

ADJUSTMENTS

ARCADE EDITION Ver.

Mar 6, 2018 Update

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

Ibuki

Rokushaku Horokudama (V-Trigger)

④ When Rokushaku Horokudama is used during a combo at the expense of V-Timer, 2 hits of combo scaling will be applied.

Urien

• Aegis Reflector (V-Trigger)

② When Aegis Reflector is used during a combo at the expense of V-Timer, 2 hits of combo scaling will be applied.

Feb 2, 2018 Update

Changed to express whether hitboxes and hurtboxes were expanded or reduced, compared to the previous version.

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

Karin

- Standing HP

⑤ Move recovery increased from 19F to 22F.

Note: No changes to advantage/disadvantage on hit. Disadvantage on block changed from -2F to -5F.

R. Mika

- Jumping HK

② Reduced the hitbox.

Juri

- Kyoretsushu (MP > ← or → +HP)

Changed so that it cannot be canceled on block.

The following items were removed from the adjustment list.

Cammy

- Jumping HP

① Changed the hitbox.

Karin

- Jumping HP

① Changed the hitbox.

Urien

- Standing HP

② Changed the hurtbox.

- Crouching LP

① Changed the hitbox.

Akuma

- Standing LP

① Changed the hitbox.

- Crouching MP

① Changed the hitbox.

Kolin

- Standing LP

②Changed the hurtbox.
Abigail
- Regular Throw
Changed the hurtbox for throw whiff.
- Crouching MP
②Changed the hurtbox.

ALL Fighters

Adjustment	Description
Adjustments for V-Trigger activation	Upon activation, the counter for combo damage scaling has been increased from 1 to 2.
Regular Throws	Increased the active frames from 2F to 3F.



RYU

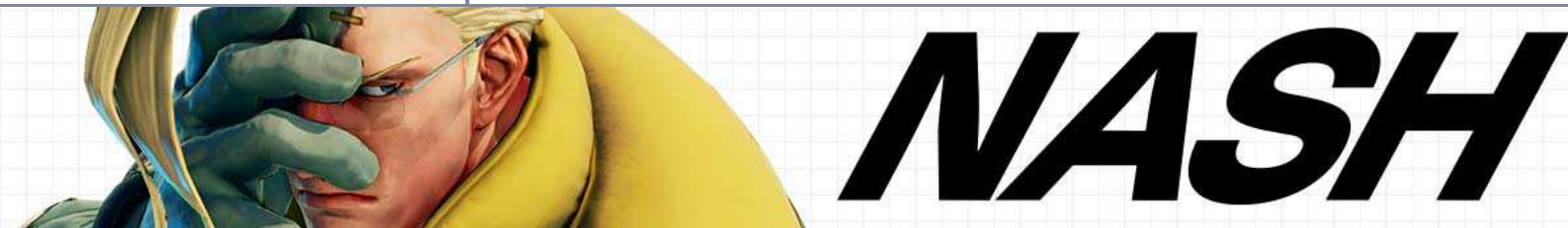
Adjustment	Description
Shoulder Throw	<ul style="list-style-type: none">①Increased the stun from 120 to 150.②Changed the positioning after hit.
Standing LP (Normal/V-Trigger)	<ul style="list-style-type: none">①Reduced the hitbox.②Expanded the hurtbox.③Changed the collision boxes during the move.④Increased the pushback on hit.⑤Increased the pushback on block.
Standing MP (Normal/V-Trigger)	Changed the collision boxes during the move.
Crouching LP (Normal/V-Trigger)	Expanded the hurtbox.
Crouching MK	<ul style="list-style-type: none">①Expanded the hitbox.①Increased the pushback distance on hit.
Jumping HP (Normal/V-Trigger)	<ul style="list-style-type: none">①Expanded the hitbox.②Reduced the hurtbox.
Jumping HK	<ul style="list-style-type: none">①Lowered the position at which the hitbox appears.②Reduced the hurtbox.
Axe Kick	<ul style="list-style-type: none">①Increased the startup from 8F to 9F.②Increased the advantage frames when canceling the 2nd hit into V-Trigger.
Solar Plexus Strike	Reduced the damage from 90 to 80.
Mind's Eye (V-Skill)	Changed the collision boxes during the move.
Tatsumaki Senpukyaku	Changed the collision boxes.
EX Hadoken	<ul style="list-style-type: none">①Reduced the total frames from 44F to 42F. Note: No changes in recovery.②Can be canceled into V-Trigger.

Adjustment	Description
V-Hadoken	<p>①Total frames for the Hadoken is unified to 42F for all. Note: All values unified for the advantage/disadvantage as well.</p> <p>②Level 1: Increased the damage from 70 to 80.</p> <p>③Level 1: Decreased the disadvantage on block from -6F to -2F.</p> <p>④Level 2: Decreased the disadvantage on block from -4F to 0F.</p> <p>⑤Level 2: Increased the damage from 90 to 100.</p> <p>⑥Level 3: Increased the damage from 120 to 130.</p>
VEX Hadoken	<p>Changed the total frames from 43F to 40F. Note: No changes for the advantage/disadvantage.</p>
V-Shoryuken	Eased the air combo count.
VEX Shoryuken	<p>①Decreased the stun from 250 to 200.</p> <p>②Eased the air combo count.</p>
Joudan Sokuto Geri	Added his Joudan Sokuto Geri as a new move.



Adjustment	Description
Standing LP (Normal/V-Trigger)	Reduced the hitbox.
Standing MK (Normal/V-Trigger)	<p>①Reduced the hurtbox.</p> <p>②Changed the collision boxes during the move.</p>
Standing HP (Normal/V-Trigger)	Expanded the hitbox.
Crouching LP (Normal/V-Trigger)	Expanded the hurtbox.
Crouching LK (Normal/V-Trigger)	Changed the collision boxes during the move.
Crouching MK (Normal/V-Trigger)	Expanded the hurtbox.
Jumping HP (Normal/V-Trigger)	<p>①Expanded the hitbox.</p> <p>②Reduced the hurtbox.</p>
Diagonal Jumping HK (Normal/V-Trigger)	<p>①Expanded the hitbox.</p> <p>②Reduced the hurtbox.</p>

Adjustment	Description
Tsuitotsuken (Normal/V-Trigger)	①Normal: Damage increased from 60 to 65. ②V-Trigger: Damage increased from 70 to 75.
Yokusenkyaku (Normal/V-Trigger)	Can trigger a Crush Counter.
Tenkukyaku (Normal/V-Trigger)	①Reduced the hurtbox. ②Damage increased from 70 to 80. ③Changed so that it can hit opponents who are behind Chun-Li.
Renkiko (V-Trigger)	Extended the V-Timer effect time.
L/M Airborne Hyakuretsukyaku (Normal/V-Trigger)	Advantage on hit increased from +3F to +4F
L Spinning Bird Kick (Normal/V-Trigger)	①Damage for the normal version increased from 100 to 110. ②Damage for the V-Trigger version increased from 110 to 120.
M Spinning Bird Kick (Normal/V-Trigger)	①Damage for the normal version increased from 120 to 130. ②Damage for the V-Trigger version increased from 130 to 140.
H Spinning Bird Kick (Normal/V-Trigger)	①Damage for the normal version increased from 140 to 150. ②Damage for the V-Trigger version increased from 150 to 160.



