

ADJUSTMENTS

CE 202003 Ver.

ALL Fighters

Adjustment	Description
Moves For Which Hit Boxes Have Been Extended Inward	<p>Performing certain actions at close range resulted in some attacks missing. To remedy this, we have extended the hitboxes of these moves inward. For more information on adjusted moves, please see each character's adjustment list.</p> <p>We have considered how the extended hitboxes affect battles, and decided that these moves will not hit opponents from behind or if they are in the air.</p>
	Made various other minor fixes and improvements.



RYU

Adjustment	Description
Forward Dash	Removed the unnecessary reversal hitbox that was in the 2nd half of the movement.
[Normal/V-Trigger I] Crouching MP	Extended the hitbox inward.
[V-Trigger I] Hadoken (Lv. 2 and 3)	Extended the hitbox inward when the move is activated.
Thrust Strike (V-Skill II)	<ol style="list-style-type: none">1) Extended the hitbox forward for an unsuccessful move.2) Can now cancel a successful move into a V-Trigger.3) Reduced the knockback distance of an unsuccessful hit.4) Increased the blackout effect when the move hits, and reduced the delay before start-up.5) The 1st successful hit now causes the opponent to fall to their knees.6) The 1st successful hit on a grounded opponent knocks them back a shorter distance.7) The 1st successful hit on an airborne opponent knocks them back a shorter distance.8) Extended the collision detection upward during the movement of the 2nd hit when successful.



CHUN-LI

Adjustment	Description
[Normal/V-Trigger I] Crouching MK	Extended the hitbox inward.
[Normal/V-Trigger I] Hazanshu (V-Skill II)	<ol style="list-style-type: none">1) Extended the hitbox forward.2) Ground collision is now detected 1F earlier.



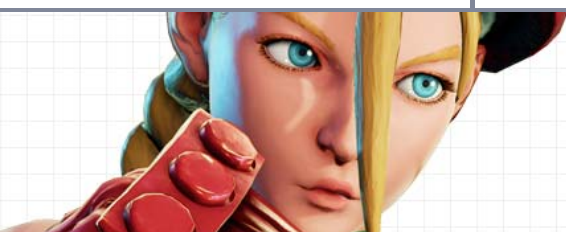
NASH

Adjustment	Description
Crouching MK	Extended the hitbox inward.
Jumping Sobat	Extended the hitbox inward.
EX Sonic Scythe (V-Skill II Ver.)	Under certain conditions, the 3rd attack would miss, so its mid-air combo count has been reduced.



M. BISON

Adjustment	Description
Crouching MP	Extended the hitbox inward.
Psycho Reflect (V-Skill I)	Extended the hitbox inward when the move is activated after projectile absorption.
Hell's Warp (V-Skill II)	Increased pushback on block.



CAMMY

Adjustment	Description
Axel Spin Knuckle (V-Skill I)	Extended the hitbox inward.



BIRDIE

Adjustment	Description
Standing LK	Extended the hitbox inward.
Crouching LP	Extended the hitbox inward.

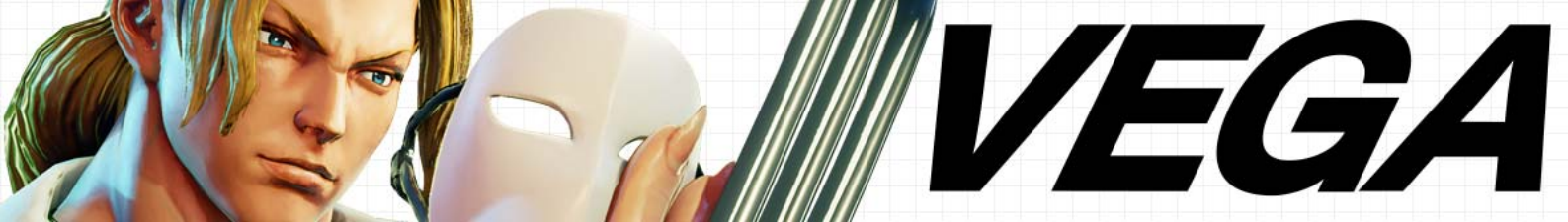
Adjustment	Description
Crouching HK	Extended the hitbox inward.
Crouching MK	Extended the hitbox inward.
Chewing Time (V-Skill II)	Can now be canceled into from an EX Bull Head or an EX Bull Horn.
Bull Drop	Extended the hitbox on the 2nd attack inward.
Hanging Chain (L/M/EX)	Extended the hitbox inward.
Bull Revenger	Extended the hitbox inward.
Bull Head (V-Trigger I Ver.)	Extended the hitbox inward.



