

ADJUSTMENTS

CE 202102 Ver.

ALL Fighters

Adjustment

Description

New V-Shift System Added

Added the new V-Shift mechanic (MK+HP with no directional input).

V-Shift is a defensive mechanic that consumes one stock of V-Gauge to parry an attack and distance yourself from the opponent.

By pressing MK+HP again (or continue to hold the input) during the action after a successful parry, you can perform a counterattack known as a V-Shift Break.

A V-Shift can be performed at any time as long as the character is on the ground and able to move freely.

This is one way in which the mechanics differs greatly from V-Reversals.

Additionally, V-Reversals always restore stun on activation, whether on hit or block.

However, V-Shifts do not guarantee a set effect.

Whether or not the parry is successful and the effect is triggered depends on the opponent's move

the timing of the V-Shift, etc., meaning player judgment is needed to maximize its utility.

Though it's a somewhat difficult system to master, it provides players with a defensive option against attacks/combos that are hard to counter.

For more on V-Shifts, please see the in-game demonstrations and the frame data at the Shadaloo Combat Research Institute.

Combo Count Display

Henceforth "combo count" will be divided into three types: "combo-count start value", "combo count gain", and "combo count limit".

Air combos in Street Fighter V are organized into these three types of combo count; their details are as follows.

- Combo-Count Start Value:

The numerical value used to indicate when an air combo starts from a particular move. The smaller this value is, the easier it to begin an air combo from that move, and vice versa.

- Combo Count Gain:

The numerical value added when a move is incorporated into an air combo. The smaller the combo count gain is, the easier it is to continue the combo, vice versa.

- Combo Count Limit:

A numerical value used to determine up to when a move can land in an air combo. The larger the limit, the easier it is to incorporate into a combo.

Adjustments to Anti-Air Properties of Grounded Normal Attacks

Many jumping attacks have hurtboxes positioned lower than their hitboxes. Grounded attacks have high hitboxes, meaning that they have anti-air properties against jumping attacks, even if they land from the front or the side.

Light attacks, with their quick motions, and some characters' Crouching medium punches proved to be effective anti-air with their quick start-up and plus-on-block properties. This made dealing with certain characters a problem, affecting game balance in ways not originally intended.

To remedy this, we have made the following adjustments to light and medium attacks to make them less viable as anti-air.

- 1) Made the hurtboxes of the lower part of all jumping attacks invincible to grounded light attacks while the character is descending after the jump.
- 2) Added an upper hurtbox to some characters' Crouching medium punch from 1F before active frames to the end of active frames.
- 3) The upper half of the hitbox for some characters' Crouching medium punch will no longer hit an airborne opponent.

To ensure the changes in 1) do not affect battle balance too much, these adjustments have not been applied to jumping attacks performed from Dhalsim's Yoga Teleport/Yoga Float/Airborne Yoga Deep Breath. For more information on characters with adjustments mentioned in 2) and 3) above, please see each character's adjustment list.

To ensure hurtboxes added to the upper part of Crouching medium punches mentioned in 2) and 3) do not cause too many other issues, projectile-invulnerable hurtboxes were also added to them.

Adjustment

Description

Special Counterable States
from Some Anti-Airs

Characters who have moves or wall jumps that can change their mid-air trajectory will now enter a special counterable state between the start of the motion and when they land while performing certain moves.

Landing a mid-air attack that causes air recovery (except for normal light attacks) against an opponent in this state will cause a knockdown, from which follow-ups can be performed. Additionally, when the counterable state is active, increased hitstop and a heavy-attack-like hit effect will make it easy to know when a character is in this state.

The counterable state will last until you land, even if you perform another move from a move that causes you to enter the state. For example, if you perform a jumping attack after a wall jump, you will still be counterable until you land.

For more on which moves cause this state, please see each character's adjustment list.

In-Place/Back Recovery

The following adjustments were made to make it easier to distinguish in-place recovery time from back recovery:

- Back recovery now produces a smoke effect immediately after the motion starts.
- In-place recovery and back recovery now each use different voice samples.

Initial Combo-Scaling of
Throws

Starting a combo with throws will now apply one move's worth of scaling to the combo. This will also apply to some characters' command throws and throws that cause stun.

Scaling for throws used in the middle of combos has not been changed.



RYU

Balance Change Overview

Ryu's crush counters and V-Triggers have made it difficult for him to keep up pressure, and limited his offensive options. However, other standard characters like Ken and Akuma have this aspect to their playstyles as well, so we haven't made significant alterations. Instead, we've focused on improving his overall performance, giving him more offensive options and stabilizing his playstyle. As a result, he can now deal damage more reliably.

Compared to other characters, Ryu had harder combos to confirm, and relatively strict wake-up pressure options.

To combat this, we've adjusted his combos.

"Tatsumaki Senpukyaku" required the player to determine whether the opponent was Standing or Crouching, but it now hits Crouching opponents as well.

The 2nd attack of "Jodan Sanrengeki" can now force the opponent to stand with ↓ + HP.

"Jodan Sokutou Geri", which is used in similar types of combos, has, like "Tatsumaki Senpukyaku", had its parameters adjusted to better differentiate it from "Jodan Sanrengeki".

Though some of Ryu's playstyle will benefit from properly reading the opponent, it will be required less overall, making the him easier to play.

Additionally, improvements were made to mid-range moves, giving him much more of an advantage at his ideal range.

By shrinking the hand hurtbox before a Hadoken's start-up, we've made the attack easier to use to keep the opponent at bay.

Crouching MK and Crouching HK now have faster start-up, making them easier to use as counters.

With V-Trigger I "Denjin Renki" active, punch moves will have increased hit stun.

Though blockstun will remain the same and not change Ryu's ability to open the opponent up, it will reward him for landing a hit, making it easier to combo into other attacks with the long-reaching Hadoken as well.

Though V-Trigger II "Kakko Fubatsu" was useful for making a comeback, it was difficult to use effectively, so its properties have been improved greatly.

By using Isshin, which can be canceled into from any special move,

Ryu can now deal damage in situations he previously couldn't, allowing him to carry the match more effectively.

Adjustment

Description

Shoulder Throw (front)

Reduced spacing after hit.

[Normal/V-Trigger I]
Standing MP

- 1) Sped up the special move/CA cancel timing during V-Trigger I by 1F.
- 2) Changed frame advantage on block from +1F to +2F.
- 3) Changed frame advantage on hit from +7F to +6F.

[Normal/V-Trigger I]
Crouching MP

Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.

Adjustment	Description
[V-Trigger I] Crouching MP	Changed frame advantage on block from +3F to +2F.
[Normal] Standing HP	Can now be special canceled.
Crouching MK	1) Shortened start-up from 7F to 6F. 2) Entire move shortened from 22F to 21F.
Crouching HK	1) Shortened start-up from 8F to 7F. 2) Entire move shortened from 31F to 30F.
[Normal/V-Trigger I] Solar Plexus Strike	The 2nd attack's hitbox now extends forward when the 1st attack hits or is blocked.
[Normal] Solar Plexus Strike	The 1st attack can now be V-Trigger canceled.
[Normal/V-Trigger I] Jodan Sanrengeki	Can now be performed with Standing MP > Crouching HP > Standing HK.
[Normal/V-Trigger I] Hadoken	1) Reduced the hurtbox size backward before attack start-up. 2) Reduced the feet hurtbox downward. 3) Hurtbox no longer moves backward during the first two frames of the move. 4) Reduced required charge time by 1F until Level 2 is reached for the V-Trigger I version.
[Normal/V-Trigger I] EX Hadoken	1) Changed start-up from 11F to 10F when canceled from a Crouching LP. 2) For the V-Trigger I version, the timing at which the character moves backward in the 2nd half of the move now matches that of the normal "EX Hadoken". 3) For the V-Trigger I version, the knockback on counter hit now matches that on normal hit. 4) Lowered combo-count start value. 5) Increased combo count gain for the V-Trigger I version. 6) Increased the combo count limit for the V-Trigger I version.
[Normal/V-Trigger I] Shoryuken	The knockback on counter hit now matches that on normal hit.
[Normal] L. Shoryuken	Increased damage from 100 to 110.
[V-Trigger I] L. Shoryuken	Increased damage from 110 to 120.
[Normal] H. Shoryuken	1) Extended the hitbox upward. 2) Increased the combo count limit after the attack's 3rd frame.
[V-Trigger I] H. Shoryuken	Extended the hitbox upward.

Adjustment	Description
[Normal] EX Shoryuken	<ul style="list-style-type: none"> 1) The hit animation will no longer split when active frames 1 and 2 land at a distance. 2) Extended the 2nd attack's hitbox forward.
[V-Trigger I] EX Shoryuken	<ul style="list-style-type: none"> 1) The hit animation will no longer split when active frames 1 and 2 land at a distance. 2) Added a camera effect when active frames 1 and 2 hit the opponent at close range. 3) Extended the 2nd attack's hitbox both forward and upward.
Tatsumaki Senpukyaku	<ul style="list-style-type: none"> 1) Can now hit a Crouching opponent. 2) Decreased damage for all levels L: 90 → 80; M: 100 → 90; H: 110 → 100. 3) Changed the medium version's chip damage from 34 (17x2) to 24 (12x2). 4) Changed the heavy version's chip damage from 57 (19x3) to 27 (9x3). 5) Increased the combo count limit.
EX Tatsumaki Senpukyaku	<ul style="list-style-type: none"> 1) Extended the 1st attack's hitbox forward. 2) Increased the distance the opponent pulled backward when the 1st attack hits. 3) The hitbox of the attack is now extended upward after the 1st attack hits in midair. 4) Increased the combo count limit.
Jodan Sokutou Geri	<ul style="list-style-type: none"> 1) Changed the motion on activation. 2) Increased distance traveled forward. 3) Extended the collision box upward from the start of the move until the 1st frame of start-up. 4) Changed frame advantage on block from -16F to -15F.
L. Jodan Sokutou Geri	<ul style="list-style-type: none"> 1) Increased damage from 70 to 90. 2) Increased the combo count limit.
M. Jodan Sokutou Geri	<ul style="list-style-type: none"> Increased damage from 80 to 100.
H. Jodan Sokutou Geri	<ul style="list-style-type: none"> 1) Increased damage from 100 to 110. 2) Changed start-up from 18F to 17F when performed from a Standing MP.
EX Jodan Sokutou Geri	<ul style="list-style-type: none"> 1) Changed the motion on activation. 2) Increased distance traveled forward. 3) Extended the collision box upward from the start of the move until start-up. 4) Changed knockback speed and height on hit. 5) Changed the timing at which it can be canceled with "Tatsumaki Senpukyaku". 6) Changed start-up from 18F to 17F. Changed stun from 36F to 33F. Changed frame advantage on block from -16F to -13F.

Adjustment	Description
Mind's Eye (V-Skill I)	1) V-Timer now recovers 50F when the attack is successful during V-Trigger. 2) Can now be canceled with EX Special Moves/CA when successful.
[Normal/V-Trigger I] Thrust Strike (V-Skill II)	1) Can now be canceled when "Jodan Nirengeki/Sanrengeki" hits. (The canceled version has different start-up, etc. from that of the normal version to ensure it combos.) 2) Increased the duration of the active frames by 2F. 3) Increased pushback on block when the attack is not successful. 4) Increased damage from 60 to 70 when the attack is not successful. 5) Changed V-Gauge gain when successful from (50+50) to (60+40).
[V-Trigger I] Denjin Renki	1) Increased V-Timer from 800F to 1000F. 2) Increased hit stun by 2F (normal punches only).
[V-Trigger II] Kakko Fubatsu	"Hadoken"/the base of "Shoryuken"/"Jodan Sokutou Geri" can now be canceled with a unique special move on hit/block. (Only the normal versions of "Shoryuken" and "Jodan Sokutou Geri" can be canceled.)
[V-Trigger II] Isshin (successful)	1) Added camera animation on hit. 2) Increased V-Timer cost from 800F to 1500F. 3) V-Timer now ends on successful hit.
Shinku Hadoken (CA)	Changed frame advantage on block from -17F to -25F.
[V-Trigger I] Denjin Hadoken (CA)	Increased the combo count limit when canceled into from "Shoryuken".



CHUN-LI

Balance Change Overview

Though Chun-Li has a variety of easy-to-use moves at her disposal, her playstyle leant towards a few control and special moves.

As such, adjustments were made to some more frequently used moves that overlapped with others in their utility, requiring the player to make better use of a wider range of attacks.

Previously, "Hyakuretsukyaku" knocked the opponent down, but we've adjusted its recovery time and knockback, differentiating it from "Spinning Bird Kick" on hit.

In this regard, "Spinning Bird Kick" now has the advantage, but as a charge move it is still difficult to incorporate into combos.

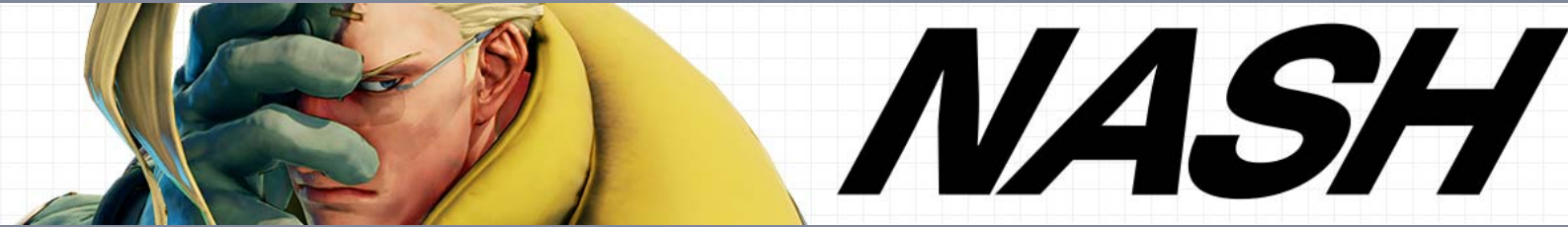
Additionally, Chun-Li's V-Skill II "Hazanshu" didn't see much use before, so improvements were made to the move.

The largest change is that the move now staggers the opponent when it connects on the ground, allowing it to better combo into other moves on close-range hit or counter hit.