Adjustment	Description
Dragon Suplex	Increased the damage from 120 to 130.
Target Down	Increased the damage from 130 to 140.
Air Jack	Increased the damage from 130 to 140.
Standing LP	Expanded the hurtbox.
Standing MK	Increased the active frames from 3F to 4F.
Standing HK	①Expanded the hitbox. ②Reduced the hurtbox. ③Damage increased from 80 to 90.
Crouching LP	Expanded the hurtbox.

Adjustment	Description
Crouching MP	①Reduced the hurtbox. ②Expanded the hitbox.
Crouching MK	①Expanded the hurtbox. ②Increased the recovery from 15F to 17F. Note: No changes to advantage/disadvantage.
Jumping HP	①Expanded the hitbox. ②Reduced the hurtbox.
Diagonal Jumping HK	Reduced the hurtbox.
Spinning Back Knuckle	Reduced the hitbox.
Bullet Combination	①Changed the status on hit. ②Increased the V-Gauge meter gain on hit.
EX Sonic Boom	Changed so that the strength of the additional button pressed will control the speed of the second Sonic Boom.
M Sonic Scythe	Eased the air combo count.
Judgement Saber	Eased the air combo count.



Adjustment	Description
Forward Walk	Increased the forward walk speed.
Psycho Impact	①Increased the damage from 110 to 130. ②Increased the stun from 120 to 170. ③Changed the positioning after hit.
Psycho Fall	①Damage decreased from 140 to 130. ②Stun decreased from 170 to 150.
Standing LP	Advantage on hit increased from +4F to +5F.
Standing LK	①Advantage on hit reduced from +2F to 0. ②Advantage on block decreased from +2F to -2F.
Standing MP	Changed the collision boxes during the move.

Adjustment	Description
Standing HP	Changed the collision boxes during the move.
Standing HK	①Reduced the hitbox. ②Increased the pushback on block.
Crouching LP	①Reduced the hitbox. ②Expanded the hurtbox.
Crouching HP	①Expanded the hitbox ②Reduced the hitbox. ③Changed the collision boxes during the move.
Jumping HP	Reduced the hurtbox.
Jumping HK	①Expanded the hitbox. ②Reduced the hurtbox.
Psycho Axe	①Reduced the hitbox. ②Expanded the hurtbox. ③Changed the collision boxes during the move.
Shadow Axe	Changed the collision boxes during the move.
Psycho Reject (V-Skill)	Increased the amount of V-gauge meter gain upon successfully countering an opponent's physical attack.
Psycho Blast (Normal/V-Trigger)	Changed the collision boxes during the move.
L Psycho Blast	Startup increased from 10F to 12F.
EX Devil Reverse	①Reduced the hitbox. ②Expanded the hurtbox. ③Increased the recovery on landing by 6F.
L Double Knee Press	①Startup decreased from 13F to 11F. ②Changed the pushback on block.
M Double Knee Press	Startup decreased from 15F to 14F.
H Psycho Inferno	Changed to cause additional launch height on hit.



CAMMY

Adjustment	Description
Gyro Clipper	Reduced the stun from 200 to 150.
Delta Through	Increased the damage from 130 to 140.
Neck Spiral	Increased the damage from 130 to 150.
Standing LP	<ul style="list-style-type: none">①攻撃判定を縮小しました②Changed the collision boxes during the move.③Increased the pushback on hit.④Increased the pushback on block.⑤Changed the startup from 4F to 3F for the rapid cancel version.
Standing MK	Recovery increased from 13F to 15F Note: No changes in advantage/disadvantage.
Standing HK	<ul style="list-style-type: none">①Increased the advantage on hit from +2F to +4F.②Changed the collision boxes during the move.③Reduced the hurtbox.④Changed so that it can hit opponents who are behind Cammy
Crouching LP	<ul style="list-style-type: none">①Reduced the hitbox.②Expanded the hurtbox.③Increased the pushback on hit. Note: The pushback distance for the rapid canceled version will be larger than that of the regular version.④Increased the pushback on block. Note: The pushback distance for the rapid canceled version will be larger than that of the regular version.⑤Changed the collision boxes during the move.
Crouching LK	<ul style="list-style-type: none">①Changed the collision boxes during the move.②Increased the pushback on hit.③Increased the pushback on block.
Crouching HP	Expanded the hurtbox.
Crouching HK	Reduced the hurtbox.

Adjustment	Description
Jumping MP	①Expanded the hitbox. ②Reduced the hurtbox.
Jumping HP	Reduced the hurtbox.
Jumping HK	①Lowered the position at which the hitbox appears. ②Reduced the hurtbox.
Lift Upper	①Reduced the hitbox. ②Expanded the hurtbox.
Quick Spin Knuckle (V-Skill)	Advantage on hit increased from +6F to +7F.
Strike Back (V-Reversal)	Disadvantage on block changed from -2F to -4F.
Delta Drive (V-Trigger)	①Extended the V-Timer active duration. ②Increased the amount of gauge that each V-Trigger move uses.



Adjustment	Description
Standing LP	Expanded the hurtbox.
Standing MP	Changed the collision boxes during the move.
Standing HP	Changed the collision boxes during the move.
Standing MK	①Fixed an issue where he could move forward by pressing another button immediately after the move begins (kara cancel). ②Changed the collision boxes during the move.
Crouching LP	①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block.
Crouching MP	Reduced the hurtbox.
Crouching HP	①Expanded the hitbox. ②Reduced the hurtbox. ③Changed the collision boxes during the move.

Adjustment	Description
Jumping HP	Reduced the hurtbox.
Jumping HK	Reduced the hurtbox.
Bull Charge	Changed the collision boxes during the move.
Killing Head/EX Killing Head	Increased the recovery on whiff by 8F.
EX Killing Head	Removed the throw invincibility.
H Bull Head/V-Trigger H Bull Head	①Increased the damage for the normal version from 120 to 140. ②Increased the damage for the V-Trigger version from 144 to 168.
Bull Horn/V-Bull Horn	Reduced the distance at which he drops back at move startup.
EX Bull Horn/VEX Bull Horn	Changed the collision boxes during the move.
H Hanging Chain	Expanded the hitbox.



Adjustment	Description
Forward Walk	Increased the forward walk speed.
Knee Bash	①Damage increased from 100 to 110. ②Changed the positioning after hit.
Standing LP	①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block. ④Expanded the hurtbox.
Standing MP	Increased the advantage on block from +1F to +2F.
Standing MK	①Changed the pushback on hit. ②Expanded the hurtbox.
Standing HP	Changed the collision boxes during the move.
Crouching LP	①Reduced the hitbox. ②Expanded the hurtbox.