Adjustment	Description
Standing LP	Extended the hitbox inward.
Crouching LP	Extended the hitbox inward.



Adjustment	Description
Crouching MP	Extended the hitbox inward.
[Normal/V-Trigger I/V-Trigger II] Culminated Power (V-Skill I, Backward Input Ver.)	Extended the hitbox inward.
[Normal/V-Trigger I/V-Trigger II] Crawling Beast (V-Skill II)	1) Moved the hitbox further inside the projectile when the character is touching the opponent. 2) Projectile invincibility now lasts to 7F before stun ends.



VEGA

Adjustment	Description
Standing LP (claw/bare-handed)	Extended the hitbox inward.
Standing MP (claw)	Extended the hitbox inward.
Crouching LP (claw)	Extended the hitbox inward.
Crouching MP (claw/bare-handed)	Extended the hitbox inward.
Crouching HK	Extended the hitbox inward.
Buster Claw	Extended the hitbox inward.
Bloody Kiss - Rojo (V-Trigger I)	Extended the hitbox inward.
Sky High Claw	Changed the mid-air hitbox from 7F to 5F, as unnatural behavior would occur when certain hits landed directly before the airborne hitbox was activated.
Bloody Rain	Changed the hitstop for the initial attack from 15F to 8F, reducing instances in which the character would take damage from certain projectiles before invincibility after the initial hit.




R. MIKA

Adjustment	Description
Standing MP	Extended the hitbox inward.
Crouching LK	Extended the hitbox inward.
Crouching MK	Extended the hitbox inward.
Crouching HK	Extended the hitbox inward.

Adjustment	Description
Heated Mic Performance (V-Skill I) (Neutral/Forward Input)	Extended the hitbox inward.
Pumped Up! (V-Skill II)	1) Can now cancel into V-Trigger II. 2) Extended the collision box of a successful move upward.
L Shooting Peach	Extended the hitbox forward.
M Shooting Peach	Changed active attack frames from 8F to 10F.
EX Shooting Peach	Reduced hitback and knockback on the 2nd attack, making it easier to land a 3rd hit in the air or on the ground.




Adjustment	Description
[Normal/V-Trigger I] Wing Stroke (V-Skill II)	Increased the size of the hurtbox for follow-up jump attacks. Additionally, extended the time it takes to move back then forward immediately after performing the move.
[Normal/V-Trigger I] Airborne Wing Spike (V-Skill II)	Increased landing time on hit, guard, and whiff by 5F.
[Normal/V-Trigger I] EX Airborne Wing Spike (V-Skill II)	Increased landing time on guard by 5F.
Ysaar (V-Trigger I)	Extended the hitbox inward when the move is activated.
[Normal/V-Trigger I] Whirlwind Shot (V-Skill II)	1) Extended the hitbox inward when the move is activated. 2) Extended the hurtbox sideways during the move.
EX Spinning Mixer	Changed recovery time on landing from 16F to 26F.
Haboob	Extended the hitbox inward when the move is activated.