The move can now combo when canceled into from Crouching HP, and it serves as a counter to projectiles, giving the move overall better utility.

Adjustment	Description
Sankaku Tobi	Now enters a special counterable state between the move's beginning and landing. (If he is hit with a medium/heavy normal or unique attack, he will be knocked down, unable to perform an air recovery.)
[Normal/V-Trigger I] Standing LK	Extended the hitbox forward.
[Normal/V-Trigger I] Crouching HP	Increased hit stun time for the 1st attack.
[Normal] Tsuitotsuken	Extended the foot hurtbox forward.
[Normal] Hakkei	1) Extended the hurtbox size during recovery. 2) Changed recovery time on whiff from 13F to 18F.
[Normal/V-Trigger I] H. Hyakuretsukyaku	1) Reduced knockback time on hit. 2) Increased knockback distance on hit. 3) Changed recovery time from 20F to 22F. 4) Changed frame advantage on block from -10F to -12F.
[Normal/V-Trigger I] EX Spinning Bird Kick	1) Extended the hitbox sideways on hit. 2) Changed recovery time from 31F to 35F. 3) Changed frame advantage on block from -16F to -20F.

Adjustment	Description
[Normal] Rankyaku (V-Skill I)	Changed V-Gauge gain when canceling into normal jumping attacks from 50 to 30.
[Normal/V-Trigger I] Hazanshu (V-Skill II)	<ol style="list-style-type: none"> 1) Changed grounded hit effect from knockdown to stun. 2) The lower portion of the hurtbox at 6F to 7F is now projectile invincible. 3) Changed hitstop/blockstop from 16F to 12F. 4) Changed recovery time on block from 14F to 20F. 5) No change was made to frame advantage on block.
Hoyokusen (CA)	Increased the combo count limit of the 1st attack.



Balance Change Overview

Nash excels at using his "Sonic Boom" and other control techniques to keep the opponent at bay. However, he often couldn't chip away enough of the health of more powerful opponents before they could make a comeback.

This put Nash at a real disadvantage when it came to his offensive options, and his defensive options left him struggling if the opponent managed to get close.

To remedy this, we've increased the damage of his go-to moves and expanded his combo routes, as well as changed the start-up of his Standing LK to 3F, among other changes.

However, at a distance, some of Nash's moves dealt considerable damage with minimal recovery, so we've adjusted these moves to increase their risk, balancing his playstyle.

In addition to changing Standing LK's start-up to 3F, we've also changed the properties and frame advantage of "Rapid Kick" and other moves on hit.

Standing LK was the go-to option when starting an offensive while up close, but we've improved Crouching LP to make it a viable alternative.

Additionally, Crouching MP saw a lot of use at close range, but its frame advantage on block has been improved, making it a more powerful link when approaching, and also allowing for higher damage.

Several adjustments were made to all of Nash's special moves, the main ones being improved ease of use, increased damage, and better combo routes.

The largest changes were made to V-Skill I "Bullet Clear", which now has different knockback on hit ; and has had its ability to absorb projectiles and its combo viability adjusted.

The timing in which the V-Timer is consumed has been changed; V-Trigger II "Stealth Dash" is now easier to use in links and combos, improving Nash's overall offense.

Adjustment	Description
Standing LK	<ol style="list-style-type: none"> 1) Changed start-up from 4F to 3F. 2) Reduced entire move by 1F. 3) Changed frame advantage on hit from +4F to +2F. 4) Changed frame advantage on block from +3F to +1F.

Adjustment	Description
Crouching LP	1) Reduced hitback. 2) Reduced pushback on block. 3) Changed active attack frames from 2F to 3F. 4) Changed frame advantage on block from +2F to +3F.
Crouching MP	Changed frame advantage on block from +2F to +3F.
Crouching HK	1) Reduced pushback on block. 2) Expanded the hurtbox during recovery.
Chopping Assault	Changed frame advantage on hit from +1F to 0F. No change was made to frame advantage when "Down Burst" (Crouching MP > forward MP) hits.
Spinning Back Knuckle	Expanded the hurtbox during recovery.
Step Kick	1) Expanded the hurtbox during recovery. 2) Changed recovery time on whiff from 15F to 17F.
Rapid Kick	1) Now V-Trigger cancelable. 2) Changed frame advantage on hit from +4F to +2F.
Wind Shear (2nd attack)	Changed frame advantage on hit from +3F to +2F.
Sonic Boom (and EX ver.)	The move will now start slightly forward from the activation position when canceling into another move during "Sonic Boom".
[Normal] Sonic Scythe (and EX ver.)	Increased damage for all levels: L: 80 → 100; M: 100 → 110; H: 110 → 120; EX: 150 → 160.
[V-Skill II] L. & M. Sonic Scythe	1) Increased knockback time on hit. 2) Increased damage for light and medium versions: L: 90 → 100; M: 110 → 120.
[Normal/V-Skill II] EX Sonic Scythe	1) Extended the 1st attack's hitbox forward. 2) Increased knockback distance of the 3rd attack (4th attack of the V-Skill II version).
[V-Skill II] EX Sonic Scythe	Increased damage from 160 to 180.
Moonsault Slash	Changed frame advantage when the 3rd frame of the attack hits from +5F to +6F. No change was made to frame advantage for active frames 1 and 2.

Adjustment	Description
L. Moonsault Slash	1) Extended the hitbox forward on the 3rd frame. 2) Changed frame advantage when the 3rd frame of the attack is blocked from +2F to +3F. 3) No change was made to frame advantage for active frames 1 and 2.
M. Moonsault Slash	Changed frame advantage when the 3rd frame of the attack is blocked from +3F to +4F. No change was made to frame advantage for active frames 1 and 2.
H. Moonsault Slash	Changed frame advantage when the 3rd frame of the attack is blocked from +4F to +5F. No change was made to frame advantage for active frames 1 and 2.
EX Moonsault Slash	Increased distance traveled forward.
L. Tragedy Assault	1) Changed start-up from 18F to 17F. 2) Lowered the height jumped before start-up.
EX Tragedy Assault	1) Sped up input timing during which the attack can be canceled into "Stealth Dash". 2) Extended downward the collision box during the motion. 3) Increased blockstun on the 1st attack. 4) Reduced knockback distance on hit. 5) Extended the opponent's knockback hurtbox on hit. 6) Reduced recovery time on hit by 1F. 7) Reduced the 2nd attack's recovery time on block by 7F. (No change made to frame advantage.) 8) Increased the combo count limit of the 1st attack.
Bullet Clear (V-Skill I)	The attack now pulls the opponent in on hit/block.
[V-Trigger II] Stealth Dash (Special Move ver.)	Decreased V-Timer cost from 2000F to 1000F.
[V-Trigger II] Justice Corridor	1) Increased V-Timer cost from 0F to 500F. 2) Reduced pushback on block.
[V-Trigger II] Justice Shell	1) Increased V-Timer cost from 0F to 500F. 2) Changed damage distribution from (60+40) to (40+60).
Judgement Saber (CA)	Extended the hitbox of the 2nd frame forward.

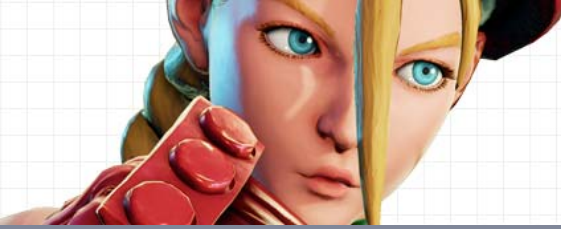


Balance Change Overview

M. Bison's oppressive Standing HK and powerful surprise-attack Crouching HK now have longer recovery time on whiff, meaning reckless use will make them easier for the opponent to punish. The "EX Head Press" was also difficult to counter and could easily give M. Bison the advantage, so it has been made harder to use as a reversal. Given the move's higher risk and decreased ability to reverse pressure back onto the opponent, it will now require more careful usage.

Crouching MK can now combo into "EX Psycho Inferno", giving M. Bison another attack option. Though it deals great damage—even when unable to charge backward—against an opponent falling backward, its parameters have been lowered on account of it being low risk and easy to land.

Adjustment	Description
Standing HK	Increased recovery time on whiff from 13F to 18F.
Crouching MP	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.
Crouching MK	Changed frame advantage on hit from -1F to 0F.
Crouching HK	1) Expanded the hurtbox during recovery. 2) Changed recovery time from 18F to 23F.
[Normal] EX Head Press	Changed the hurtbox's invincibility between frames 3 and 7 from strikes and projectiles to just projectiles.
[V-Trigger I] EX Head Press	Added camera animation when the 2nd attack hits.
[Normal] EX Psycho Inferno	Decreased damage from 140 to 120.
[Normal] EX Psycho Blast	Decreased chip damage from 25 to 17.
[V-Trigger I] EX Psycho Blast	Decreased chip damage from 30 to 20.
Ultimate Psycho Crusher (grounded CA)	1) The character is now always considered to be on the ground when in a non-lock situation. 2) Expanded the hurtbox during recovery.



CAMMY

Balance Change Overview

Given that Cammy already has enough unique and powerful options at her disposal, we've decided not to make any substantial changes to her.

We did make slight tweaks to give her more opportunity to make use of meter.

Now that "EX Spiral Arrow" can be V-Trigger canceled, Cammy has more combo options available to her.

V-Trigger II "Delta Twist" and "Reverse Edge" are now more easily parried with the new V-Shift system, so their offensive properties and damage have been increased.

Adjustment	Description
Knee Bullet	When the 1st attack lands as a counter hit, the 2nd attack will also be treated as a counter hit.
EX Spiral Arrow	The 1st attack can now be V-Trigger canceled.
Fatal Leg Twister/Cross Scissors Pressure	Fixed an issue where if the move was performed before landing from any "Hooligan Combination", the opponent would not be thrown during the active attack frames of the throw hitbox.
[V-Trigger II] Delta Twist	Increased damage from 120 to 150.
[V-Trigger II] Reverse Edge	Changed frame advantage on block from -2F to +2F.



BIRDIE

Balance Change Overview

Crouching HP can now crush counter; also, moves that did not see much use before have been reworked.

Crouching HP can now trigger a crush counter on the 1st active frame of the attack.

After landing a crush counter, "Bad Hammer" will be improved, allowing better punishes for opponent wake-ups, more options after activating V-Skills, etc.

Expanded the box on "Bull Charge" that triggers the opponent's block, making it harder for the top of the attack to land, and for the opponent to evade the attack by moving back.

This will allow Birdie to make better use of his armor at the start of the move to control the opponent.

Adjustment	Description
Crouching HP	1) Can now land as a crush counter on the 1st active frame of the attack. 2) Lowered combo-count start value on crush counter.

Adjustment	Description
Bad Hammer	<ol style="list-style-type: none"> 1) Now changes properties when performed after a Crouching HP crush counter. 2) Can now be canceled with all V-Skills on hit.
Bull Charge	Extended forward the box that triggers the opponent's block.
Hanging Chain	Now deals chip damage on block.
M. Hanging Chain	<ol style="list-style-type: none"> 1) The delay after hit can now be canceled with "Chewing Time". 2) Sped up the timing at which the character can transition to an attack by 5F. 3) Sped up start-up from hold by 4F.



Balance Change Overview

"Hadoken" and Standing HK have seen a lot of use at mid-range and have been improved, allowing them to better control the opponent from that range.

Ken will now be able to punish characters hesitant to approach him, and make it easier for him to rush them down.

"H. Shoryuken" is now better able to combo into other moves when hitting a jumping opponent from a higher position.

"L. Tatsumaki Senpukyaku" has been made easier to combo from into other moves, giving more opportunities to increase damage with special moves.

Though the special move version of V-Trigger II "Shinryuken" now has combo damage scaling, it also has reduced V-Timer cost and invincibility to mid-air attacks.

With more V-Timer left after you activate it, the more you can use it with Ken's offense-heavy playstyle.

Adjustment	Description
Standing HP	Expanded the hurtbox during recovery.
Standing HK	Reduced knockback distance on crush counter.
Crouching MP	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.
[Normal] Hadoken	<ol style="list-style-type: none"> 1) Entire move shortened from 49F to 47F. 2) Changed frame advantage on hit from -2F to 0F. 3) Changed frame advantage on block from -8F to -6F.
[V-Trigger I] Hadoken	<ol style="list-style-type: none"> 1) Entire move shortened from 48F to 46F. 2) Changed frame advantage on block from -7F to -5F.

Adjustment	Description
[Normal] H. Shoryuken	<ol style="list-style-type: none"> 1) Reduced the 3rd attack's knockback distance. 2) Now special cancelable 7F before the end of landing delay (on hit only). 3) Lowered combo-count start value (only when the 3rd attack hits). Points 2 and 3 do not apply to "H. Shoryuken" performed immediately after landing from "Shinryuken".
[Normal] L. Tatsumaki Senpukyaku	Reduced knockback distance when the 2nd attack lands in mid-air.
[Normal] M. Tatsumaki Senpukyaku	Reduced knockback distance when the 2nd attack lands on the ground.
[V-Trigger II] Shinryuken	<ol style="list-style-type: none"> 1) Decreased V-Timer cost from 2000F to 1000F during the special move version's start-up and during the button-mashing part. (The change allows the special-move version to activate at level 3.) 2) The special-move version now applies one move's worth of combo scaling. 3) The hitbox that draws the opponent now starts at frame 6 instead of 7. 4) Invincible to mid-air attacks from the 11th frame (V-Trigger version) or the 12th frame (special move version) until the end of active frames.
Guren Enjinkyaku (CA)	<ol style="list-style-type: none"> 1) The character is now always considered to be on the ground during the move. 2) Expanded the hurtbox during recovery.



Balance Change Overview

Though Necali's V-Triggers are powerful, they're limited in their V-Gauge usage, and choosing one trigger over another does little to affect gameplay in significant ways. To address this problem, we've made substantial changes to V-Trigger I "Torrent of Power".

Necali has a V-Skill that allows him to easily increase his V-Gauge, so players can either use this for Torrent of Power early on, or, based on how the battle plays out, choose to spend the gauge on a V-Reversal or V-Shift, giving them options other than V-Trigger I or II.