Adjustment	Description
Crouching MP	Expanded the hurtbox.
Jumping MP	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox.
Jumping HP	<ul style="list-style-type: none"> ①Increased the startup from 8F to 9F. ②Reduced the horizontal hitbox, expanded the lower hitbox. ③Reduced the horizontal hurtbox, expanded the lower hurtbox.
Jumping HK	Reduced the hurtbox.
Inazuma Kick	Changed the collision boxes during the move.
Thunder Kick	<ul style="list-style-type: none"> ①Changed so that the first active frame will not hit a crouching opponent. ②Changed the collision boxes during the move.
L Shoryuken (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Damage for the regular version increased from 100 -> 110. ③Damage for the V-Trigger version increased from 120 -> 130.
M Shoryuken (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Damage for the regular version increased from 120 -> 130. ③Damage for the V-Trigger version increased from 140 -> 150.
H Shoryuken (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Damage for the regular version increased from 130 -> 140. ③Damage for the V-Trigger version increased from 150 -> 160.
EX Shoryuken (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Damage for the regular version increased from 150 -> 160. ②Damage for the V-Trigger version increased from 170 -> 180. ③Expanded the hitbox. ④Changed so that the opponent can perform a recovery if the move hits mid-air.
M Tatsumaki Senpukyaku (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Normal: If the first hit does not connect, increased the damage for the second and third hits from 20 to 40. ②Normal: If the first hit does not connect, increased the stun for the second and third hits from 50 to 75. ③V-Trigger: If the first hit does not connect, increased the damage for the second and third hits from 30 to 50. ④V-Trigger: If the first hit does not connect, increased the stun for the second and third hits from 50 to 75.

Adjustment	Description
H Tatsumaki Senpukyaku	<p>①Reduced the active frames of the first hit by 1F.</p> <p>②Changed so that the first active frame of the second hit will not hit grounded opponents.</p>
H Tatsumaki Senpukyaku (V-Trigger)	Changed the collision boxes during the move
EX Airborne Tatsumaki Senpukyaku (V-Trigger)	Increased the opponent's recovery on block by 3F.



Adjustment	Description
Soul Sealer	<p>①Increased the damage for the normal version from 100 to 110.</p> <p>②Changed the status after hit.</p>
Soul Sealer (V-Trigger)	<p>①Increased the damage for the V-Trigger version from 110 to 120.</p> <p>②Changed the status after hit.</p> <p>③Reduced the throw distance.</p>
Soul Discriminator	Changed the status after hit.
Soul Discriminator (V-Trigger)	<p>①Changed the status after hit.</p> <p>②Reduced the throw distance.</p>
Standing LP (Normal/V-Trigger)	<p>①Reduced the hitbox.</p> <p>②Changed the collision boxes during the move.</p> <p>③Increased the pushback on hit.</p> <p>④Increased the pushback on block.</p>
Standing MP (Normal/V-Trigger)	Changed the collision boxes during the move.
Standing MK (Normal/V-Trigger)	Increased the pushback on block.
Crouching LP (Normal/V-Trigger)	<p>①Changed the collision boxes during the move.</p> <p>②Expanded the hurtbox.</p> <p>③Increased the pushback on hit.</p> <p>④Increased the pushback on block.</p>
Crouching HP (Normal/V-Trigger)	Reduced the hurtbox.

Adjustment	Description
Jumping HP (Normal/V-Trigger)	①Expanded the hitbox. ②Reduced the hurtbox.
Jumping HK (Normal/V-Trigger)	①Expanded the hitbox. ②Reduced the horizontal and lower hurtbox,expanded the lower hurtbox.
Opening Dagger (Normal/V-Trigger)	Reduced the pushback distance on block.
Culminated Power (V-Skill)	①Can be canceled into V-Trigger. ②Reduced the amount of V-Gauge meter gain.
Sacrificial Altar (Normal)	Reduced the amount of V-Gauge meter gain for the final hit.
L Mask of Tlalli (Normal/V-Trigger)	①Increased the recovery on whiff by 8F. ②Increased the damage for the normal version from 130 to 140. ③Increased the damage for the V-Trigger version from 150 to 160.
M Mask of Tlalli (Normal/V-Trigger)	①Increased the recovery on whiff by 8F. ②Increased the damage for the normal version from 140 to 150. ③Increased the damage for the V-Trigger version from 160 to 170.
H Mask of Tlalli (Normal/V-Trigger)	①Increased the recovery on whiff by 8F. ②Increased the damage for the normal version from 150 to 160. ③Increased the damage for the V-Trigger version from 170 to 180.
EX Mask of Tlalli (Normal/V-Trigger)	Increased the recovery on whiff by 8F.
Clouded Mirror	Gains Clouded Mirror as a move only available during V-Trigger.



Adjustment	Description
Rainbow Suplex	Changed the positioning after hit.
Stardust Shot	Increased the damage from 130 to 140.
Standing LP (Claw)	Changed the collision boxes during the move.

Adjustment	Description
Standing LP (No Claw)	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block.
Standing MP (No Claw)	Changed the collision boxes during the move.
Standing HP (Claw)	Changed the collision boxes during the move.
Standing HP (No Claw)	Changed the collision boxes during the move.
Standing HK	<ul style="list-style-type: none"> ①Reduced the hurtbox. ②Changed the collision boxes during the move. ③Changed so that it can hit opponents who are behind Vega.
Crouching LP (No Claw)	Expanded the hurtbox.
Crouching MP (Claw)	<ul style="list-style-type: none"> ①Expanded the hurtbox. ②Changed the collision boxes during the move.
Crouching MP (No Claw)	Expanded the hurtbox.
Crouching HP (Claw)	<ul style="list-style-type: none"> ①Reduced the hurtbox. ②Changed the active frames from 2F to 3F. ③Changed so that it can hit opponents who are behind Vega.
Crouching HP (No Claw)	<ul style="list-style-type: none"> ①Reduced the hurtbox. ②Expanded the hitbox. ③Changed so that it can hit opponents who are behind Vega.
Jumping HP (Claw)	Reduced the hurtbox before attack startup.
Jumping HP (No Claw)	Reduced the hurtbox until the hitbox disappears, expanded the hurtbox during recovery.
Jumping HK	<ul style="list-style-type: none"> ①Reduced the hurtbox. ②Expanded the hitbox.
Buster Claw	Changed the collision boxes during the move.
Matador Flash	<ul style="list-style-type: none"> ①The second hit can be canceled. ②The third hit only can be canceled into CA or V-Trigger. ③Increased the amount of V-gauge meter gain for the 3rd hit.

Adjustment	Description
Matador Blitz	①3rd Hit only - can be canceled into CA and V-Trigger. ②Increased the amount of V-gauge meter gain for the 3rd hit.
Matador Turn (V-Skill)	Can cancel into CA.
Bloody Kiss - Torero (V-Trigger)	①Damage decreased from 170 to 100. ②Changed to blowback damage on hit. ③Increased juggle potential when used in air combos. ④Changed so that it will build EX meter.
Bloody Kiss - Azul (V-Trigger)	①Damage decreased from 170 to 100. ②Changed to blowback damage on hit. ③Increased juggle potential when used in air combos. ④Changed so that it will build EX meter.
Bloody Kiss - Rojo (V-Trigger)	①Damage increased from 170 to 180. ②Stun increased from 150 to 200. ③Changed so that it will build EX meter.
H Aurora Spin Edge	Expanded the hitbox.
Grand Izuna Drop/EX Grand Izuna Drop	Increased the recovery on whiff by 10F.
L Crimson Terror	Increased the pushback distance on hit for the 2nd hit.
EX Flying Barcelona Attack	①Changed the attack startup timing. ②Changed the movement value during the move. ③Changed the timing of the final attack on hit.



Adjustment	Description
Daydream Headlock	Increased the damage from 130 to 140.
Dream Driver (while opponent is crouching)	①Changed the status on hit. ②Increased the damage from 100 to 120. ③Increased the stun from 120 to 150.