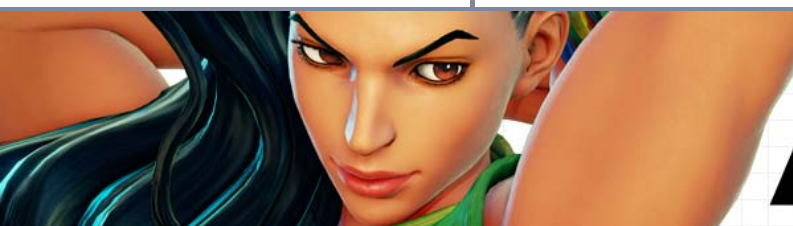
KARIN

Adjustment	Description
Crouching HK	Extended the hitbox inward.
Fudo Sosho (V-Skill II)	<div>1) The V-Gauge now increases when the projectile collides with another.</div> <div>2) Reduced knockback distance of the non-held version when it results in a crush counter.</div> <div>3) The start-up of the non-held version has been changed from 11F to 12F.</div> <div>4) Reduced the stun for EX Seppo by 2F when it is canceled into from the hold version.</div> <div>5) Reduced the mid-air combo count.</div>



ZANGIEF

Adjustment	Description
Iron Muscle (V-Skill I)	Inputting a step cancel before a Muscle Walk gave an advantage, and occasionally resulted in an unintended Muscle Walk. For these reasons, a step cancel can no longer be performed in advance.



LAURA

Adjustment	Description
Crouching LP	Extended the hitbox inward.
Crouching HK	Extended the hitbox inward.
[V-Trigger I] Volty Line (V-Skill II)	The character's central axis no longer moves on 1F and 2F.



DHALSIM

Adjustment	Description
Standing LK	Extended the hitbox inward.
Standing HP	Extended the hitbox inward.
Yoga Mala (V-Reversal)	Extended the hitbox inward.
Yoga Sansara (V-Trigger II)	Extended the hitbox inward.
Yoga Flame	Extended the hitbox inward.
EX Yoga Gale	Now V-Skill II as well as V-Skill I can be canceled into on whiff.



F.A.N.G.

Adjustment	Description
Standing LK	Extended the hitbox inward.
Crouching LK	Extended the hitbox inward.
Crouching MK	Extended the hitbox inward.
[Normal/V-Trigger I] Nishodoku (V-Skill I)	Extended the hitbox inward when the move is activated.
[Normal] Sodokubu (V-Skill I)	Increased the opponent's knockback time on hit.



ALEX

Adjustment	Description
Crouching HK	Extended the hitbox inward.

Adjustment	Description
Chop	Extended the hitbox inward.
Lariat	In some situations, it was difficult to hit an opponent at close-range, so the body's hitbox has been extended downward.
Overchain (V-Skill II)	Can now be canceled into from EX Air Stampede, EX Slash Elbow, and EX Flash Chop.
EX Slash Elbow (V-Skill II Ver.)	Reduced the mid-air combo count.



Adjustment	Description
Standing LK	Extended the hitbox inward.
[Normal/V-Trigger I] Sonic Blade (V-Skill I)	Extended the hitbox inward.
Dive Sonic (V-Skill II) (When cancelled into after any target combo, points 1 and 2 do not apply.)	<p>1) Changed all actions from 54F to 59F. Increased the time before the jump by 3F, and the start-up from 22F to 25F. Additionally, the landing recovery time has been changed from 13F to 15F. (No changes were made to hit and guard stun.)</p> <p>2) Changed the invincibility timing for foot hurtbox from 7F to 13F.</p> <p>3) Reduced the hitbox downward.</p> <p>4) Reduced the hurtbox downward while jumping.</p> <p>5) Reduced pushback on block.</p>
Sonic Hurricane	Extended the hitbox inward.



Adjustment	Description
Makibishi (V-Skill II)	Makibishi can now be stopped with an attack in the interval between start-up and landing.
Fum Shuriken (Haku) (V-Skill II)	Extended the hitbox inward when the move is activated.