Also, given that V-Trigger I has a time limit on it, we've made improvements to the special V-Trigger move "Clouded Mirror".

It can now be used in mid-air combos, and the uncharged version can also be followed up on hit, giving more options to Necali when V-Trigger I is active.

Adjustment	Description
[Normal/V-Trigger] EX Mask of Tlalli	<ol style="list-style-type: none"> 1) Increased damage for both normal and V-Trigger versions: Normal: 60 → 80; V-Trigger: 80 → 100. 2) Increased stun damage from 50 to 70.
[V-Trigger] L. The Disc's Guidance	<ol style="list-style-type: none"> 1) Increased the combo count limit. 2) Decreased combo count gain.
[V-Trigger] EX The Disc's Guidance	<ol style="list-style-type: none"> 1) Increased the combo count limit of the 1st attack. 2) Decreased combo count limit of the 3rd and 4th attacks. 3) Decreased combo count gain.
[V-Trigger I] Torrent of Power	<ol style="list-style-type: none"> 1) Decreased V-Gauge bar count from 3 to 2. 2) Increased V-Timer to a permanent 1000F.
[V-Trigger I] Clouded Mirror	<ol style="list-style-type: none"> 1) Can now be canceled into from "Valiant Rebellion" (not the EX version). 2) Added a hurtbox to the character's arm when jumping up. 3) Added a hitbox to the character's arm when jumping up that will only hit an airborne opponent.
[V-Trigger I] Clouded Mirror (uncharged ver.)	<ol style="list-style-type: none"> 1) Changed the final attack's hit effect to a bouncing knockdown. 2) Changed damage distribution from (50+20) to (20+20+30). (Deals (40+30) damage when the 1st attack whiffs.) 3) Changed stun damage distribution from (0+100) to (0+50+50). 4) Increased the combo count limit of the final attack. 5) Decreased combo count gain for the final attack.
[V-Trigger I] Clouded Mirror (charged ver.)	<ol style="list-style-type: none"> 1) Changed damage from 80 (50+30) to 100 (30+20+50). Deals 100 (50+50) damage when the 1st attack whiffs. 2) Changed damage from 30 to 80 for when the final attack only hits. 3) Changed stun damage from 100 (0+100) to 120 (0+0+120). 4) Decreased combo count gain for the final attack.



Balance Change Overview

Vega's playstyle centers around whether or not he has his claws equipped, and the adjustments we've made serve to highlight that unique quality.

With Vega's claws equipped, Standing HP can now hit more easily from mid to long range, making it easier to maintain control over the opponent's attacks.

When Vega's claws aren't equipped, Standing HP and Crouching HP are a lot easier to punish on whiff, but at close range, Standing MK > Standing LP > Crouching MP is an effective combo and great at applying pressure on approach.

Additionally, "Flying Barcelona" can now no longer be performed with simple inputs.

The EX version has not had its input method changed, so it remains unaffected—aside from an increase in usability.

Adjustment	Description
Stardust Shot (air throw)	Increased Vega's falling speed on hit.
Sankaku Tobi	Now enters a special counterable state between the move's beginning and landing. (If he is hit with a medium/heavy normal or unique attack, he will be knocked down, unable to perform an air recovery.)
Standing HP (claw)	1) Reduced the size of the hurtbox before the hitbox is generated. 2) Expanded the hurtbox during recovery.
Standing HP (bare-handed)	Expanded the hurtbox during recovery.
Standing MK	Reduced hitback.
Crouching MP (claw)	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.
Crouching MP (bare-handed)	1) Added a projectile-invincible hurtbox to the upper body from 1F before active attack time begins until the attack ends. 2) Reduced hitback.
Crouching HP (bare-handed)	Expanded the hurtbox during recovery.
Matador Flash (2nd attack)	1) Extended the hitbox forward. 2) Reduced knockback distance on hit.
L. Crimson Terror	Changed active attack frames of the 1st attack from 2F to 3F.
Flying Barcelona	Can no longer be performed with simple inputs.
EX Flying Barcelona	Extended the knee's hitbox forward.
EX Aurora Spin Edge	1) Can now be canceled with Alegrias when the 2nd attack hits or is blocked. 2) Added a throw hurtbox after the 1st attack ends.
[V-Trigger I] Bloody Kiss - Torero/Rojo/Azul	1) Added armor-breaking properties to the linked attack. 2) Extended the hitbox of the final attack of Bloody Kiss Torero/Azul backward.
[V-Trigger I] Bloody Kiss - Azul	The character will no longer land before shifting to follow-up when the 1st attack hits or is blocked.
[V-Trigger II] Flash Arch - Rossa	1) V-Timer cost decreased from 1000F to 0F when successful. 2) Now special cancelable when the 2nd attack hits. 3) Reduced knockback time when the 2nd attack hits in mid-air.

Adjustment	Description
[V-Trigger II] Flash Arch - Granate	<ol style="list-style-type: none"> 1) V-Timer cost decreased from 2000F to 1000F. 2) Now special cancelable when the 2nd attack hits. 3) Reduced knockback time when the 2nd attack hits in mid-air. 4) Decreased damage from 120 to 100. 5) Decreased stun damage from 150 to 120.
Bloody Rain (CA)	<ol style="list-style-type: none"> 1) Changed the timing of the voice clip during CA animation. 2) Increased recovery time on block/whiff by 11F. 3) Changed frame advantage on block from -14F to -25F.



Balance Change Overview

R. Mika's V-Skill I and II are a little harder to use compared to other characters' V-Skills, but when successfully pulled off, they allow command throws to be incorporated into combos. Command throws that are used in combos deal less damage than usual, but they allow R. Mika to keep up her trademark close-range playstyle and extend her combos when landing strikes.

Divebomb was difficult to counter on guard/whiff, and its mid-air hitbox made it hard to figure out whether a command throw or combo could connect, so the move now always has a grounded hitbox.

Adjustment	Description
Standing MK	Changed frame advantage on block from -3F to -2F.
Crouching MK	<ol style="list-style-type: none"> 1) Changed active attack frames from 3F to 4F. 2) Changed recovery time from 15F to 14F.
Divebomb	<ol style="list-style-type: none"> 1) The character is now always treated as being on the ground during recovery. 2) Expanded the hurtbox during recovery.
EX Wingless Airplane	<ol style="list-style-type: none"> 1) The character is now invincible to mid-air attacks from frame 1 to 4. 2) Reduced the 4th frame's hurtbox downward.
Heated Mic Performance (V-Skill I)	<ol style="list-style-type: none"> 1) "Rainbow Typhoon" and "Brimstone" can now be incorporated into combos upon successful power-up. 2) Sped up the linked attack timing by 9F when canceled into from "Lady Mika".
Pumped Up! (V-Skill II)	Successfully performing the move will now have the same effect as "Heated Mic Performance" (1st stage).
Peach Gator (V-Reversal)	Decreased pushback on block.



RASHID

Balance Change Overview

Rashid excels at forcing the opponent into the corner with his forward steps and rushdown-heavy moveset. Additionally, he can escape corner pressure himself with two different wall jumps. These wall jumps made for quick turnarounds between offense and defense that were hard to predict for opponents, so in addition to adding a more downward trajectory to the moves, we've also added a special counterable state to them, making the moves riskier to use.

Rashid's close- to mid-range option "Whirlwind Shot" and its links will most likely be more easily evaded with the implementation of the new V-Shift system. As such, we've improved his Standing HK, and allowed "Crouching MP" > "EX Eagle Spike" to combo now. These adjustments should give Rashid more damaging and aggressive attack options.

Adjustment	Description
Sankaku Tobi (all types)	Now enters a special counterable state between the move's beginning and landing. (If she is hit with a medium/heavy normal or unique attack, she will be knocked down, unable to perform an air recovery.)
Sankaku Tobi (down)	<ol style="list-style-type: none"> 1) Reduced distance traveled sideways. 2) Sped up the timing for mid-air links by 4F. 3) Shortened the input window for a mid-air attack by 4F.
Forward Dash	Increased distance traveled forward when jumping during a dash.
Standing HK	<ol style="list-style-type: none"> 1) Extended the size of the box that triggers the opponent's block forward. 2) Increased the pushback on block. 3) Extended the size of the hurtbox before start-up. 4) Increased the knockback distance on counter hit.
Crouching MP	Sped up cancel timing for special moves and CA by 2F. (No changes to cancel timing for V-Trigger II activation.)
[Normal/V-Trigger II] Wing Stroke/Airborne Wing Stroke	Now enters a special counterable state between the move's beginning and landing. (If she is hit with a medium/heavy normal or unique attack, she will be knocked down, unable to perform an air recovery.)
[V-Trigger II] Wing Stroke	Changed the behavior when making contact with hitboxes with added properties.

Adjustment	Description
[V-Trigger II] Wing Spike (and EX ver.)	1) V-Timer cost decreased from 1000F to 750F for normal activation. 2) V-Timer cost decreased from 1000F to 500F when canceled into from "V Whirlwind Shot"/"V Haboob".
[V-Trigger II] Airborne Wing Spike (and EX ver.)	V-Timer cost decreased from 1000F to 750F.



Balance Change Overview

We've maintained Karin's trademark hyper-offensive playstyle, while reworking her control options at mid range and increasing movement options.

Crouching HK has fast start-up and long reach, making it very useful, but it was difficult to punish on block. Karin's long-reaching Standing HK, as well as her Standing MP and Crouching MK all serve as great offensive tools; with this in mind, as Crouching HK nets an easy knockdown, we've increased the move's risk on block.

EX Mujinkyaku and V-Skill II "Fudo Sosho" have been adjusted to give them more link and combo options. Adjustments involving V-Trigger I "Guren Ken" were primarily made with air combos using Fudo Sosho in mind.

Adjustment	Description
Crouching HK	Expanded the hurtbox during recovery.
EX Mujinkyaku	1) Can now cancel into V-Trigger. 2) Increased knockback time when the 4th attack hits on the ground. 3) Reduced knockback distance when the 4th attack hits on the ground.
Fudo Sosho (V-Skill II, uncharged ver.)	1) Can now be canceled with "Guren Ken" on hit or block. 2) Reduced knockback height on crush counter.
Fudo Sosho (V-Skill II, charged version)	1) Changed frame advantage on hit from +4F to +6F.
[V-Trigger I] Guren Ken	1) Extended the collision box upward. 2) Lengthened the cancel input window for all link attacks by 2F. 3) Increased the combo count limit for 1st and 2nd attacks.
[V-Trigger I] Guren Hoshō	1) Extended the collision box upward. 2) Changed frame advantage on block from -9F to -16F.
[V-Trigger I] Guren Chochū	Extended the collision box upward.

Adjustment	Description
[V-Trigger I] Guren Kusabi	Increased the combo count limit.
Kanzuki-Ryu Hadorokushiki Hasha No Kata (CA)	The character is now always considered to be on the ground when in a non-lock situation.



Balance Change Overview

Given that Standing HP has armor frames at the beginning of the motion, and is a powerful control option at mid and long range, we've increased its risk on whiff.

We've also made adjustments with the goal of boosting Zangief's close-range links and combos.

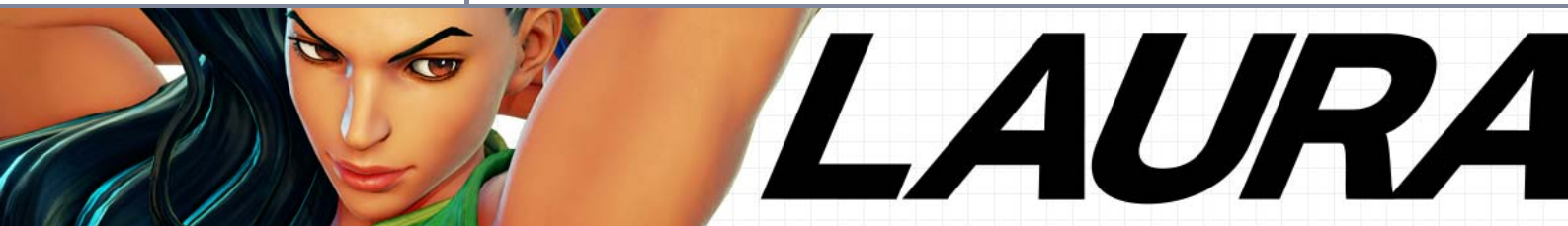
In addition to making the base of "Double Lariat" V-Trigger cancelable, we've also adjusted combo counts, etc. for follow-up moves.

For example, V-Trigger II "Cossack Muscle" can still keep up the pressure even if "Double Lariat" is guarded, and on hit, you can follow up with "EX Borscht Dynamite", making it work well with the move.

Regarding the V-Trigger II version of "Borscht Dynamite", these adjustments greatly increase the viability of the move in combos, so we've reduced its offensive properties on hit slightly

Adjustment	Description
Standing HP (uncharged ver.)	<ol style="list-style-type: none"> 1) Fixed an issue in which start-up would be 1F faster when the move was performed in advance during wake-up recovery, etc. 2) Expanded the hurtbox during recovery. 3) Changed active attack frames from 4F to 5F. 4) Changed frame advantage when active frame 1 is blocked from -3F to 0. 5) Decreased combo-count start value on mid-air crush counter.
Standing HP (charged version)	<ol style="list-style-type: none"> 1) Expanded the hurtbox during recovery. 2) Changed active attack frames from 4F to 5F. 3) Changed frame advantage when active frame 1 is blocked from +1F to +3F. 3) Decreased combo-count start value.
Standing MK	Fixed an issue in which a counterable box wasn't generated 1F after the start of the motion.
Crouching HP	Increased knockback time when the attack lands on an airborne opponent.