Adjustment	Description
Standing LP	Expanded the hurtbox.
Standing MP	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block.
Crouching LP	Expanded the hurtbox.
Crouching LK	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block.
Crouching MP	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Reduced the hurtbox. ③Changed so that it can hit opponents who are behind Mika.
Crouching MK	Expanded the hitbox.
Jumping HP	Reduced the hurtbox.
Jumping HK	<ul style="list-style-type: none"> ①Reduced the hurtbox. ②Reduced the hitbox.
Dive Bomb	Increased the landing recovery by 3F.
Lady Mika	Can be canceled into a special move/V-Skill.
Passion Press	Changed the collision boxes during the move.
Mic Performance	Increased the amount of V-Gauge meter gain upon holding down the buttons to the max charge.
Brimstone/EX Brimstone	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 8F. ②Changed so that her character box does not move behind her during the startup of the move.
L Rainbow Typhoon	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 8F. ②Changed so that her character box does not move behind her during the startup of the move. ③Damage increased from 160 to 170.

Adjustment	Description
M Rainbow Typhoon	<p>①Increased the recovery on whiff by 8F.</p> <p>②Changed so that her character box does not move behind her during the startup of the move.</p> <p>③Increased the damage from 170 to 180.</p>
H Rainbow Typhoon	<p>①Increased the recovery on whiff by 8F.</p> <p>②Changed so that her character box does not move behind her during the startup of the move.</p> <p>③Increased the damage from 180 to 190.</p>
EX Rainbow Typhoon	<p>①Increased the recovery on whiff by 8F.</p> <p>②Changed so that her character box does not move behind her during the startup of the move.</p> <p>③Increased the damage from 220 to 230.</p>
EX Shooting Peach	Expanded the hitbox.



Adjustment	Description
Forward Dash	Slightly shortened the distance of the motion at beginning of the run before he transitions to the full run, and the stopping motion distance.
Riding Glider	<p>①Increased the recovery on hit by 2F.</p> <p>②Increased the damage from 120 to 130.</p> <p>③Increased the stun from 120 to 150.</p>
Rising Sun	Increased the damage from 130 to 140.
Standing LP	Reduced the hitbox.
Standing LK	<p>①Changed the collision boxes during the move.</p> <p>②Increased the pushback on hit.</p> <p>③Increased the pushback on block.</p>
Crouching LP	Expanded the hurtbox.
Crouching MP	Expanded the hitbox.
Crouching MK	Expanded the hurtbox.

Adjustment	Description
Crouching HP	<ul style="list-style-type: none"> ①Increased the startup from 9F to 10F. ②Reduced the hitbox. ③Expanded the hurtbox. ④Decreased the advantage on hit from +7F to +6F.
Jumping HP	<ul style="list-style-type: none"> ①Reduced the hitbox. ②Reduced the hurtbox.
Jumping HK	<ul style="list-style-type: none"> ①Reduced the hurtbox. ②Increased the active frames from 3F to 5F.
Nail Assault	Increased the V-Gauge meter increase on hit.
Spinning Mixer	Changed so that rapid button pressing will not cause combo scaling. Note: The damage distribution of each Spinning Mixer has been changed accordingly.
M Spinning Mixer	The landing recovery of the second level of the button-mashed version can be cancelled into CA.
Dash Spinning Mixer	Changed so that rapid button pressing will not cause combo scaling.
Ysaar (V-Trigger)	Changed so that it will build EX meter.



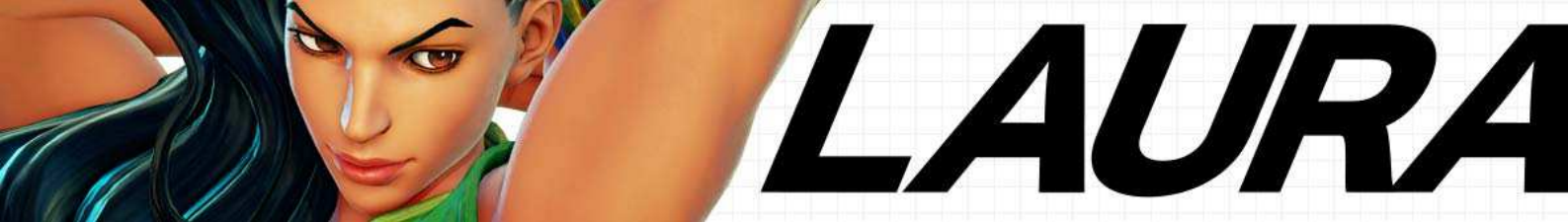
Adjustment	Description
Hajotsui	Changed the positioning after hit.
Standing LP	<ul style="list-style-type: none"> ①Reduced the hitbox. ②Expanded the hurtbox. ③Changed the collision boxes during the move.
Standing MK	<ul style="list-style-type: none"> ①Increased the startup from 7F to 8F. ②Increased the recovery from 15F to 16F. ③Disadvantage on block increased from -2F to -4F. ④Decreased the pushback distance on block.

Adjustment	Description
Standing HP	<ul style="list-style-type: none"> ①Expanded the hitbox during attack active frame 1F. ②Reduced the hurtbox during active attack frame 1F. ③Can now trigger a Crush Counter. ④Changed the collision boxes during the move. ⑤ Move recovery increased from 19F to 22F. <p>Note: No changes to advantage/disadvantage on hit. Disadvantage on block changed from -2F to -5F.</p>
Standing HK	Changed the startup from 10F to 12F
Crouching LP	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Expanded the hurtbox. ③Increased the pushback on hit. ④Increased the pushback on block. ⑤Changed the float value for mid-air hit.
Crouching MP	Reduced the hitbox.
Crouching HP	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox. ③Changed so that it can hit opponents who are behind Karin.
Jumping HP	Reduced the hurtbox.
Jumping HK	<ul style="list-style-type: none"> ①Reduced the upper hitbox, expanded the lower and horizontal hitbox. ②Reduced the hurtbox.
Guren Ken (V-Trigger)	<ul style="list-style-type: none"> ①Increased the amount of gauge consumption upon activation. ②Changed the timing of gauge consumption upon activation.
Guren Kyoho (V-Trigger)	Changed the timing of gauge consumption upon activation.



Adjustment	Description
Atomic Drop/Harasho Choke Slam	Changed the positioning after hit.

Adjustment	Description
Standing LP	<ul style="list-style-type: none"> ①Reduced the hitbox. ②Expanded the hurtbox. ③Increased the horizontal pushback distance on mid-air hit.
Standing LK	Increased the recovery from 12F to 15F.
Crouching LP	<ul style="list-style-type: none"> ①Increased the damage from 30 to 40. ②Reduced the active frames from 3F to 2F. ③Increased the total frames from 12F to 14F. ④Decreased the advantage on hit from +4F to +3F. ⑤Expanded the hurtbox.
Crouching LK	<ul style="list-style-type: none"> ①Reduced the hitbox. ②Can no longer cancel into a special move.
Crouching HP	Reduced the hurtbox.
Jumping HP	Reduced the hurtbox.
Jumping HK	Reduced the hurtbox.
Knee Hammer	Increased the landing recovery by 3F. Note: No changes to advantage/disadvantage.
Flying Body Press	Reduced the hurtbox.
Screw Pile Driver (Normal/EX)	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 8F. ②Changed the movement distance on whiff.
Double Lariat	Increased the recovery by 5F.
Tundra Storm	<ul style="list-style-type: none"> ①Startup decreased from 4F to 2F. ②Stun increased from 250 to 300. ③Command changed from  +  to  +   ④Reduced the recovery on whiff by 10F. ⑤Changed so that it cannot be special move canceled from a regular move. ⑥Changed the whiff motion.
Cyclone Lariat (V-Trigger)	Changed so that it will build EX meter.