Adjustment	Description
Fuma Shuriken (Kokufu) (V-Skill II)	Extended the hitbox inward when the move is activated.
Kunai (All strengths)	Extended the hitbox inward when the move is activated.
Kunai Ikkinage	Extended the hitbox inward when the move is activated.



Adjustment	Description
Standing LP	Extended the hitbox inward.
Crouching LP	Extended the hitbox inward.
Crouching MP	Extended the hitbox inward.
Crouching LK	Extended the hitbox inward.
Crouching MK	Extended the hitbox inward.
Hard Smasher (V-Skill I)	Extended the hitbox inward.
Hard Pressure (V-Skill I)	Extended the hitbox inward.
Buffalo Swing (V-Skill I)	Extended the hitbox inward.
Buffalo Pressure (V-Skill I)	Extended the hitbox inward.
Dash Grand Blow (All strengths)	Extended the hitbox inward.



Adjustment	Description
Fuha Enzan (V-Skill II)	1) Charge reduced from 53F to 50F. (The charge now ends once the action ends.)



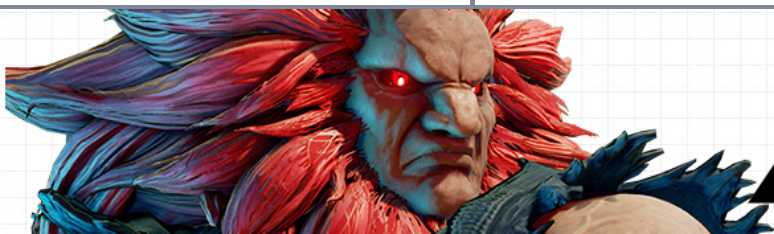
URIEN

Adjustment

Description

Metallic Sphere (Normal L/M;
EX L/M)

Extended the hitbox inward.



AKUMA

Adjustment

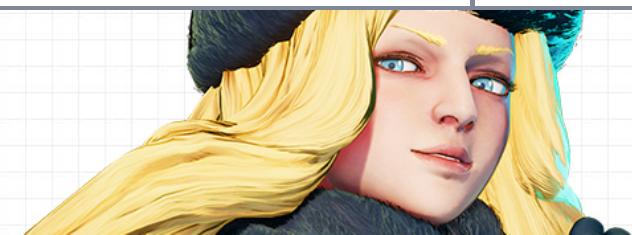
Description

Crouching LP

Extended the hitbox inward.

Kiai (V-Skill II)

- 1) By inputting a command at the right time while holding the move, you can now strengthen the Sekia Goshoha.
- 2) Reduced the recovery time after being hit by a projectile by 10F.
- 3) Limited the mid-air combo count.
- 4) Reduced stomp damage from 80 to 50.
- 5) Reduced stomp stun from 80 to 50.
- 6) Decreased the amount the V-Gauge increases on stomp from 80 to 40.
- 7) Decreased damage caused by the head's hitbox from 100 to 80.
- 8) Reduced the stun value of the head's hitbox from 100 to 80.
- 9) Reduced V-Gauge increase from the head's hitbox from 120 to 90.



KOLIN

Adjustment

Description

[Normal] Standing
LP/Crouching LP

Fixed a bug where the Frost Tower couldn't be canceled into.

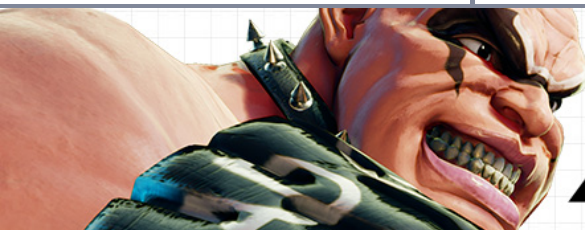
[Normal] Hailstorm (All
strengths)

Fixed unnatural behavior that occurred when performing a standing block on a projectile approaching from behind.