Adjustment	Description
Double Lariat	<ol style="list-style-type: none"> 1) The base of the attack can now be V-Trigger canceled on hit/block. 2) Decreased combo-count start value. 3) Increased combo count gain.
[V-Trigger I] Cyclone Lariat	<ol style="list-style-type: none"> 1) Will now pull the opponent in even if they are in a knocked-back state. 2) Extended the final attack's hitbox upward. 3) Increased the combo count limit.
[V-Trigger II] Borscht Dynamite	<ol style="list-style-type: none"> 1) Changed the hitbox type from throw to strike. 2) Decreased damage when canceling from "Flying Headbutt" to "V Borscht Dynamite": L: 290 > 240; M: 310 > 250; H: 330 > 260. 3) Decreased stun from 350 to 300 when canceling from "Flying Headbutt" to "V Borscht Dynamite". 4) Increased stun on hit by 6F.
[V-Trigger II] EX Borscht Dynamite	<ol style="list-style-type: none"> 1) Increased stun on hit by 6F. 2) Increased the combo count limit.



Balance Change Overview

Laura's strengths lie in both her ability to open opponents up with command throws, and her mix-up options after mid-air follow-ups. The V-Shift system is expected to benefit her in big ways. To add to this, we've made "Thunder Clap" easier to use by powering it up and increasing its link potential, as well as given it more viability in keeping up pressure and increased its damage on hit.

By reducing the start-up for "EX Bolt Charge", we've made combo-able from Standing/Crouching LP. The link moves "Split River"/"Rodeo Break" now leave Laura in a better position to launch an offensive in a variety of situations.

Adjustment	Description
Seoi Throw (forward throw)/Pullback Hold (back throw)	The throw hurtbox during the move will no longer move forward.
Standing LP	The throw hurtbox during the move will no longer move forward.
[Normal/V-Trigger I] EX Sunset Wheel	Reduced the size of rear collision box before start-up.
[Normal/V-Trigger I] EX Bolt Charge	<ol style="list-style-type: none"> 1) Shortened start-up from 14F to 12F. 2) Entire move shortened from 38F to 36F.

Adjustment	Description
[Normal/V-Trigger I] Split River/Rodeo Break	Reduced recovery by 1F (only when linking to EX Bolt Charge).
[Normal/V-Trigger I] Lv.1 & 2 Thunder Clap	Reduced recovery by 2F.
[Normal/V-Trigger I] Lv.1 Thunder Clap	Changed recovery time on hit from 0F to +2F. No change made to frame advantage on block.
[Normal] Lv.1 Thunder Clap	Changed active attack frames from 40F to 45F.
[Normal/V-Trigger I] Lv.2 Thunder Clap	1) Changed frame advantage on hit from +9F to +11F. 2) Changed frame advantage on block from 0F to +2F.
[Normal] Lv.2 Thunder Clap	Shortened start-up from 41F to 36F.
[Normal/V-Trigger I] EX Thunder Clap	Hits multiple times if the final frame of the attack hits.
[Normal] EX Thunder Clap	Reduced knockback distance when the 2nd attack lands in mid-air.
[V-Trigger II] Shock Choke	1) Increased damage from 60 to 100. 2) Added jump attack and projectile invincibility between the start of the motion and the end of active frames.



Balance Change Overview

Normally, Dhalsim benefits from using his V-Gauge more defensively, but the introduction of the V-Shift system will most likely change this. Dhalsim never really excelled at more aggressive offense, but will have more options to do so, hopefully reducing the likelihood of him from being overwhelmed by his opponent. However, this could make it harder for characters that struggle against Dhalsim, creating huge problems for certain match-ups. To mediate this, we've made it harder for Dhalsim to keep the opponent at bay.

We've increased start-up for Dhalsim's anti-air Crouching MP, as well as made general adjustments that make his light attacks weaker against jumping attacks. As such, it will require more careful play on the part of the player.

Adjustment	Description
Yoga Rocket (forward throw)	Increased distance between characters after a successful throw at the edge of the screen.

Adjustment	Description
Crouching MP	Increased start-up from 8F to 9F.
Yoga Flame (and EX version)	Can no be canceled with "Yoga Sansara" on hit/block.
[V-Skill II] Yoga Fire	The trajectory now changes when "Yoga Flame"/"Yoga Gale" hits.
Yoga Float (V-Skill I; and airborne version)	Now enters a special counterable state between the move's beginning and landing. (If he is hit with a medium/heavy normal or unique attack, he will be knocked down, unable to perform an air recovery.)



Balance Change Overview

F.A.N.G's adjustments focus on his combos, increasing the amount of damage he can dish out at once.

F.A.N.G's Standing HK would sometimes put him at a disadvantage when landing a hit in the air. By changing the effect on midair hit, we've given him a chance to continue his offensive.

Additionally, in certain situations it can now be used in mid-air combos.

"Nishodoku" can now more easily be worked into combos during "Sotoja" or V-Trigger I, increasing combo variation

and making it possible to apply both damage and poison even when follow-ups require Critical Gauge.

Nirenko is a great tool for controlling opponents from a distance, but it leaves F.A.N.G a bit more open to counterattacks if it whiffs or is interrupted.

It is now easier to confirm the hit and follow up with big damage when CA or V-Trigger are available.

Adjustment	Description
Standing HK	<ol style="list-style-type: none"> 1) Landing the 1st hit in mid-air now knocks the opponent down. 2) The hit stun on the 1st successful hit now lasts 1F longer. 3) Increased the combo count limit.
Nirenko	<ol style="list-style-type: none"> 1) Extended the special cancel window by 5F. 2) The 2nd hit can now be V-Trigger canceled. 3) Extended the hurtbox size during recovery. 4) Extended forward the box that triggers the opponent's block. 5) Increased pushback when the 2nd attack is blocked. 6) Changed hitstop and blockstop from 10F to 12F.
Nikyoushu	Now enters a special counterable state between the move's beginning and landing. (If he is hit with a medium/heavy normal or unique attack, he will be knocked down, unable to perform an air recovery.)

Adjustment	Description
[Normal/V-Trigger I] Sotoja	Increased the combo count limit.
[V-Trigger I] Nishodoku (V-Skill I)	<ol style="list-style-type: none"> 1) Increased hit count from 1 to 2. 2) Increased damage from 30 to 60 (30x2). 3) Increased stun damage from 50 to 100 (50x2). 4) Changed frame advantage on hit from +2 to +4. 5) Changed frame advantage on block from -2 to 0.
Shishiruirui (CA)	Extended the final attack's hitbox backward after the projectile bounces off the ground.



Balance Change Overview

Alex's playstyle relies on having options between strikes and command throws; as such V-Shift greatly affects it.

"Power Bomb" was not a great way to continue his offensive, so we've strengthened strikes and throws to compensate.

Many adjustments were made to strengthen the ability to continue an offensive on hit and increase combo options.

Combos are now more flexible with more ways to combo from light attacks or counterattacks for heavy damage.

"L./M. Slash Elbow" now deals less stun damage to balance out the benefits it gains from expanded combo options.

"L. Slash Elbow" now combos into Standing LK on counter hit at close range. Also, "M. Slash Elbow" now combos into "EX Air Knee Smash" in the corner, giving Alex more chances to get in damage.

In addition, his V-Skill II "Overchain" now ends when he is downed rather than when taking damage, allowing more opportunities to mix in special moves into combos for tons of damage.

Alex's light "Power Bomb" throw now has slower start-up but expanded grab range, and can now catch opponents from further away.

The medium "Power Bomb" grab range is now identical to the light grab range from the previous version, preserving Alex's existing link combos.

Adjustment	Description
Forward/Backward Walk	Increased movement speed.
Face-Crush Chop (forward throw)	<ol style="list-style-type: none"> 1) Extended the grab range. 2) Increased distance between opponent after a successful throw at the edge of the screen.
Leg Tomahawk (backward throw)	Extended the grab range.

Adjustment	Description
Standing LP	Extended the cancel window by 1F.
Standing MP	Changed frame advantage on block from +2F to +3F.
Standing HP	1) Now slams the opponent to the ground on a mid-air hit. 2) Changed frame advantage on hit from -1F to 0.
Standing LK	1) Extended the special move cancel timing by 1F. 2) Changed frame advantage on block from -1F to 0.
Standing MK	Sped up V-Trigger cancel timing by 4F.
Standing HK	1) Now knocks the opponent down on a mid-air hit. 2) Extended the size of the box that triggers the opponent's block forward.
Crouching LP	Changed frame advantage on hit from +4F to +5F.
Crouching MP	Increased damage from 60 to 70.
Crouching HP	1) Landing a successful 1st hit now expands the 2nd hit's hitbox. 2) The 1st hit now has the same knockback as the 2nd hit. 3) When the 1st hit lands or is blocked, Alex can move 1F faster than his opponent, and when the 1st hit lands in mid-air, it is now harder for the 2nd attack to whiff. (The 1st attack's guard stun is now 1F shorter as well, but this does not change the frame advantage on V-Trigger cancel.)
Crouching HK	1) Reduced recovery time on hit by 4F. 2) Reduced start-up from 11F to 10F. 3) Entire move reduced from 36F to 35F.
Lariat	Changed frame advantage on block from +3F to +4F.
Power Bomb	Fixed an issue in which the grab range of the attack's 2nd frame was smaller than the 1st frame.
L. Power Bomb	1) Extended the grab range. 2) Changed start-up from 6F to 9F. (The entire move is now 3F longer)
M. Power Bomb	Extended the grab range.
EX Power Bomb	1) Extended the grab range. 2) The throw's hitbox now lasts 3F instead of 2F.

Adjustment	Description
[Normal/V-Skill II] Flash Chop	1) Reduced hitback. 2) Reduced the hurtbox that activates 1F before start-up.
[Normal/V-Skill II] L. Slash Elbow	1) Reduced hitback. 2) Reduced stun damage from 200 to 150.
[Normal/V-Skill II] M. Slash Elbow	1) Increased knockback time on hit. 2) Changed stun damage from 200 to 150.
[Normal/V-Skill II] EX Slash Elbow	1) Reduced knockback distance on hit. 2) Increased knockback time on hit.
[Normal/V-Skill II] Air Knee Smash (including EX)	Extended collision box backward when landing on the ground after whiffing.
[V-Skill II] EX Air Knee Smash	Once recovery time on whiff ends, jumping or other basic motions can be performed right away.
Overchain (V-Skill II)	1) Using a special move with while "Overchain" is in effect now increases the Critical Gauge. 2) The effect now ends when downed rather than when taking damage.
[V-Trigger I] Sledgehammer	Fixed a bug where certain situations allowed "Sledgehammer" to be canceled by a large variety of moves.
[V-Trigger II] Rage Boost	Increased V-Timer from 2000F to 3000F.



GUILE

Balance Change Overview

Guile generally excels at mid to long range, but his "Sonic Boom" was found to be an excessively powerful tool in keeping opponents at bay; the addition of V-Shift made it easier for Guile to deal with incoming offensives even when approached. As such, we've readjusted moves to increase the difficulty of stopping an opponent's approach.

Normal and unique attacks now have bigger hurtboxes and longer recovery time on whiff, adding to the risk of using them outside of the appropriate distance.

"Sonic Boom" is one of Guile's primary special moves for controlling the distance. When blocked, the opponent can now begin moving earlier than before.

This has weakened Guile's ability to do the following: follow up when blocked at close or mid range; start his offense by chasing after a "Sonic Boom".

These adjustments have made it more difficult to deal damage at mid to long range.

In exchange, we've readjusted Standing MP's recovery time on block and expanded the hitbox for "EX Somersault Kick" to boost combo damage, giving Guile new ways to deal damage.

The change to CA cancel timing for "Sonic Boom" was made to prevent a super cancel after a K.O. at close range unintentionally consuming the gauge.

Adjustment	Description
Standing MP	Changed frame advantage on block from +2F to +3F.
Standing HK	Expanded the hurtbox during recovery.
Crouching MP	1) Added a projectile-invincible hurtbox to the upper body from 1F before active attack time begins up until the attack ends. 2) Changed frame advantage on block from +1F to +2F.
Rolling Sobat	1) Causes pushback on hit or block at the edge of the screen. 2) Expanded the hurtbox during recovery. 3) Increased frame advantage from 17F to 19F. 4) Changed frame advantage on block from -2F to -4F.
Burn Straight	1) Extended the hurtbox size during the move. 2) Adjusted the motion on whiff. 3) Increased frame advantage on whiff from 20F to 25F.
[Normal/V-Trigger I] Sonic Boom	Delayed CA cancel timing by 1F.
[Normal] Sonic Boom	1) Changed frame advantage on block from +2F to 0. 2) Changed frame advantage on block for the Sonic Blade cancel version from +4F to +2F.

Adjustment	Description
[Normal] EX Somersault Kick	Extended the hitbox forward from the 4th frame onward.
[Normal/V-Trigger I] Sonic Blade (excl. target combo cancel ver.)	<ol style="list-style-type: none"> 1) Extended the foot hurtbox size upward. 2) Removed projectile invincibility on foot hurtbox. 3) Entire move lengthened from 49F to 53F. 4) Changed frame advantage on hit from -5F to -9F. 5) Changed frame advantage on block from -10F to -14F.



Balance Change Overview

Ibuki's strengths lie in her ability to change up her offensive with her V-Trigger options. The addition of V-Shift is predicted to greatly affect her playstyle.

Her V-Trigger I "Rokushaku Horokudama" works well for this kind of playstyle, which raised concerns about its usage and damage-dealing potential with the new changes.

As such, we've made some significant changes to "Rokushaku Horokudama", making use of Ibuki's movement speed and long-reach moves to make it easier to deal damage.

"Rokushaku Horokudama" now has a hitbox during the throwing portion of the move. This allows it to be worked into both air and ground combos, and affords more utility to the special move version as well. In addition, we've added the new command "Rokushaku Horokudama (Reimei)", which explodes the moment it hits the ground. This new move, along with the added hitbox, opens up more combo options for Ibuki.

It has a fast start-up and works well with Standing HP, which is useful in the neutral game, making it a powerful V-Trigger option for dealing massive damage in one go.

Adjustment	Description
Standing HP	<ol style="list-style-type: none"> 1) Shortened start-up from 12F to 10F. 2) Entire move shortened from 32F to 30F.
Crouching MP	The input window for canceling with a target combo now lasts 1F longer.
Shakunage (Crouching MPTC)	Increased recovery time on hit by 5F. (No change to frame advantage.)
Nobusuma	Now enters a special counterable state between the move's beginning and landing. (If he is hit with a medium/heavy normal or unique attack, he will be knocked down, unable to perform an air recovery.)