Adjustment	Description
Standing LP	<ul style="list-style-type: none">①Decreased the advantage on block from +2F to +1F.②Increased the pushback on hit.③Reduced the pushback distance on block.④Changed the collision boxes during the move.⑤Expanded the hurtbox.
Standing MP	<ul style="list-style-type: none">①Reduced the hurtbox.②Changed the collision boxes during the move.③Changed so that it can hit opponents who are behind Laura.
Standing HP	Changed the collision boxes during the move.
Standing MK	<ul style="list-style-type: none">①Increased the startup from 5F to 7F.②Changed the collision boxes during the move.
Standing HK	Reduced the collision box in the backwards direction during the move.
Crouching LP	<ul style="list-style-type: none">①Changed the collision boxes during the move.②Expanded the hurtbox.③Increased the pushback on hit.④Reduced the pushback distance on block.
Crouching MP	Changed the collision boxes during the move.
Crouching MK	Expanded the hurtbox.
Crouching HK	Changed the collision boxes during the move.
Jumping LP	<ul style="list-style-type: none">①Expanded the hitbox.②Expanded the hurtbox.
Jumping LK	Expanded the hurtbox.
Jumping HP	Reduced the hurtbox.
Jumping HK	Reduced the hurtbox.

Adjustment	Description
Volty Line (Normal)	①Decreased the damage from 80 to 70. ②Increased the amount of V-Gauge meter gain on hit.
Volty Line (V-Trigger)	①Decreased the damage from 100 to 90. ②Increased the advantage on hit from +3F to +4F. ③Decreased the disadvantage on block from -7F to -6F. ④Reduced the recovery by 1F.
Spark Show (V-Trigger)	①Number of V-Gauge blocks increased from 2 to 3. ②Extended the V-Timer effect length time.
Sunset Wheel (Normal/V-Trigger)	Increased the recovery on whiff by 8F.
EX Sunset Wheel (Normal/V-Trigger)	Increased the recovery on whiff by 8F.
Thunder Clap (Normal)	Can be canceled into V-Trigger.
Thunder Clap (V-Trigger)	Can be canceled into V-Skill.
EX Thunder Clap (V-Trigger)	①Can be canceled into V-Skill ②Added 20F to the attack active frames.



Adjustment	Description
Yoga Rocket	Changed the positioning after hit.
Standing LP	①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block.
Standing HP	Changed the collision boxes during the move.
Standing LK	①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block.
Crouching LP	Expanded the hurtbox.

Adjustment	Description
Crouching LK	①Changed the collision boxes during the move. ②Increased the pushback on hit. ③Increased the pushback on block.
Crouching MP	①Expanded the hitbox. ②Reduced the hurtbox. ③Changed so that it can hit opponents who are behind Dhalsim.
Jumping MP	Can be canceled into V-Skill on hit.
Jumping HP	Reduced the hurtbox.
Jumping HK	Reduced the hurtbox.
Divine Kick	Changed the collision boxes during the move.
Yoga Upper	①Expanded the hitbox. ②Reduced the hurtbox.
Yoga Anvil	①Reduced the hurtbox. ②Changed so that it can hit opponents who are behind Dhalsim.
Thrust Kick ( MK)	Expanded the hurtbox.
L Yoga Gale	Expanded the hitbox.
M Yoga Gale	Expanded the hitbox.
H Yoga Gale	Expanded the hitbox.
Yoga Sunburst (Ground/Air)	Eased the air combo count.
Yoga Burner (V-Trigger)	①Damage increased from 100 to 120. ②Changed so that it will build EX meter.



Adjustment	Description
Standing LP	Expanded the hurtbox.
Standing MP	Changed the collision boxes during the move.

Adjustment	Description
Standing HP	Changed the collision boxes during the move.
Standing MK	①Reduced the hurtbox. ②Changed so that it can hit opponents who are behind F.A.N.G.
Crouching MP	Changed the collision boxes during the move.
Crouching MK	①Expanded the hitbox. ②Changed so that it can hit opponents who are behind F.A.N.G.
Crouching HP	Reduced the hurtbox.
Crouching HK	Reduced the hitbox.
Jumping MK	Reduced the hurtbox.
Jumping HP	Reduced the hurtbox.
Vertical/Back Jumping HK	①Reduced the upper hitbox, expanded the horizontal and lower hitbox. ②Reduced the hurtbox.
Forward Jumping HK	Reduced the hurtbox.
Nirenko	Changed the collision boxes during the move.
Nishodoku (V-Skill)	①Given a hitbox during V-Trigger I. ②Increased the amount of V-Gauge meter gain.
L Sotoja	Damage increased from 60 to 70.
M Sotoja	Damage increased from 70 to 80.
H Sotoja	Damage increased from 80 to 100.
H Ryobenda	Reduced the recovery by 3F.



Adjustment	Description
Standing LP	①Reduced the hitbox. ②Expanded the hurtbox.
Standing MP	Reduced the pushback distance on hit.

Adjustment	Description
Standing MK	Reduced the hurtbox.
Crouching HP	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox. ③Changed the collision boxes during the move. ④Slightly increased the knock back distance for the 2nd mid-air hit.
Crouching HK	Changed the collision boxes during the move.
Jumping MP	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox before the attack startup. Also, expanded the upper hurtbox, and reduced the lower hurtbox.
Jumping HP	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox. Also, expanded the lower hurtbox for active attack frame 3F.
Jumping HK	Reduced the hurtbox.
Chop	<ul style="list-style-type: none"> ①Increased the recovery on block from -4F to -6F. ②Decreased the pushback distance on block.
Lariat	<ul style="list-style-type: none"> ①Increased advantage on hit from +6F to +7F. ②Increased the active frames from 3F to 4F. ③Reduced the hurtbox.
Flying Cross Chop	Changed the collision boxes.
L Power Bomb	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 9F. ②Damage increased from 160 to 170. ③Stun decreased from 220 to 200.
M Power Bomb	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 9F. ②Damage increased from 170 to 180. ③Stun increased from 220 to 230.
H Power Bomb	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 9F. ②Damage increased from 180 to 190. ③Stun increased from 220 to 250.
EX Power Bomb	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 9F. ②Damage increased from 220 to 230.

Adjustment	Description
Air Knee Smash/EX Air Knee Smash	Fixed so that the charge direction isn't changed after hit. Also changed so that Slash Elbow can be performed.
L Air Knee Smash	Reduced the hurtbox.
M/H Air Knee Smash	①Increased the active frames by 2F. ②Reduced the hurtbox. ③Changed the movement distance. ④Increased the landing recovery on whiff by 5F.
EX Air Stampede	Changed the collision boxes during the move.