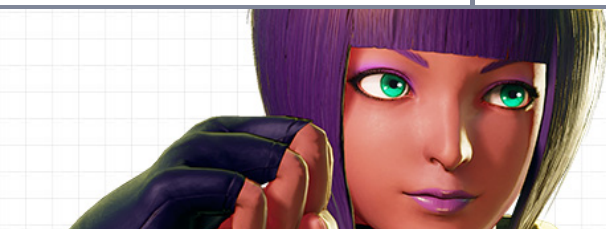
ED

Adjustment	Description
Standing LK	Extended the hitbox inward.
Crouching MP	Extended the hitbox inward.
Psycho Cannon (V-Trigger I)	Extended the hitbox inward when the move is activated.



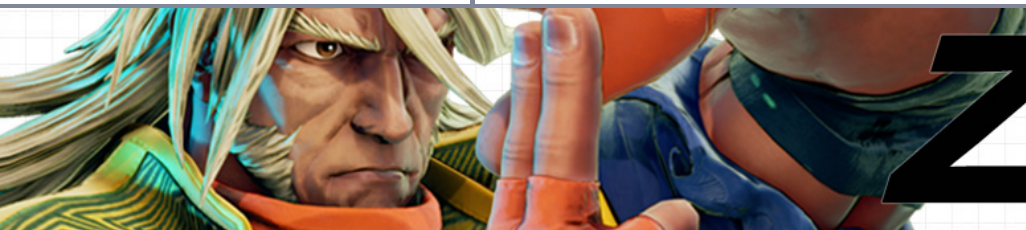
ABIGAIL

Adjustment	Description
Crouching LK	Hitback on block increased.
[Normal/V-Trigger I] EX Nitro Charge	1) Now causes the opponent to fall to their knees on a grounded hit. 2) Limited the mid-air combo count.





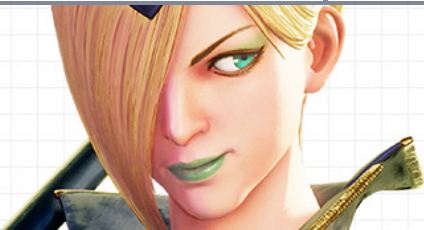
MENAT

Adjustment	Description
Soul Spiral (V-Skill II)	Changed active attack frames from 8F to 10F when crystal ball is held.



ZEKU

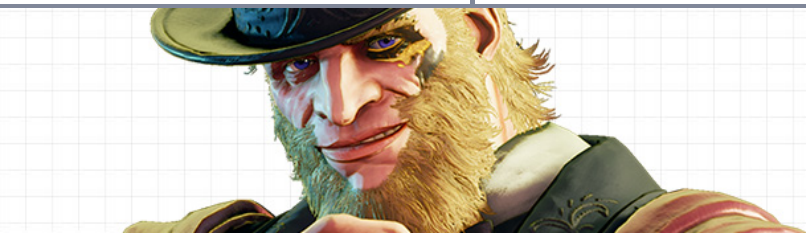
Adjustment	Description
(Old) Kuchiyose - Shii (V-Skill II)	1) Made the cancel timing for Shukumyo 5F faster. 2) Changed the timing the Shii appears from 30F to 29F. 3) Entire action reduced from 65F to 64F.
(Young) Kuchiyose - Bii (V-Skill II) Sekibu no Jin, Hakuso no Jin	1) Made the cancel timing for Shukumyo 5F faster. 2) Changed the timing the Bii appears from 30F to 29F. 3) Entire action reduced from 65F to 64F.