Adjustment	Description
[V-Trigger I] Rokushaku Horokudama (all versions)	<ol style="list-style-type: none"> 1) Added a hitbox to the throwing part of the move. 2) Shortened the blackout effect by 20F. 3) Added a hurtbox to the arms from 1F before start-up to 3F before recovery ends. 4) Reduced the explosion damage from 120 to 100. 5) Shortened the overall move for the cancel version from 58F to 56F.
[V-Trigger I] Rokushaku Horokudama (Tasogare)	Changed input command from (→+HP+HK) to (↑+HP+HK).
[V-Trigger I] Rokushaku Horokudama (Reimei)	Added a new V-Trigger command (→+HP+HK). (Unlike other versions of the move, the explosion hitbox of Rokushaku Horokudama (Reimei) does not hit downed opponents.)



Balance Change Overview

We've raised the damage for Balrog's signature rushing special moves, further bringing out their unique capabilities. "Dash Straight" now not only deals more damage, but also has the same frame advantage when blocked at all move levels and when V-Trigger canceling. This has lowered the risk of using the medium or heavy version to launch a surprise attack from far away, making it easier for Balrog to dish out damage at any distance.

We've also given Balrog more chances to use his V-Skill II "FFB", allowing him to unleash his powered-up "Dash Straight" more often.

Lastly, we've improved Balrog's rushdown game. He now has new, powerful options such as comboing into "Screw Smash" from "Under Impact"—very useful at close-range—or Standing MP, which forces opponents to stand.

The 3rd attack of "Under Impact" was adjusted to prevent the delay between the 2nd and 3rd attack interrupting a continuous guard.

Adjustment	Description
Standing MP	Changed ground hit effect to a forced Standing one.
Standing HP	<ol style="list-style-type: none"> 1) Lengthened the CA cancel input window by 2F. 2) Extended the hurtbox size during recovery. 3) Lengthened active attack frames from 2F to 3F. 4) Shortened frame advantage from 19F to 18F.
Crouching MP	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.

Adjustment	Description
Under Impact (3rd attack)	<ul style="list-style-type: none"> 1) Adjusted the motion. 1) Sped up start-up by 1F. (No change to frame advantage.)
Turn Punch	Added 20 damage to levels 1-10.
[Normal] L. Dash Straight	<ul style="list-style-type: none"> 1) Sped up the V-Trigger cancel timing by 1F. 2) Increased damage from 80 to 90.
[Normal] M. Dash Straight	<ul style="list-style-type: none"> 1) Reduced hitback. 2) Sped up the V-Trigger cancel timing by 3F. 3) Increased damage from 90 to 100. 4) Shortened frame advantage from 22F to 20F. 5) Changed frame advantage on hit from +3F to +2F. 6) Changed frame advantage on block from -6F to -4F.
[Normal] H. Dash Straight	<ul style="list-style-type: none"> 1) Sped up the V-Trigger cancel timing by 3F. 2) Increased damage from 100 to 110. 3) Shortened frame advantage from 22F to 19F. 4) Changed frame advantage on block from -7F to -4F.
Dash Grand Blow	Increased damage for all levels: L: 70 → 80; M: 80 → 90; H: 90 → 100
FFB (V-Skill II)	<ul style="list-style-type: none"> 1) Can now be canceled into when Screw Smash (including EX) hits or is blocked. 2) Can now be canceled from Under Impact.
[V-Trigger II] B3	Increased damage from 180 to 200.
Gigaton Blow (CA)	<ul style="list-style-type: none"> 1) Added camera animation for when the 1st frame of the attack hits. 2) Increased damage from 330 to 340 when the 1st frame of the attack hits.



JURI

Balance Change Overview

Juri's playstyle sets her apart from other characters in that she can charge to unleash a more powerful special move.

We focused on highlighting this unique feature, giving Juri more chances to stock power for her special moves, and increasing the power level.

Her V-Skill II "Fuha Enzan" didn't see much use, so we've made it possible to cancel into it from the launch portion of "Fuharenkyaku".

This makes it easier to stock "Fuha Enzan" and incorporate projectiles into combos.

Juri can now use this advantage to continue putting on pressure, or use the projectile to protect herself while she stocks "Fuharenkyaku".

V-Trigger II "Feng Shui Engine beta" now charges all levels of "Fuharenkyaku" upon activation.

This V-Trigger was often interrupted by V-Reversals.

However, now it always stocks "L. Fuharenkyaku", which has a longer active attack-time, making it easier to close back in on the opponent after being pushed away.

Additionally, the ability to absorb the opponent's Critical Gauge has good synergy with the CA-cancelable "H Fuharenkyaku", greatly improving Juri's options after using a V-Trigger.

Adjustment	Description
Zankasen (air throw)	Increased character's falling speed on hit.
Fuharenkyaku (upward kick)	Can now be canceled with "Fuha Enzan" (V-Skill II) on hit or block.
[Normal/V-Trigger I] H. Fuharenkyaku	Can now be CA canceled.
[V-Trigger I] L. Fuharenkyaku	Hits multiple times if the final frame of the attack hits.
[Normal/V-Trigger I] L. Fuharenkyaku	Changed active attack frames from 80F to 90F.
Fuha Enzan (V-Skill II)	<ol style="list-style-type: none"> 1) Extended the hitbox forward. 2) Reduced start-up from 19F to 18F. 3) Increased combo count limit.
[V-Trigger II] Feng Shui Engine beta	<ol style="list-style-type: none"> 1) Now stores "L./M./H. Fuharenkyaku" on activation. 2) Changed frame advantage when the initial attack is guarded from +1F to +2F.
Sakkai Fuhazan (CA)	<ol style="list-style-type: none"> 1) Added 10F to recovery time on whiff or block. 2) Changed frame advantage on block from -15F to -25F.



URIEN

Balance Change Overview

Urien's V-Trigger I "Aegis Reflector" is perhaps his most defining feature. It can be used in combination with different move types, positions, and throws to apply pressure in a variety of ways. However, this tactic has been greatly affected by the addition of throw-initial combo scaling and the V-Shift mechanic.

Thus we've deemed it necessary to limit the move; for example, it will no longer generate a reflector if Urien takes damage before the hitbox appears.

Additionally, we've slightly weakened two moves that can forcefully open up opponents for attack: "Violence Knee Drop" and the V-Skill II version of his "L./M. Metallic Sphere".

On the other hand, we've made it more difficult for opponents to jump over "H. Metallic Sphere", made it easier to go from "Chariot Tackle" into "Dominant Crush" during an air combo, and made other adjustments to better reward players for accurately reading their opponents.

Adjustment	Description
[Normal] H. Metallic Sphere (charged/uncharged ver.)	Extended the hitbox backward from the attack's 2nd frame onward.
[Normal/V-Skill I] EX Dangerous Headbutt	Increased frame advantage on whiff from 29F to 34F.
[Normal/V-Skill I] Violence Knee Drop (including EX)	Unified landing recovery time on whiff at 17F for all strength levels. (No change to landing recovery time on hit or block.)
[V-Skill II] L./M. Metallic Sphere	Changed frame advantage on block from +2F to -2F.
[V-Trigger I] Aegis Reflector	Will no longer throw a projectile if hit before the projectile forms.
[V-Trigger II] Tyrant Blaze	Added camera animation for when the 1st attack of the fully charged version is guarded.
Dominant Crush (CA)	Shortened start-up from 6F to 2F when canceling from "Chariot Tackle".



AKUMA

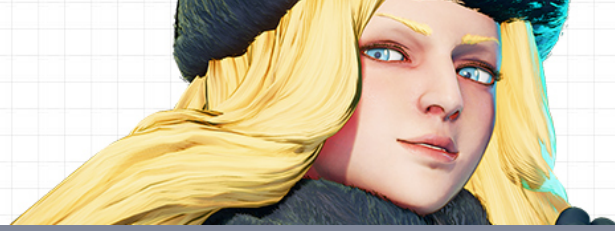
Balance Change Overview

Akuma's maximum health is set lower to balance out his powerful moveset. However, his effective defensive options ended up giving him more lasting power than other characters. To alleviate this, we've readjusted his defensive moves to raise the difficulty of protecting against an opponent's offensive.

With the adjustment to Akuma's primary defensive option "Rakan Gokyaku", he can no longer switch positions with the opponent by comboing into "L. Tatsumaki Zankukyaku". Switching positions when at a disadvantage now requires either sacrificing combo damage or spending Critical Gauge; players must choose which combo to use based on the situation. On the other hand, Akuma now has better offensive capabilities, with more chances for high-damage combos when rushing down the opponent.

"Shun Goku Satsu" now has a shorter grab range after the blackout, increasing the difficulty of using it.

Adjustment	Description
Crouching MK	<ol style="list-style-type: none"> 1) Lengthened recovery time from 14F to 15F. 2) Changed frame advantage on hit from +3F to +2F. 3) Changed frame advantage on block from -1F to -2F.
Crouching MP	<ol style="list-style-type: none"> 1) Added a projectile-invincible hurtbox to the upper body 1F before active attack-time begins; it lasts until the attack ends. 2) Extended the throw's hurtbox backward from the beginning of the move to the 1st frame of the attack.
[Normal] H. Goshoryuken	<ol style="list-style-type: none"> 1) Extended the hitbox forward. 2) Reduced the knockback distance when the 1st and 2nd hits land on an airborne opponent. 3) Increased damage from 120 (60+(30x2)) to 140 (80+(30x2)).
[Normal/V-Trigger II] EX Zanku Hadoken [Normal/V-Trigger II] Hyakki Gozanku	<ol style="list-style-type: none"> 1) If hit with an attack while stagnant, the projectile will now disappear. 2) Changed landing recovery time on whiff or block from 4F to 9F. (Landing recovery time on hit remains unchanged.)
[Normal/V-Trigger II] Hyakki Gosai / EX Hyakki Gosai	Fixed an issue where if the move was performed just before landing from any "Hyakkishu" move, the opponent would not be thrown during the active attack frames of the throw hitbox.
Rakan Gokyaku (V-Skill I)	Increased the knockback distance on hit.
[V-Trigger I] Zanku Hadoken	Changed recovery time on landing from the jumping value to a special value (5F).
[V-Trigger I] Shun Goku Satsu (CA)	Adjusted blackout duration from the attack's 2nd frame to when the opponent can move.



KOLIN

Balance Change Overview

Kolin has a good balance of offensive and defensive options, so rather than changing her current playstyle, we've performed slight adjustments to balance how frequently her moves are used.

For "Sniping Kick", we've added greater risk on whiff, considering its long reach and high return. It is still an effective move for controlling opponents, but it now needs to be used more carefully.

Her V-Trigger II "Absolute Zero" was a little too good at keeping opponents in check, so we've focused our adjustments on the V-Timer.

Along with shortening the overall V-Timer time, Kolin's powered-up punches now consume V-Timer on hit or block.

Using many of these powerful moves at once will deplete the V-timer almost immediately.

While the changes to "Absolute Zero" will likely stand out, Kolin's offensive ability has seen some improvements.

We've adjusted the combo count for "EX Parabellum" on mid-air hit, which allows for a combo to continue after canceling from V-Gauge-charging moves "White Out" and "Sniping Kick" on crush counter, giving Kolin new opportunities to take down her opponents.

Adjustment	Description
Icicle Stamp	Now enters a special counterable state between the move's beginning and landing. (If he is hit with a medium/heavy normal or unique attack, he will be knocked down, unable to perform an air recovery.)
Sniping Kick	1) Expanded the hurtbox during recovery. 2) The tip of the hitbox no longer hits a Crouching opponent.
EX Parabellum	1) Changed frame advantage from -10F to -7F when the final attack is guarded. 2) Lowered combo count gain for all attacks before the final one. 3) Increased combo count gain for the final attack.
White Pressure (V-Skill II)	Increased V-Gauge increase from 100 to 125.
[V-Trigger II] Absolute Zero	1) Reduced V-Timer from 2800F to 2500F. 2) Normal and special punches now decrease the V-Timer on hit or block.
[V-Trigger II] Forward Dash	Decreased V-Timer cost from 700F to 600F.
[V-Trigger II] Reverse Javelin	Added camera animation on hit.



Balance Change Overview

Ed has strong, reliable options for bringing opponents to the corner, such as his MK and "Psycho Flicker", and he excels at chip damage.

However, his options for dealing decisive damage came with big risks, making it difficult to win decisively. This time, our adjustments focused on increasing Ed's combo options, strengthening his V-Triggers, and boosting his power when making contact with the opponent.

Adjustments to his special moves were mainly done for combo purposes.

Notably, "Psycho Flicker"—with its quick start-up—now allows for more kinds of follow-ups, giving Ed ways to deal damage and put pressure on wakeup in a variety of situations.

The change to CA cancel timing for "Psycho Shot" was made to prevent a super cancel after a K.O. at close range unintentionally consuming gauge.

Both V-Triggers were adjusted to bring out their unique capabilities. V-Trigger II "Ultra Snatcher - Ground" leaves Ed open to counterattack when evaded with a V-Shift, so the move was adjusted to prevent a V-Reversal from being performed when either the 1st or 2nd attack is blocked.

When the 2nd attack is blocked and the guard crush motion occurs, Ed has an advantage of +3. However, the system still treats this as being blocked.

This means that Standing LK, which has a 3F start-up, is not a guaranteed hit, resulting in the change being largely aesthetic.

Recovery time for "Psycho Blow" after landing was increased to bring it inline with other characters when they perform a forward dash after the move.

Although the frame advantage is worse, Ed's swift forward dash is difficult to deal with, which narrows the opponent's options and allows Ed to launch an offensive more easily.

Adjustment

Description

Psycho Blow (forward throw)

Increased stun on hit by 1F.

Standing MP

Changed frame advantage on hit from +9F to +10F.

Standing HP

- 1) Increased knockback time when landing a grounded or airborne crush counter.
- 2) Lowered combo-count start value on crush counter.

Standing HK

- 1) Shortened start-up from 15F to 14F. (No change to frame advantage.)
- 2) Entire move shortened from 40F to 39F.