Adjustment	Description
Judo Throw	Changed the positioning after hit.
Standing LP	Expanded the hurtbox.
Standing MK	Reduced the hurtbox.
Crouching LP	Expanded the hurtbox.
Crouching HP	①Reduced the hurtbox. ②Changed the collision boxes during the move.
Jumping MK	①Expanded the hitbox. ②Reduced the lower and horizontal hurtbox at the feet, and expanded the upper hurtbox.
Jumping HP	①Expanded the hitbox. ②Before attack startup, reduced the horizontal and lower hurtbox, and expanded the upper hurtbox. Expanded the hurtbox at the arm from 7F onwards.
Jumping HK	①Expanded the hitbox. ②Reduced the hurtbox at the feet for 9F. From 10F onward, reduced the lower hurtbox, and expanded the upper hurtbox.
Knee Bazooka	Recovery increased from 16F to 20F. Note: No changes in advantage/disadvantage.
Spinning Back Knuckle	①Startup increased from 10F to 11F.

Adjustment	Description
Rolling Sobat	Slightly increased his forward movement distance.
Guile High Kick	①Expanded the hitbox. ②Expanded the hurtbox. ③Changed so that it can hit opponents who are behind Guile.



Adjustment	Description
Vitality	Decreased her vitality from 950 to 925.
Standing LP	①Decreased the advantage on hit from +3F to +2F. ②Decreased the advantage on block from +2F to +1F. ③Can no longer rapid cancel. ④Changed the collision boxes during the move.
Standing LK	Changed the collision boxes during the move.
Standing HP	Changed the collision boxes during the move.
Standing HK	Increased the advantage on hit from +1F to +3F.
Crouching LP	Expanded the hurtbox.
Crouching MP	①Recovery increased from 12F to 16F. ②Expanded the hurtbox.
Crouching MK	①Increased the advantage on hit from 0F to +3F. ②Decreased the disadvantage on block from -3F to -2F.
Crouching HP	Reduced the hurtbox.
Jumping MP	Changed the combo restrictions.
Jumping HP	Reduced the hurtbox.
Jumping HK	Reduced the hurtbox.
Agemen	①Expanded the hitbox. ②Reduced the hurtbox. ③Can no longer special move cancel the 2nd hit.

Adjustment	Description
Tobikura (Jumping LP -> MK)	Increased the knockback distance on hit.
Shakunage ( MP ->  HP)	Increased the advantage on hit from 0F to +2F.
EX Kunai	<p>①Increased the recovery by 4F.</p> <p>②Increased the knock back distance for the explosion on hit.</p>
Tenrai (V-Skill)	Decreased the amount of V-Gauge meter gain on hit.
Rokushaku Horokudama (V-Trigger)	<p>①Decreased the stun from 100 to 80.</p> <p>②Changed the combo restrictions on hit.</p> <p>③Changed so that it will build EX meter.</p> <p>④When Rokushaku Horokudama is used during a combo at the expense of V-Timer, 2 hits of combo scaling will be applied.</p>
Kunai Ikkinage	Can be special move canceled.



Adjustment	Description
Dirty Bomber	<p>①Increased the damage from 110 to 130.</p> <p>②Increased the stun from 120 to 150.</p> <p>③Changed the situation after hit.</p>
Standing LP	Expanded the hurtbox.
Standing MP	Changed so that it can hit opponents who are behind Balrog.
Standing MK	Changed the collision boxes during the move.
Standing HP	<p>①Increased the startup from 11F to 12F.</p> <p>②Changed the collision boxes during the move.</p>
Standing HK	<p>①Increased the pushback distance on Crush Counter.</p> <p>②Reduced the hitbox.</p> <p>③Expanded the hurtbox.</p> <p>④Increased the recovery from 19F to 22F. Note: No changes to advantage/disadvantage.</p>
Crouching LP	Expanded the hitbox.

Adjustment	Description
Crouching HP	<ul style="list-style-type: none"> ①Reduced the hurtbox. ②Changed the collision boxes during the move.
Jumping HP	Reduced the hurtbox.
Jumping HK	<ul style="list-style-type: none"> ①Increased the startup from 8F to 9F. ②Expanded the hitbox. ③Reduced the hurtbox.
Stomping Combo	<ul style="list-style-type: none"> ①Increased the disadvantage on block from -6F to -7F. ②Changed the recovery when canceling into V-Trigger.
Screw Smash	Changed the collision boxes during the move.
Turn Punch (Lv1)	<ul style="list-style-type: none"> ①Removed the throw invincibility from frames 1F to 18F. ②Expanded the hurtbox from 3F - 18F. ③Increased the advantage on hit from +1F to +2F. ④Changed the collision boxes during the move.
Turn Punch (Lv2)	<ul style="list-style-type: none"> ①Removed the throw invincibility from frames 1F to 18F. ②Expanded the hurtbox from 3F - 18F. ③Increased the disadvantage on block from -1F to -2F. ④Changed the collision boxes during the move.
Turn Punch (Lv3)	<ul style="list-style-type: none"> ①Removed the throw invincibility from frames 1F to 18F. ②Expanded the hurtbox from 3F - 18F. ③Decreased the advantage on hit from +3F to +2F. ④Decreased the advantage on block from 0 to -2F. ⑤Changed the collision boxes during the move.
Turn Punch (Lv4)	<ul style="list-style-type: none"> ①Removed the throw invincibility from frames 1F to 18F. ②Changed the invincibility for frames 3F to 18F, from complete invincibility, to upper body and projectile invincibility. ③Decreased the advantage on block from +1F to -2F. ④Decreased the damage from 160 to 140. ⑤Changed the collision boxes during the move.

Adjustment	Description
Turn Punch (Lv5)	<ul style="list-style-type: none"> ①Removed the throw invincibility from frames 1F to 18F. ②Changed the invincibility for frames 3F to 18F, from complete invincibility, to upper body and projectile invincibility. ③Decreased the advantage on block from +2F to -2F. ④Decreased the damage from 200 to 160. ⑤Changed the collision boxes during the move.
Turn Punch (Lv6)	<ul style="list-style-type: none"> ①Removed the throw invincibility from frames 1F to 18F. ②Changed the invincibility for frames 3F to 18F, from complete invincibility, to upper body and projectile invincibility. ③Decreased the advantage on block from +3F to -2F. ④Decreased the damage from 240 to 180. ⑤Changed the collision boxes during the move.
Turn Punch (Lv7)	<ul style="list-style-type: none"> ①Changed the complete invincibility for frames 1F to 18F, to throw/upper body/projectile invincibility for frames 3F to 18F. ②Decreased the advantage on block from +4F to -2F. ③Decreased the damage from 300 to 210. ④Changed the collision boxes during the move.
Turn Punch (Lv8)	<ul style="list-style-type: none"> ①Changed the complete invincibility for frames 1F to 18F, to throw/upper body/projectile invincibility for frames 3F to 18F. ②Decreased the advantage on block from +5F to -2F. ③Decreased the damage from 360 to 240. ④Changed the collision boxes during the move.
Turn Punch (Lv9)	<ul style="list-style-type: none"> ①Changed the complete invincibility for frames 1F to 18F, to throw/upper body/projectile invincibility for frames 3F to 18F. ②Decreased the advantage on block from +6F to -2F. ③Decreased the damage from 420 to 270. ④Changed the collision boxes during the move.
Turn Punch (Lv10)	<ul style="list-style-type: none"> ①Decreased the damage from 500 to 350. ②Changed the collision boxes during the move.
Buffalo Swing/Buffalo Pressure (V-Skill)	Decreased the amount of V-Gauge meter gain.
Hard Smasher/Hard Pressure	Increased the amount of V-Gauge meter gain.