<div>  <div>SAKURA</div> </div>	
Adjustment	Description
Haru Hayate (V-Skill II)	Increased the knockback time on a grounded hit.
<div>  <div>BLANKA</div> </div>	
Adjustment	Description
Standing LP	Extended the hitbox inward.
Standing HK	Extended the hitbox inward.
Crouching LP	Extended the hitbox inward.
Crouching LK	Extended the hitbox inward.
Crouching MK	Extended the hitbox inward.
Amazon River Run	Extended the hitbox inward.
<div>  <div>FALKE</div> </div>	
Adjustment	Description
Standing HK	1) The hitbox inside the ankle now hits crouching opponents. 2) Changed recovery time from 22F to 23F. (Recovery time also changed when hitting/guarding, but not on a crush counter. 3) Added a hurtbox 1F before the hitbox is active. 4) Increased the time until the hurtbox on the attacking foot disappears by 5F. 5) Added a hurtbox between the knee and the foot that lasts from when the attacking foot's hurtbox fades to the end of recovery time. 6) Decreased pushback on guard.
Zweitrit	1) Now hits crouching opponents. 2) Increased recovery time on guard from 9F to 14F. 3) Reduced pushback on guarding opponents.



CODY

Adjustment	Description
Wrench Fist (V-Skill II)	Fixed a bug where some projectiles could not be evaded before the hitbox is activated.
Lumber Sweep (V-Skill II)	Fixed a bug where some projectiles could not be evaded before the hitbox is activated.
Snipe Shot	Extended the hitbox inward.



G

Adjustment	Description
Crouching MP	Extended the hitbox inward.
Crouching HP	Extended the hitbox inward.
Crouching HK	Extended the hitbox inward.
G Protection (V-Skill II)	Extended the hurtbox forward for the cancel version.
G Smash Over (Lv. 3/EX/V-Trigger I)	Extended the hitbox inward.
G Smash Under (All strengths/levels)	Extended the hitbox inward.



SAGAT

Adjustment	Description
Tiger Knee Crush (V-Skill II Ver.)	1) Reduced the knee hurtbox. 2) Reduced the hit and guard recovery time by 2F.
EX Tiger Knee Crush (V-Skill II Ver.)	1) Reduced the knee hurtbox. 2) Reduced the hit and guard recovery time by 2F.



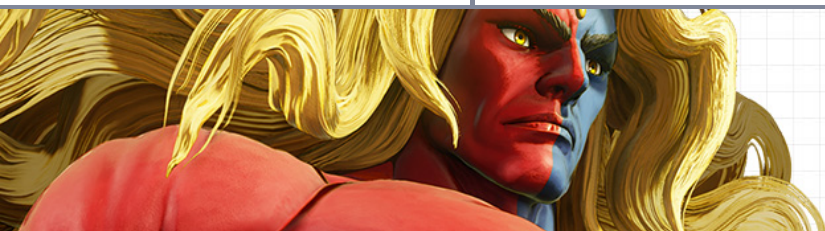
LUCIA

Adjustment

Description

[Normal/V-Trigger I] Arrest Heel (V-Skill II)

- 1) Increased the pushback on block for the regular version.
- 2) Reduced the size of the box that triggers the opponent's block.



GILL

Adjustment

Description

Pyro Reverse Kick (V-Reversal)

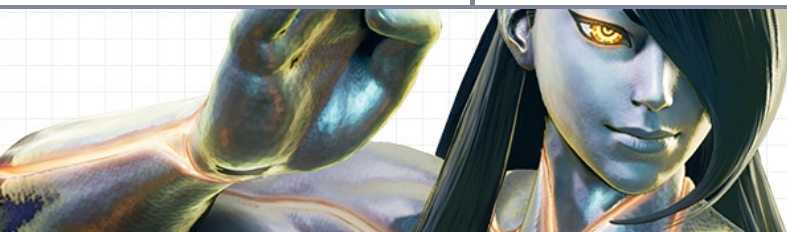
Decreased pushback on guard.

[V-Trigger I/V-Trigger II] Divine Comet

No longer costs V timer to use.

Seraphic Wing

- 1) Fixed a bug where in certain situations the second hit onwards wouldn't combo.
- 2) Changed to prevent the attack from being stopped by armored attacks when cancelling into it from Pyro/Cyro Cyber Lariat.



SETH

Adjustment

Description

Spin Pendulum (V-Trigger II)

The guard will now be continuous when following up from a guard into a Cyclone Disaster.