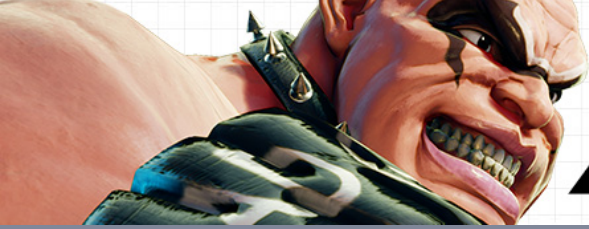
Crouching MP

Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.

Psycho Flicker

- 1) Increased the combo count limit.
- 2) Increased combo count gain.

Adjustment	Description
Psycho Shot	1) Reduced sideways knockback distance on mid-air hit. 2) Now CA is cancelable 1F later.
Psycho Rising	Extended the hitbox sideways after the 1st attack from the 2nd frame onwards when canceled from a normal attack.
Psycho Knuckle	1) Increased hit stun when landing a counter hit from the 2nd frame onwards. 2) Added camera shake when landing a counter hit from the attack's 2nd frame onwards. 3) Changed the timing that the collision box appears on hit from 28F to 31F.
Psycho Upper	1) Can now be canceled into when Enhanced Snatcher hits or is guarded. 2) Lowered combo-count start value.
[V-Trigger I] Psycho Cannon	1) Increased hit count from 5 to 7. 2) Increased damage from 120 ((20x4)+40) to 140 (20x7). 3) Increased stun damage from 150 (30x5) to 175 (25x7).
[V-Trigger II] Ultra Snatcher - Ground	1) Increased blockstop when the initial attack is guarded. 2) Changed the 2nd attack's effect on block to guard break. (This effect allows the opponent to guard again during the guard break.)
[V-Trigger II] Ultra Snatcher - Air	1) Added camera animation for when the strike portion hits. 2) Increased combo count gain.
Psycho Barrage (CA)	1) Changed the hitstop for the move before the animation. (Blockstop remains unchanged.) 2) Shortened start-up from 13F to 10F. (No change to start-up when canceled from Standing HP or a special move.)



ABIGAIL

Balance Change Overview

Abigail's strength lies in his long reach that keeps opponents at bay.

However, some of his moves were so powerful that opponents were not able to land on a hit on him without using some extraordinary maneuvers.

To remedy this, we've adjusted the hurtboxes of his most commonly-used moves at mid and long range, adding some risk to stopping opponents from approaching.

With consideration to the new combo scaling added to throw-initial combos, we've slightly increased the parameters of "EX Abigail Smash".

Looking only at the follow-up attacks, damage and stun damage haven't changed much from the previous version.

However, successfully stunning with these combos will lower the total damage dealt.

The V-Trigger cancel timing for V-Trigger I "Max Power" is now the same as that of V-Trigger II "Hybrid Charge".

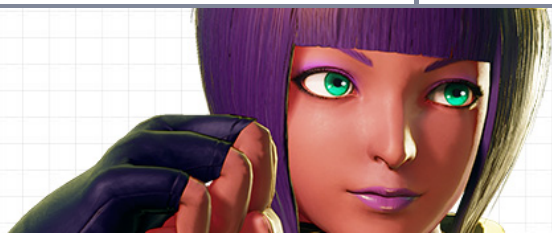
Adjustment	Description
[Normal/V-Trigger I] Standing HP	Expanded the hurtbox during recovery.
Crouching LP	Extended the hurtbox size before the hitbox appears.
[Normal/V-Trigger I] Crouching HP	Expanded the hurtbox during recovery.
[Normal/V-Trigger I] Abi Blaster	Expanded the hurtbox during recovery.
Abi Scissor	1) Increased damage from 90 to 100. 2) Increased distance traveled forward.
Bang Bang	1) Expanded the hurtbox before the hitbox appears and during recovery 2) Changed active attack frames from 3F to 2F. 3) Increased frame advantage from 9F to 10F.
EX Abigail Smash	1) Increased damage from 80 to 100. 2) Increased stun damage from 100 to 120.
Abigail Punch (including EX)	Can now be canceled with Max Power on hit.
Dynamite Punch (including EX)	Can now be canceled with Max Power.

Adjustment

Description

[V-Trigger II] Metro Crash

Added camera animation for when the final attack of the fully charged version is guarded.



MENAT

Balance Change Overview

Menat's uniquely incorporates her crystal ball into her attacks. Rather than her neutral game, we've focused on boosting her combo power using her V-Skills.

Menat's V-Skill I "Soul Reflect - Stella (crystal ball)" now leads into an air combo even after hitting an opponent on the ground.

When using normal attacks or "Soul Sphere - Ankh" at close range, this allows her to use combos for damage or strategy.

Menat now has more chances to use her V-Skill II "Soul Spiral" in air combos, allowing her to aim for a combo from Crouching HP on crush counter even while holding her crystal ball.

Adjustment

Description

H. EX Soul Sphere

Can now be canceled on block with "Prophecy of Thoth" (special move ver.) or "Judgement of Thoth".

Soul Reflect - Stella (crystal ball)

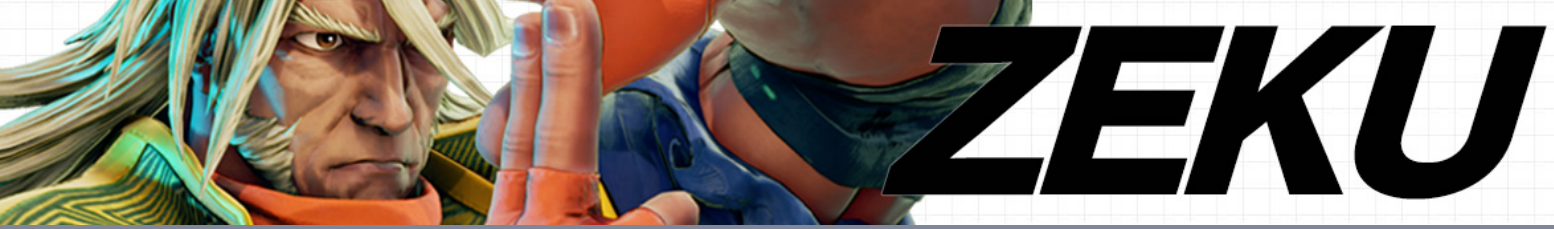
1) Increased knockback time on a grounded hit.
2) Reduced knockback distance on a grounded hit.

Soul Spiral (crystal ball/bare-handed)

Increased the combo count limit.

Soul Spiral (crystal ball)

1) Extended forward the box that triggers the opponent's block.
2) Increased the pushback on block.



Balance Change Overview

Zeku is able to switch between his old form—for a defensive moveset—and his young form—for a more offensive one.

However, his rushdown in his young form tended toward one strategy: build up stun damage all at once and charge through to victory.

As such, we've slightly lowered the stun damage of moves often used in young Zeku's combos.

In exchange, he has more opportunities to use his most popular moves in both old and young forms, expanding possibilities for his options and styles.

"Bushin Gram - Ban" in old form can now be used more strategically with added unique properties for each move level.

The medium and heavy versions also have longer reach, affording them more utility in combos and counterattacks.

V-Skill II "Kuchiyose - Shii" didn't see much use before, so we made it more useful by adding a hitbox to the firecracker as it falls.

While young, it is now easier to combo from Crouching HP to "Kaeshi Urasaiha", then further combo into "EX Hozanto", unlike with "Kaeshi Saiha".

In addition, we sped up the follow-up timing for "EX Hayagake", allowing the long-reaching Standing LK to combo into "Ashikari".

This expands Zeku's offensive options, and lets him down opponents with combos that start from quick counterattacks and light attacks.

Adjustment	Description
[Old] Crouching MP	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.
[Old] Crouching LK	<ol style="list-style-type: none"> 1) Shortened start-up from 5F to 4F. 2) Entire move shortened from 14F to 13F.
[Old] L. Bushin Gram - Ban	Added throw invincibility from 1st to 5th frames.
[Old] M. Bushin Gram - Ban	<ol style="list-style-type: none"> 1) Extended the hitbox forward on the 1st frame of the attack. 2) Reduced the knockback distance when the strike portion lands. 3) Removed throw invincibility from the 1st to the 7th frames. 4) Added projectile invincibility from the 3rd to the 12th frames.
[Old] H. Bushin Gram - Ban	Extended the hitbox forward on the 1st frame of the attack.
[Old] EX Bushin Jakura	Changed recovery time on landing from 7F to 4F if no follow-up attack is performed.
[Old] Kuchiyose - Shii (V-Skill II)	<ol style="list-style-type: none"> 1) Added a hitbox that lasts until the projectile hits the ground. 2) Increased recoverable damage on block from 4 (1x4) to 12 (3x4).

Adjustment	Description
[Old] [V-Trigger I] Bushin Bakujasho	Added camera animation on hit.
[Young] Back Recovery	Adjusted the motion.
[Young] Crouching HP	Reduced hitback.
[Young] Kaeshi Urasaiha	Lowered combo-count start value.
[Young] Bushin Soukosou	Reduced stun damage from 100 to 80.
[Young] Sankaku Tobi/Hassou Tobi/Bushin Shidenkyaku	Now enters a special counterable state between the move's beginning and landing. (If he is hit with a medium/heavy normal or unique attack, he will be knocked down, unable to perform an air recovery.)
[Young] EX Hayagake	Made the cancel timing 1F faster for successive attacks, excluding Tozetsu.
[Young] Hozanto	Reduced stun damage from 150 to 100.
[Young] EX Hozanto	1) Extended collision box upward when canceled from Kaeshi Urasaiha. 2) Reduced combo count gain when canceled from Kaeshi Urasaiha. 3) Increased combo count limit when canceled from "Kaeshi Urasaiha".
[Young] [V-Trigger I] Bushin Seiryukyaku	Added camera animation on hit.



SAKURA

Balance Change Overview

Sakura was largely left unchanged besides some upward adjustments to her attacks. Despite this, she now has more combo options.

Notably, "EX Shunpukyaku" can now combo from Sakura's fastest move, Crouching LP, then cancel into a V-Trigger, making it useful for both offense and defense. Sakura is at an advantage even when V-Trigger canceling on block, allowing her to push opponents into the corner and barge forward with her offensive.

As for "Oukakyaku", we've made it possible for Sakura to continue her combo even without Critical Gauge in some situations, such as when she consumes all of her V-Timer after using "Shunpukyaku" during V-Trigger II "Sakura Senpu".

Adjustment	Description
Chin Buster Kick	Now knocks the opponent down on a mid-air hit.
L. Shunpukyaku	Changed frame advantage on hit from +1F to +2F.
EX Shunpukyaku	1) Shortened start-up from 15F to 12F when canceled from Crouching LP. 2) Now V-Trigger cancelable.
Oukakyaku (V-Skill I)	Lowered combo count gain.



Balance Change Overview

Blanka's basic moves have mainly been left unchanged; the adjustments to "M./H. Rolling Attack" and "Electric Thunder" are intended to strengthen his existing strategies.

Standing HK was adjusted mainly to make it more useful as an anti-air option against jumping opponents. Crouching MP is a strong anti-air for Blanka, but with effective use of Standing HK—which has a slower start-up—he can deal lots of damage and continue to pressure more easily.

V-Trigger I "Jungle Dynamo" didn't stand out next to V-Trigger II, so we've adjusted V-Trigger I to give it its own unique strength.

While V-Trigger I is active, charged special moves no longer require charge when canceled from normal attacks, allowing Blanka to advance forward while getting the most out of his Crouching MK.

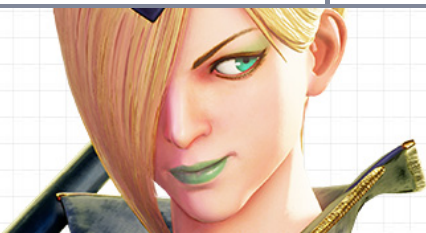
Adjustment	Description
Standing MP	1) Reduced the hurtbox size before the hitbox appears. 2) Reduced the hurtbox size during recovery. 3) Increased active attack frames from 2F to 3F. 4) Reduced frame advantage from 15F to 14F.
Standing HK	Can now be canceled on hit or block with "Surprise Forward" or "Surprise Back".
Rock Crusher	Changes properties when the button is held.
Electric Thunder	Changed frame advantage on block from +3F to +4F. (1F advantage also applied when pressing the button rapidly.)
M. Rolling Attack	Increased damage from 100 to 110.
H. Rolling Attack	Increased damage from 100 to 120.

Adjustment

Description

[V-Trigger I] Jungle Dynamo

Charged special moves now require no charging if canceled into during "Jungle Dynamo".



FALKE

Balance Change Overview

Falke's adjustments centered around improving her ability to control opponents at mid-range. We've improved the situation just after jumping and closed gaps in moves to make it harder for the opponent to interrupt. The opponent can now jump less easily in response to her moves, reducing the likelihood of her being open for fatal damage.

Both V-Triggers were adjusted to strengthen Falke's damage-dealing options outside of the neutral game. More specifically, V-Trigger I "Psycho Jaeger" and V-Trigger II "Psycho Klinge" can be used at mid-range to immediately gain the upper hand. In addition, we've boosted the affinity of "Psycho Angriff" and "Psycho Sturm" with V-Skill II "Psycho Mine", opening up new combo options.

Adjustment

Description

Standing MK

- 1) The cancel input window now lasts 2F longer.
- 2) Changed frame advantage on hit from +2F to +4F.

Standing HK

Increased knockback time on a mid-air crush counter.

Crouching MP

- 1) Shortened start-up from 9F to 8F.
- 2) Reduced frame advantage from 18F to 16F.
- 3) Entire move reduced from 28F to 25F.

Jumping HK

Shortened start-up from 9F to 7F.

Psycho Kugel

Extended the hitbox forward.

Psycho Feder

- 1) Reduced knockback distance on mid-air hit.
- 2) Increased projectile speed.
- 3) Increased character's falling speed.

Psycho Schneide

- 1) Reduced knockback distance when the 2nd attack hits in mid-air.
- 2) Reduced recovery time on whiff or block from 38F to 33F.
(No change to frame advantage.)

Katapult

Reduced recovery time on whiff or block from 31F to 26F.
(No change to frame advantage.)