JURI

Adjustment	Description
Standing MK (Normal/V-Trigger)	Increased the timing cancel window.
Crouching LP (Normal/V-Trigger)	Expanded the hurtbox.
Crouching MP (Normal/V-Trigger)	Expanded the hurtbox.
Crouching MK (Normal/V-Trigger)	Reduced the hurtbox at the feet, expanded the upper hurtbox at the body.
Crouching HP (Normal/V-Trigger)	①Hitbox expanded vertically, reduced horizontally. ②Reduced the hurtbox.
Jumping MP (Normal/V-Trigger)	①Expanded the hitbox. ②Reduced the hurtbox.
Jumping HP (Normal/V-Trigger)	①Increased the startup from 8F to 9F. ②Reduced the hurtbox.
Jumping HK (Normal/V-Trigger)	①Expanded the hitbox. ②Reduced the hurtbox.
Kyoretsushu	①Changed so that it can hit crouching opponents. ②Cannot be canceled on block (V-Trigger excluded)
Kasatushu (V-Skill)	Decreased the amount of V-Gauge meter gain on hit.
L Fuharenkyaku	Increased the active time.
M Fuharenkyaku (Normal/V-Trigger)	①Normal, V-Trigger: Damage increased from 60 to 70. ②V-Trigger: Stun increased from 80 to 100.
H Fuharenkyaku (Normal/V-Trigger)	Normal, V-Trigger: Damage increased from 80 to 100.
EX Tensenrin	Changed to have complete invincibility until the 12th movement frame.
Sakkai Fuhazan	Given armor break properties.
Feng Shui Engine Alpha (V-Trigger)	①Number of V-Trigger blocks decreased from 3 to 2. ②Increased the amount of gauge that each Fuharenkyaku uses. ③Extended the V-Trigger effect time.



URIEN

Adjustment	Description
Spartan Bomb (Front/Back Throw)	Changed the positioning after hit.
Standing LP	Reduced the advantage on hit from +5F to +4F.
Standing HP	Greatly decreased the advantage frames on Crush Counter.
Standing HK	①Expanded the hitbox. ②Reduced the hurtbox.
Crouching LP	Reduced the advantage on hit from +5F to +4F.
Crouching MP	Reduced the hitbox.
Crouching HP	Reduced the hurtbox.
Jumping LK	Expanded the hitbox.
Jumping MP	①Expanded the hitbox. ②Extended the active frames from 4F to 5F.
Jumping MK	Reduced the hurtbox.
Jumping HP	①Increased the startup from 8F to 9F. ②Expanded the hitbox. ③Reduced the hurtbox until the hitbox disappears, expanded the hurtbox during recovery.
Jumping HK	Reduced the lower hurtbox during the move, and expanded the forward hurtbox for frame 8F. Also, reduced the horizontal, and expanded the vertical forward hurtbox during recovery. The hurtbox will remain until 17F.
Quarrel Punch	Increased the recovery by 2F.
Aegis Reflector (V-Trigger)	①Changed so that it will build EX meter. ②When Aegis Reflector is used during a combo at the expense of V-Timer, 2 hits of combo scaling will be applied.



AKUMA

Adjustment	Description
Goshoha	<ul style="list-style-type: none">①Changed the positioning after hit.②Increased the damage from 110 to 130.③Increased the stun from 120 to 170.
Standing LP	Expanded the hurtbox.
Standing MP	Changed the collision boxes during the move.
Standing MK	Expanded the hurtbox.
Standing HP	Changed the collision boxes during the move.
Crouching LP	Expanded the hurtbox.
Crouching MP	Expanded the hurtbox.
Crouching HP	Changed so that it can hit opponents who are behind Akuma.
Crouching HK	Changed the collision boxes during the move.
Jumping MP	<ul style="list-style-type: none">①Startup changed from 5F to 7F.②Damage decreased from 60 to 50.③Can cancel into a special move.④Causes a knockdown on mid-air hit.
Jumping HP	<ul style="list-style-type: none">①Reduced the upper hitbox, expanded the horizontal and lower hitbox.②Reduced the hurtbox.
Jumping HK	Reduced the hurtbox.
Sekiseisen	<ul style="list-style-type: none">①Decreased the startup from 33F to 32F.②Increased the advantage on hit from +4F to +5F③Decreased the advantage on block from +1F to -2F.
Sekia Kuretsuha	Changed the combo limits after hit.
M Tatsumaki Zankukyaku	<ul style="list-style-type: none">①Increased the damage of the second and third hits, only when the first hit does not connect, from 20 to 40.②Increased the stun of the second and third hits, only when the first hit does not connect. Second hit increased from 30 to 60, third hit increased from 20 to 60.

Adjustment	Description
EX Goshoryuken	Changed so that the opponent can recover after mid-air hit.
Rakan (V-Skill - Standing)	Changed the collision boxes during the move.
Rakan Gosho (V-Skill)	Decreased the amount of V-Gauge meter gain.
Goshoryuken (V-Trigger)	Damage decreased from 200 to 180.
Gohadoken (V-Trigger)	Reduced the amount of meter usage while active.
Zanku Hadoken (V-Trigger)	Increased the amount of meter usage while active.



Adjustment	Description
Standing LP	Reduced the hitbox.
Standing MP	Expanded the hurtbox.
Standing HP	①Decreased the damage from 90 to 80. ②Expanded the hurtbox. ③Changed the behavior on Crush Counter.
Standing HK	Changed so that it can hit opponents who are behind Kolin.
Crouching LP	Expanded the hurtbox.
Crouching LK	①Increased the pushback on hit and block when performed during M Vanity Step. Note: Same for if performed using a rapid cancel. ②Delayed the rapid cancel timing when performed during M Vanity Step.
Crouching MK	Changed the collision boxes during the move.
Crouching HP	①Expanded the hitbox. ②Reduced the hurtbox.
Jumping HP	Reduced the hurtbox.
Jumping HK	Removed 1F active frame from the final hit.
Sniping Kick	①Decreased the startup from 15F to 14F. ②Reduced the move recovery from 21F to 19F. Note: No changes for the advantage/disadvantage.

Adjustment	Description
Cold Low	The second hit can be canceled into V-Trigger.
Brinicle	<ul style="list-style-type: none"> ①Changed the effect on hit. ②Disadvantage on block reduced from -8F to -2F. ③Reduced the pushback distance on block. ④Changed to have inertia at the time of startup.
Snow Grain	<ul style="list-style-type: none"> ①Disadvantage on block increased from -2F to -8F. ②Reduced the pushback on hit.
Inside Slash (V-Skill)	<ul style="list-style-type: none"> ①Reduced the advantage on hit from +3F to +2F. ②Increased the disadvantage on block from -7F to -8F. ③Increased the recovery by 3F. ④Reduced the amount of V-Gauge meter gain upon successful counter.
L Vanity Step	<ul style="list-style-type: none"> ①Total frames increased from 34F to 43F. ②Increased the movement distance. ③Reduced the hurtboxes during the move. ④Extended the input time for Silver Edge.
H Vanity Step	Can slightly control forward/backwards movement while in the air.
EX Vanity Step (LK + MK)	Extended the input time for Silver Edge.
Silver Edge	<ul style="list-style-type: none"> ①Extended the input time for a CA cancel. ②Changed the amount of time in air on mid-air hit.
Frost Tower	<ul style="list-style-type: none"> ①Hitbox expanded in the upwards direction. ②Expanded the collision box in the upwards direction.
Frost Touch	Stun gauge will not recover during the animation on hit.
Frost Touch Low	Increased the damage from 180 to 200.
EX Frost Touch Low	Increased the damage from 240 to 260.
Diamond Dust (V-Trigger)	Changed so that it will build EX meter.



