trigger I)	Recovery on block changed from -2F to +2F.
Tiger Rush (V-Trigger II)	Reduced the blowback on hit.