Adjustment	Description
[V-Trigger I] Psycho Jaeger	Increased character's falling speed.
[V-Trigger II] Psycho Angriff	Added a box that detonates "Psycho Mine" (V-Skill II).
[V-Trigger II] Psycho Klinge	1) Reduced neutral start-up from 33F to 29F. 2) Entire move on neutral reduced from 49F to 45F. 3) Changed frame advantage on hit from +7F to +8F.
[V-Trigger II] Psycho Sturm	Can now be canceled with "Psycho Mine" (V-Skill II) on hit or block.



CODY

Balance Change Overview

Cody's main draw is his powerful rushdown and strong attacks, but these were found to be lacking when compared to other similar characters'.

This time around, we've focused on adjusting his normals and specials, improving their usefulness and ability to trap opponents and highlighting his overall offensive potential.

"Hammer Kick"—a useful move for controlling mid-range fights—can now combo into moves like Standing LP on counter hit.

Though it can be difficult to tell when to use this move, if used wisely it can lead into combos.

When Jumping MK crosses up an opponent on hit or block, "Air Raid Kick" can be used to hit them in succession.

Even when blocked, it can mess up the opponent's rhythm, opening up a chance for combos upon landing.

Previously, there wasn't much difference between the different move strength levels of "Tornado Sweep", so we've adjusted the move to be more effective at closing in on the opponent.

As Cody's playstyle isn't reliant on projectiles, this move is not very strong; however, it has become a little trickier for opponents to deal with thanks to the more varied projectile speeds.

By landing the slower heavy version, it will be easier to get close to the opponent and use moves like "Ruffian Kick" and "Zonk Knuckle".

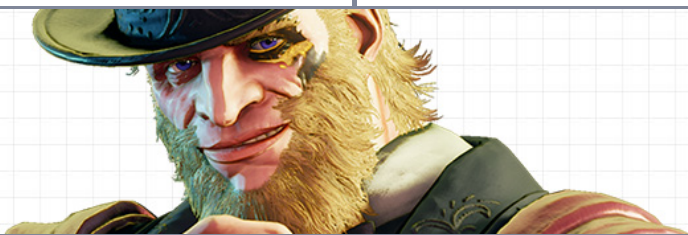
Players tended to use V-Trigger II to open up opponents to attack, but the improvements to combo and control for V-Trigger I "Side Arm" mean it should be even more reliable than V-Trigger II.

In particular, "Rapid Fire", which puts Cody at an advantage even on block, now consumes much less of the V-Timer, allowing " to be more aggressive.

Adjustment	Description
[Normal] Standing HP	1) The 2nd hit is now special cancelable. 2) Changed frame advantage on block from -7F to -10F.
Standing MK	Reduced the foot hurtbox size upward between start-up and when the hitbox disappears.

Adjustment	Description
[Normal] Crouching MP	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.
Crouching LK	Reduced hitback on the rapid cancel version.
Hammer Kick	When the 1st attack lands as a counter hit, the 2nd attack will also be treated as a counter hit.
Bad Spray	<ol style="list-style-type: none"> 1) Changed relative attack strength from light to heavy. (This determines attack priority when the move clashes against an opponent's normal attack.) 2) Changed frame advantage on hit from +2F to +5F.
Air Raid Kick	Added a hitbox that hits opponents behind Cody.
M. Ruffian Kick	<ol style="list-style-type: none"> 1) Extended the hitbox forward on the 5th frame. 2) Extended forward the box that triggers the opponent's guard. 3) Extended the foot hurtbox forward from start-up to when the attack finishes. 4) Extended the hurtbox during recovery.
L. Tornado Sweep	<ol style="list-style-type: none"> 1) Increased projectile speed. 2) Reduced hitback. 3) Decreased active attack frames from 65F to 50F. 4) Changed frame advantage on hit from -2F to +2F.
M. Tornado Sweep	<ol style="list-style-type: none"> 1) Reduced hitback. 2) Increased active attack frames from 52F to 70F. 3) Changed frame advantage on hit from 0F to +2F.
H. Tornado Sweep	<ol style="list-style-type: none"> 1) Decreased projectile speed. 2) Reduced hitback. 3) Increased active attack frames from 39F to 55F.
EX Tornado Sweep	Lowered the combo count gain of the 2nd attack.
Lv.2 Zonk Knuckle	<ol style="list-style-type: none"> 1) Now knocks and spins the opponent away on mid-air hit. 2) Increased knockback time on mid-air hit. 3) Increased knockback distance on mid-air hit.
Lv.2 EX Zonk Knuckle	<ol style="list-style-type: none"> 1) Lowered combo-count start value. Lowered combo count gain.
Prison Breaker (V-Reversal)	Decreased pushback on block.
[V-Trigger I] Standing MP	Extended the hitbox forward.

Adjustment	Description
[V-Trigger I] Crouching MP	Extended the hitbox forward.
[V-Trigger I] Jumping MP	Increased knockback time on a mid-air hit.
[V-Trigger I] Rapid Fire	<ol style="list-style-type: none"> 1) Reduced V-Timer cost from 900F to 600F. 2) Increased distance traveled forward. 3) Reduced pushback on block. 4) Reduced frame advantage by 4F on hit while V-Timer remains.
[V-Trigger I] Snipe Shot	<ol style="list-style-type: none"> 1) Delayed CA cancel timing by 1F. 2) Shortened start-up from 15F to 14F. 3) Entire move reduced from 37F to 36F.
[V-Trigger I] Anti-Air Snipe Shot	Delayed CA cancel timing by 1F.
[V-Trigger II] Toss & Smash	Added 10 damage to each successive attack.
Criminal Punisher (CA)	Made the hurtbox projectile-invulnerable while the hitbox is active.



Balance Change Overview

G's unique system, "Presidentiality," was noted to be stronger at level 2 than level 3 in a significant number of situations.

Although it is up to the player to decide whether or not to level up, it is counterintuitive for level 2 to be better than level 3.

Level 3 and the V-trigger version have been adjusted to make leveling up more rewarding.

"G Burst" was powerful regardless of level, making it not particularly worth the effort to level up.

Accordingly, G Burst levels 1 and 2 as well as L G Burst have been weakened.

Due to the overall changes to stun and recovery, it may take time to get accustomed to this new update.

With "Maximum President," powerful special moves could be fired off too frequently, making it too easy to make a comeback. As such Maximum President's V-Timer length now corresponds to Presidentiality level. Level 2's V-Timer remains the same length, but level 1's V-Timer has been reduced.

"G Barrier"—useful for pressuring opponents—now has increased V-Timer cost.

Because V-Timer length varies according to the level V-Triggers are activated on, players must consider when to activate a V-Trigger and how to best make use of the allotted time.

Adjustment	Description
Presidentiality Lv.3	Except for "G Impact", all special moves can now be canceled with EX special moves.

Adjustment	Description
Standing HK	Removed the counterable box that had appeared before the 2nd attack when the 1st attack misses.
Crouching MP	The upper half of the hitbox no longer hits airborne opponents.
Crouching HK	Expanded the hurtbox during recovery.
Jumping MP	Increased knockback time on a mid-air hit.
Wild President	<ol style="list-style-type: none"> 1) Expanded the hurtbox during recovery. 2) Extended the size of the box that triggers the opponent's block forward. 3) Increased the pushback on block.
G Burst (Lv.1)	<ol style="list-style-type: none"> 1) Expanded the hurtbox during recovery. 2) Reduced chip damage from 10 to 8.
L. G Burst (Lv.1)	<ol style="list-style-type: none"> 1) Entire move lengthened from 46F to 49F. 2) Changed frame advantage on hit from -3F to -6F. 3) Changed frame advantage on block from -8F to -11F.
G Burst (Lv.2)	<ol style="list-style-type: none"> 1) Expanded the hurtbox during recovery. 2) Reduced chip damage from 20 (10x2) to 14 (7x2).
L. G Burst (Lv.2)	<ol style="list-style-type: none"> 1) Entire move lengthened from 46F to 49F. 2) Changed frame advantage on hit from 0F to -3F. 3) Changed frame advantage on block from -5F to -8F.
[Normal/V-Trigger I] G Burst (Lv.3) / EX G Burst / V G Burst	Reduced chip damage from 20 (10x2) to 16 (8x2).
EX G Spin Kick	Extended the hitbox forward for the 2nd attack.
EX G Impact	<ol style="list-style-type: none"> 1) Increased damage from 80 to 110. 2) Increased stun damage from 120 to 150.
[Normal] G Barrier (grounded ver.)	<ol style="list-style-type: none"> 1) Delayed projectile absorption from 9F to 13F. 2) Shortened projectile absorption time from 17F to 13F.
[V-Trigger] Maximum President	<p>Adjusted V-Timer in line with Presidentiality level when V-Trigger is activated.</p> <p>Presidentiality Level 1: 2500F Presidentiality Level 2: 3000F Presidentiality Level 3: 3500F</p>

Adjustment	Description
[V-Trigger I] G Barrier (grounded & airborne)	V-Timer cost increased from 300F to 500F.
[V-Trigger II] G Explosion	<ol style="list-style-type: none"> 1) Added camera animation for when the 2nd attack lands after the 1st. 2) Increased damage from 100 to 120 when the 2nd attack lands after the 1st. 3) Extended the 2nd attack's hitbox upward when it lands after the 1st attack. 4) Reduced knockback height when the 1st attack hits in the air.



Balance Change Overview

With versatile projectiles, spatial control, and long reach, Sagat is a great long-range character. However, he was unable to do much damage when controlling the opponent, meaning characters with strong offense could often come back from the edge of defeat. As such, we have given Sagat a significant offensive boost by increasing the projectile speed of "Tiger Shot" and "Grand Tiger Shot," as well as making further improvements to his offense, particularly his special moves.

The knockback duration of "EX Tiger Shot" has been adjusted, and "H. Tiger Knee Crush" has been altered to make follow-ups easier.

Landing "H. Tiger Knee Crush" now allows better wakeup offense, and more opportunities to combo Standing opponents.

Both "L./M. Tiger Knee Crush" have improved recovery time on stun, and can now be used to push forward more easily. If the last part of the move is blocked, Sagat will gain the upper hand.

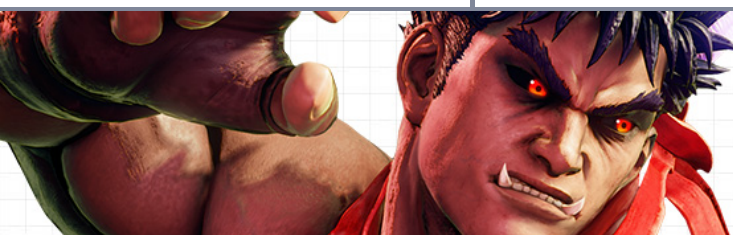
The start up of "Tiger Knee Crush" has been sped up when canceled from "Step High Kick" or "Step Low Kick."

In addition to improving its use as a surprise attack from a distance, "EX Grand Tiger Shot"—useful to counter—has been adjusted to allow for a better wakeup game.

These changes have upped Sagat's responsiveness when switching to offense or defense, giving more opportunity to inflict damage.

Adjustment	Description
Standing HP	Expanded the hurtbox during recovery.
Crouching MP	The upper half of the hitbox no longer hits airborne opponents.
Crouching MK	Reduced hitback.
[Normal/V-Skill I] H. Tiger Uppercut	Extended the hitbox forward during the 1st and 2nd frames.
H. Tiger Shot	Increased projectile speed.

Adjustment	Description
EX Tiger Shot	1) Increased knockback time on hit. 2) Reduced knockback distance on hit.
H. Grand Tiger Shot	Increased projectile speed.
[Normal/V-Skill II] Tiger Knee Crush (inc. EX)	Sped up start-up when canceled from "Step High Kick" or "Step Low Kick".
[Normal] L. Tiger Knee Crush	1) Changed frame advantage on hit or block from 21F to 20F. (Recovery time on whiff remains unchanged.) 2) Changed frame advantage on block from -6F to -5F.
[Normal] M. Tiger Knee Crush	Changed frame advantage on block from -9F to -7F.
[Normal] H. Tiger Knee Crush	Reduced knockback distance on mid-air hit.
[V-Skill II] Tiger Knee Crush	Increased the combo count limit.
[V-Skill II] M. Tiger Knee Crush	Changed frame advantage on block from -4F to -2F.
Tiger Revenge (V-Reversal)	Decreased pushback on block.
[V-Trigger] Tiger Spike	Added camera animation for when the fully charged version is guarded.
Tiger Rampage (CA)	Changed hitstop. (Blockstop remains unchanged.)



KAGE

Balance Change Overview

Though famed for his close-range rushdowns and devastating combos, we noted that Kage was often overwhelmed by opponents with long reach and was unable to retaliate against their flurry of ranged blows.

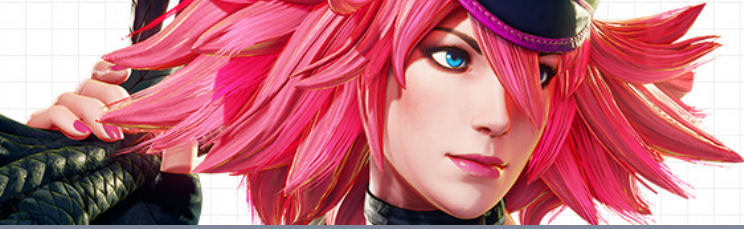
As such, we have increased Kage's forward walk speed and adjusted "Hadoken" and "Senha Kassatsu" for better mid-range control and offense.

"EX Kurekijin" can now combo from light attacks, further improving Kage's close-range offense.

The height restriction for "EX Airborne Hadoken" has been lowered, allowing for a lower Hadoken that can now hit Standing opponents, resulting in greater control of opponent jumps and movements.

If Kage lands a hit on the edge of the screen, he can build combos, so try to take advantage of this. For example, punish a whiffed normal throw on the edge with a combo.