ED

Adjustment	Description
Psycho Blow	①Increased the damage from 120 to 130. ②Changed the positioning after hit.
Back Dash	①Increased the total movement frames from 21F to 23F. ②Changed the movement value.
Standing LP	Expanded the hurtbox.
Standing MP	Changed the collision boxes during the move.
Standing MK	①Changed so that it can hit opponents who are behind Ed. ②Can cancel into V-Trigger on the 3rd active frame.
Standing HK	①Changed the collision boxes during the move. ②Reduced the pushback distance on hit. ③Reduced the damage from 90 to 80.
Crouching LP	Expanded the hurtbox.
Crouching MP	①Advantage on hit increased from +4F to +5F. ②Advantage on block increased from +2F to +3F.
Crouching MK	①Reduced the pushback distance on hit. ②Reduced the hitbox.
Jumping HP	Reduced the hurtbox.
Jumping HK	Reduced the hurtbox.
Psycho Flicker	Changed the collision boxes during the move.
Psycho Spark	Reduced the disadvantage on block for the first hit from -3F to -2F.
Psycho Snatcher - Ground	①Changed the recovery after hit. ②Changed so that a back recovery is no longer possible.



ABIGAIL

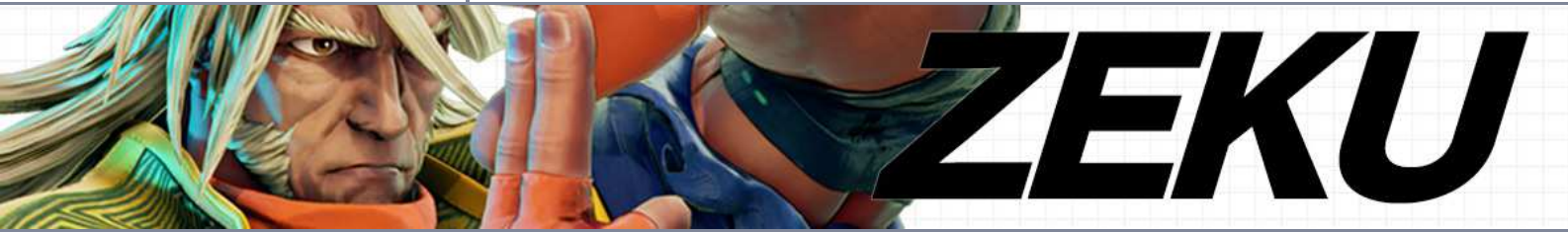
Adjustment	Description
Hurtboxes	①Expanded the throw hurtbox at the back when crouching. ②Reduced the hurtbox for airborne non-recoverable damage.
Red Leaf	Changed the positioning after hit.
Standing LP	①Reduced the hitbox. ②Reduced the hurtbox.
Standing LK	①Reduced the startup from 6F to 5F. ②Expanded the hitbox. ③Reduced the hurtbox.
Standing MP	Expanded the upper hurtbox at the arm.
Standing MK	①Expanded the hitbox. ②Expanded the forward hurtbox at the feet, reduced the upper hurtbox.
Standing HP	Reduced the hurtbox.
Standing HK	①Changed the knockback distance for normal hit and Crush Counter. ②Eased the air combo count restrictions.
Crouching LP	①Reduced the startup from 6F to 5F. ②Increased the amount of attack active frames from 2F to 3F. ③Expanded the hurtbox.
Crouching LK	Increased the advantage on hit from +3F to +5F.
Crouching MP	Reduced the hitbox.
Crouching MK	Reduced the hurtbox.

Adjustment	Description
Crouching HP	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox. ③Changed the float value for mid-air hit. ④Changed the float value for Crush Counter hit. ⑤Changed so that a hit from attack active frame 2F onwards will not trigger a Crush Counter. ⑥Reduced the attack startup from 12F to 11F.
Crouching HK	Increased the attack active frames for the first hit from 1F to 2F.
Jumping LK	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox.
Jumping MP	Reduced the hurtbox.
Jumping MK	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Increased the active frames from 3F to 5F.
Jumping HP	Expanded the hitbox.
Jumping HK	Reduced the hurtbox.
Abi Lift	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox. ③Changed the float value for the V-Trigger version.
Hungabee - High/Hungabee - Low (V-Skill)	Eased the air combo count.
Max Power (V-Trigger)	Extended the V-Timer effect time.
L Abigail Punch	<ul style="list-style-type: none"> ①Changed the knockback distance for the final hit. ②Button-mash version: changed the float value. ③Changed the collision boxes during the move. ④Changed so that recovery is not possible after the first hit only. ⑤Eased the air combo count.
M Abigail Punch	<ul style="list-style-type: none"> ①Button-mash version: changed the float value. ②Changed the collision boxes during the move. ③Changed so that recovery is not possible after the first hit only. ④Eased the air combo count.

Adjustment	Description
H Abigail Punch	<ul style="list-style-type: none"> ①Button-mash version: changed the float value. ②Expanded the hitbox during the attack motion. ③Changed the collision boxes during the move. ④Changed so that recovery is not possible after the first hit only. ⑤Eased the air combo count.
EX Abigail Punch	<ul style="list-style-type: none"> ①Changed the collision boxes during the move. ②Changed so that recovery is not possible after the first hit only.
Abigail Smash	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 8F. ②Increased the amount of EX meter gain on hit.
Dynamite Punch	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Reduced the hurtbox. ③Increased the pushback on block.
EX Dynamite Punch	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Increased the pushback on block.
Bay Area Sunrise	<ul style="list-style-type: none"> ①Increased the recovery on whiff by 8F. ②Increased the amount of EX meter gain on hit.
EX Bay Area Sunrise	Increased the recovery on whiff by 8F.
EX Nitro Charge	Changed the position after the stomp-like hit during V-Trigger.
EX Nitro Hungabee	Eased the air combo count.



Adjustment	Description
Standing HK (Bare Hands)	Reduced the hurtbox.
Crouching HP (Bare Hands)	Reduced the hurtbox.
Crouching HP (w/Crystal Ball)	Reduced the hurtbox.
Jumping HP (Bare Hands)	Reduced the hurtbox.
Jumping HK (Bare Hands)	Reduced the hurtbox.

Adjustment		Description	
Jumping HK (w/Crystal Ball)		Reduced the hurtbox.	
Soul Spark		Added a new move that can be used while Soul Sphere is placed on the screen.	
			
Adjustment		Description	
Standing LP		①Expanded the hurtbox for Old Zeku. ②Changed the collision boxes during the move.	
Crouching MP (Old Zeku)		Expanded the hurtbox.	
Special KO		Fixed a phenomenon where, if Zeku was KO'ed by a move that plants him into the ground (Birdie, Zangief, and Alex's Critical Art KO), at the start of the next round Old Zeku would be able to use young Zeku's moves. After the fix, for the round following the special KO, Zeku's style change is properly reset.	