Adjustment	Description
Forward Walk	Increased movement speed.
Crouching MP	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.
Hadoken	Removed the arm hurtbox from before start-up until the 1st frame of the attack.
EX Shoryuken	Increased the combo count limit.
Ryusokyaku	Increased the combo count limit.
Kurekijin	On hit, allows for "Shoryuken" input for 10F before the opponent recovers. ("Shoryuken" start-up timing remains unchanged.)
L. Kurekijin	Reduced knockback distance on hit.
EX Kurekijin	Shortened start-up from 16F to 11F.
Airborne Kurekijin	<p>Now has different properties when activated immediately after starting a forward jump.</p> <ol style="list-style-type: none"> 1) Decreased rising speed. 2) Increased knockback time on mid-air hit. 3) Shortened start-up from 10F to 6F. 4) Lowered combo count gain. 5) Lowered combo count limit.
EX Airborne Hadoken	<ol style="list-style-type: none"> 1) Eased height limit. 2) Extended the hitbox downward. 3) Now causes grounded hit stun when the 1st attack hits on the ground. 4) Increased knockback distance when the 2nd attack hits on the ground. (Knockback distance in the air remains unchanged.) 5) Lowered combo-count start value for the 2nd attack.
[Normal/V-Trigger I] Senha Kassatsu (charged ver.)	Armor now lasts until the attack's 1st frame.
[V-Trigger I] Senha Kassatsu (uncharged ver.)	Increased the combo count limit.
[V-Trigger I] Senha Kassatsu (charged ver.)	Increased distance traveled forward.
[V-Trigger I] Airborne Ashura Senku (all versions)	Can now be canceled with "Tenmakujinkyaku". (This "Tenmakujinkyaku" will have different properties from normal.)



POISON

Balance Change Overview

Poison's defense was rather weak in the face of aggressive opponents.

To balance this, a new V-shift was implemented, boosting Poison's defense at close-range. However, we were worried this would make her long-range game too powerful.

There were concerns that close-combat characters would struggle to land a hit on her, and that battles would potentially end without either character making full use of their strengths. To counter this, her effective anti-air Crouching MP is now more vulnerable to jumping cross-ups, effectively balancing her stopping capabilities at close range.

Additionally, Poison could more easily exploit an open opponent and had more powerful combos than other long-distance characters, so her most-used attacks have been slightly weakened for better overall balance.

Adjustment

Description

Standing MK	<ol style="list-style-type: none">1) Extended hurtbox during frame advantage.2) Increased frame advantage from 16F to 18F.3) Changed frame advantage on hit from +2F to 0F.4) Changed frame advantage on block from -2F to -4F.
Crouching MP	<ol style="list-style-type: none">1) No longer hits opponents positioned behind.2) Reduced backward hitbox between 3F-5F.
Crouching HK	Expanded the hurtbox during recovery.
Avant Line	Reduced damage for all levels: L: 70 → 60; M: 90 → 80; H: 120 → 110
L. Heart Raid	Reduced damage from 90 to 80.
M. Heart Raid	Reduced damage from 100 to 90.
L. EX Heart Raid	Reduced damage from 120 to 100.
M. EX Heart Raid	Changed frame advantage on block from +2F to +1F.
Perfume Swing (V-Skill I)	Reduced knockback time on mid-air hit.
[V-Skill I] Jumping MK	Lowered combo count gain.
[V-Skill I] Slap & Slash	Shortened start-up from 9F to 7F.
Cartwheel (V-Skill II)	Reduced damage from 70 to 60.

Adjustment	Description
[V-Trigger I] Fire Squall	Reduced damage from 60 to 40.
[V-Trigger II] Toxic Hold	<ol style="list-style-type: none"> 1) Reduced hurtbox before start-up. 2) Reduced neutral start-up from 6F to 5F. 3) Reduced neutral active frames from 60F to 59F.
[V-Trigger II] Toxic Bind	<ol style="list-style-type: none"> 1) Increased damage from 150 to 180. 2) Increased stun damage from 150 to 200. 3) Reduced neutral start-up from 29F to 24F. 4) Entire move reduced from 74F to 69F.



Balance Change Overview

E. Honda's powerful mid-range attacks grant him powerful spatial control, but when it came to close combat, he had few offensive opportunities to land a strike or "Oicho Throw," making it difficult to overcome the opponent's blocks.

As such, we have improved options after landing "Sumo Headbutt," increased the capability of normal and unique attacks, and improved the ability to move in closer for a strike or combo.

"Chikara-Ashi" now has an increased frame advantage on block, furthering the potential for follow-up strikes or throws.

The move's start-up speed remains unchanged, so it's difficult to make your opponent block at close range, but the reward for landing it is significant.

"M. Hundred Hand Slap" can be activated after "Tsurane Harite" if timed correctly, and it's now easier to follow up with "M. Sumo Headbutt".

Adjustment	Description
Turning Motion (Walk)	Fixed an issue where the character's forward/backward shift value was nullified when turning around while walking.
Standing MK	<ol style="list-style-type: none"> 1) Shortened start-up from 6F to 5F. 2) Entire move shortened from 21F to 20F.
Crouching MK	<ol style="list-style-type: none"> 1) Shortened start-up from 7F to 6F. 2) Entire move shortened from 23F to 22F. 3) Changed frame advantage on hit from +4F to +5F.
Chikara-Ashi	Changed frame advantage on block from +2F to +4F.
Neko Damashi (V-Skill I)	<ol style="list-style-type: none"> 1) Shortened start-up from 15F to 12F. 2) Entire move shortened from 42F to 39F.

Adjustment	Description
Sumo Headbutt	Increased knockback time on hit.
[Normal/V-Skill II] M. Hundred Hand Slap	Increased knockback time when the final attack lands in the air.
EX Oicho Throw	1) Increased active attack frames from 2F to 3F. 2) Reduced frame advantage on whiff from 60F to 59F.
[V-Trigger I] Oni-Daikaku	1) Changed frame advantage on block from -4F to -2F. 2) Can now be canceled into when Sumo Headbutt hits. (Canceled version has different damage and stun damage from neutral version.)



LUCIA

Balance Change Overview

Though Lucia's "Gun Smoke" is great for rushdowns, we noted that she struggled against opponents with long reach and spatial control and often couldn't go on the offensive. Lucia's mid-range attacks with longer reach, such as Crouching MK and Crouching HK, have been adjusted to better compete against her opponents. Her close-combat combo damage has also been increased to compensate for her disadvantages.

EX Gun Smoke and its various derivatives can now be used in more situations due to improved timing. "EX Tornado Spinner"—compatible with Crouching MK—would often fail as a combo if canceled too late. However, it will now always hit as long as it is within range. When canceled as quickly as possible, "EX Rough Chase" will now hit consecutively, making it more valuable for counterattacking and controlling the opponent.

Both V-Skills were adjusted to bring out their unique capabilities. Thanks to its faster start-up, "Tapping Kick" is now easier to use, and "Nubbing Needle" attacks can now better suppress opponents, meaning Lucia's movements and attacks differ depending on which V-Skill is utilized.

Adjustment	Description
Stun Threshold	Increased from 975 to 1000.
Standing LK	1) Reduced hitback. 2) Reduced pushback on block.
Crouching LK	1) Reduced hitback. 2) Reduced pushback on block.
Crouching MK	Extended the cancel window by 1F.

Adjustment	Description
Crouching HK	1) Extended the hitbox forward. 2) Reduced pushback on block. 3) Shortened start-up from 9F to 8F. 4) Entire move shortened from 32F to 31F.
EX Gun Smoke	2F faster timing for derivative attacks, excluding Braking.
EX Rough Chase	Reduced knockback distance on mid-air hit.
[Normal/V-Trigger I] EX/V Firecracker	1) Increased damage from 30 to 50. 2) Increased stun damage from 30 to 50.
EX Flipper Shot	Can now be canceled into from Firecracker by pressing two kick buttons simultaneously.
[Normal/V-Trigger I] Tap-Kick (V-Skill I)	1) Shortened start-up from 9F to 8F. 2) Entire move on whiff or block shortened from 46F to 45F. (No change to frame advantage.)
[Normal/V-Trigger I] EX/V/VEX Nubbing Needle	1) Extended the hitbox upward for the 2nd and 3rd attacks. 2) Extended the collision box upward for when the 2nd attack follows up. 3) Sped up the 2nd attack's start-up by 1F.
[Normal] EX Nubbing Needle	Extended the hitbox forward on the 5th frame.
Hammer Knuckle (V-Reversal)	Decreased pushback on block.
[V-Trigger I] Hard Hit Knee (CA)	Increased damage from 340 to 360.



GILL

Balance Change Overview

Gill's mechanics were less balanced than other character's, mainly due to the focus on his Anti-Type system.

When making adjustments, we took into account Gill's low returns on mid-range checks due to his lack of a crush counter, as well as his limited ability to press the opponent.

"H. Pyro"/"Cryo Cyber Lariat" has increased knockback time on grounded hits, making forward dashing into offense easier.

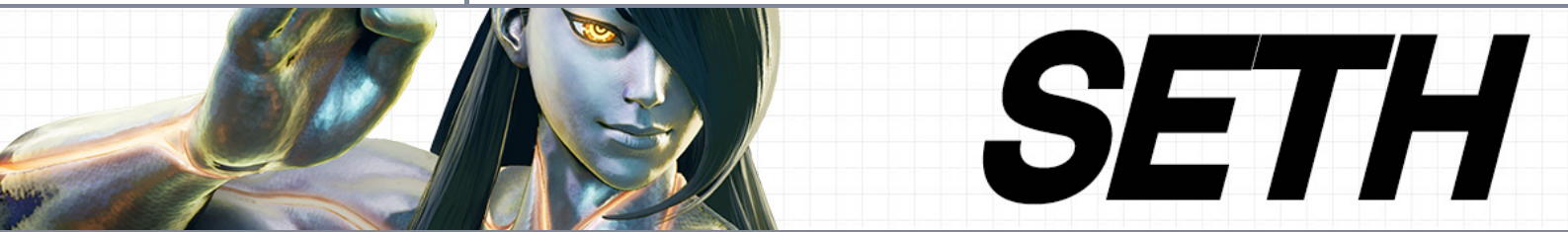
Crouching MP—a popular combo option—now has increased advantage on hit, perfect for consecutive attacks.

Gill now has more opportunities to damage opponents without having to depend on types.

Gill's second V-Trigger, "Ice of Doom" can now shift to "Delay Freeze Lance" more easily with V-Shift. "Tree of Frost" now has more cancelable points, and decreased V-Timer cost.

Adjustment	Description
Health	Increased from 1000 to 1025.
Stun Threshold	Increased from 1000 to 1050.
Crouching MP	Changed frame advantage on hit from +2F to +4F.
Cryo Rise Kick	1) Extended the hitbox forward. 2) Changed frame advantage on hit from +3F to +5F.
Pyro Quarrel Kick	1) Extended forward the box that triggers the opponent's block. 2) Increased the pushback on block.
[Normal/V-Trigger I] L. Pyro Cyber Lariat	1) Extended the hitbox forward for the 2nd attack. 2) Changed damage distribution from (40+40) to (30+50).
[Normal/V-Trigger II] L. Cryo Cyber Lariat	1) Extended the hitbox forward for the 2nd attack. 2) Changed stun value distribution from (60+60) to (40+80).
[Normal/V-Trigger I] H. Pyro Cyber Lariat	1) Normal and H. versions now have the same travel distance as "Cryo Cyber Lariat". 2) Increased the knockback time on a grounded hit.
[Normal/V-Trigger II] H. Cryo Cyber Lariat	Increased the knockback time on a grounded hit.

Adjustment	Description
[Normal/V-Trigger] Meteor Strike/Hail Sting (V-Skill I)	Entire move shortened from 53F to 50F.
[V-Trigger II] Tree of Frost	1) Can now be canceled into from "EX Pyrokinesis"/"V Cryokinesis". 2) Decreased V-Timer cost from 1000F to 700F.



Balance Change Overview

Seth's offensive abilities were too overwhelming for most characters, often making opponents feel they were being cheated. To rectify this, alterations have been made to allow more satisfying battles for both players. Firstly, Seth's health has been reduced, making aggressive plays risky and requiring players to move more carefully.

Other offensive advantages, such as high combo damage, normal attacks, and special moves have largely gone unchanged, but mid/long-range moves such as "Step Shoot" and "Hazard Blow" have been made easier to use. Although these adjustments affect the rate in which certain moves will be used, Seth is still an offense-heavy character.

Adjustment	Description
Health	Reduced from 925 to 900.
Stun Threshold	Reduced from 925 to 900.
Death Throw (forward throw)	1) Reduced grab range. 2) Increased recovery time on hit by 3F.
Death Throw (back throw)	Reduced grab range.
Crouching MP	Added a projectile-proof hurtbox to the upper body from 1F before active attack-time begins until the attack ends.
Step Shoot	The input window for canceling with a target combo now lasts 3F longer.
Shoot Slicer	1) Increased frame advantage on block from 21F to 24F. 2) Changed frame advantage on block from -5F to -8F.
Hazard Blow	Extended forward the box that triggers the opponent's block.

Adjustment	Description
Annihilate Sword	1) Reduced the hitbox in a downward direction. 2) Increased landing recovery time on whiff by 4F, and extended hurtbox and thrown box.
L. Annihilate Sword	Increased recovery time on hit/block by 2F and extended hurtbox and thrown box.
M. Annihilate Sword	Fixed an issue in which the counterable box disappeared 1F before start-up.
EX Annihilate Sword	Extended the hitbox downward for the 2nd attack.
Sumo Headbutt (V-Skill I)	1) Made the active attack portion CA cancelable. 2) Increased damage of the active attack portion from 90 to 100. 3) Decreased frame advantage on hit or block by 8F. 4) Changed frame advantage on block from -12F to -4F.
[V-Trigger I] Tanden Ignition	1) Reduced V-Timer from 4000F to 3000F. 2) Reduced V-Trigger-exclusive special moves' V-Timer cost from 1000F to 700F.
[V-Trigger II] Tanden Maneuver	Fixed an issue in which the projectile would disappear in certain situations.
[Normal/V-Trigger I] Tanden Destruction/Tanden Extreme (CA)	1) Changed invincibility timing from 1F-15F to 1F-10F. 2) Shortened active attack frames from 10F to 5F. 3) Increased recovery time from 42F to 47F. (No change to frame advantage.)