



# ADJUSTMENTS

*CE 202203 Ver.*

## ALL Fighters

Adjustment

Description

Combo Counts

The specifics of the adjustments made to combo counts are detailed below.

- Combo Count Start Value

The numerical value used to indicate when an air combo starts from a particular move.

The smaller a move's combo start value is, the easier it is for that move to begin an air combo, and vice-versa.

- Combo Count Gain

A numerical value that increases when a move is incorporated into an air combo.

The smaller a move's combo start gain is, the easier it is for that move to begin an air combo, and vice-versa.

- Combo-Count Limit

A numerical value used to determine up to which point a move can land in an air combo.

The larger the combo-count limit a move has, the easier that move can be incorporated into a combo.

Adjustment	Description
Normal Backward/Forward Throw Priority	Currently fixing an issue that occurs during normal throws where inputting a direction opposite to the direction you wish to throw an opponent 1F before the button input causes you to not throw the opponent in the intended direction.
Adjustment of Mid-Air Combo Difficulty in the Corner	<p>When using forward-moving follow-up attacks against opponents knocked back in mid-air at the edge of the screen, there were some cases where attacks would pass through the opponent and miss.</p> <p>Since this made the difficulty of air combos performed at the edge of the screen unintentionally high, some moves were adjusted so that they don't pass through opponents when performed as part of air combos at the edge of the screen.</p> <p>For more on relevant moves, please refer to each character's command list.</p>
Game Behavior When Absorbing an Opponent's Guard-Break Technique with a Move	Fixed an issue where the guard break scaling value was added to the damage incurred when attacked while absorbing an opponent's guard break technique with a move.
	We have also made other minor fixes and improvements.



# RYU

## Balance Change Overview

It was difficult to utilize Ryu effectively at mid- to long-range when facing opponents who had superior reach or possessed effective projectile countermeasures.

In response, we have boosted attack power and strike continuity for the mid-range options that he specializes in, enabling him to take better advantage of his strengths against opponents where it was previously hard to do so.

Firstly, for his main Hadoken attack, we have added increased damage and also boosted the speed of the heavy version, making it more difficult for opponents to deal with. In addition, the crush counter for the Standing HP, as well as the effect of a successful hit with the Thrust Strike V-Skill have been improved, making them more effective countermeasures against opponents with a longer reach.

Also, Ryu can now perform follow up attacks when unleashing an early anti-air L. Shoryuken, and it is also easier to initiate full contact when using an air vs. air EX Airborne Tatsumaki Senpukyaku, giving him some high reward options for dealing with mid-air opponents while trying to keep them in check.

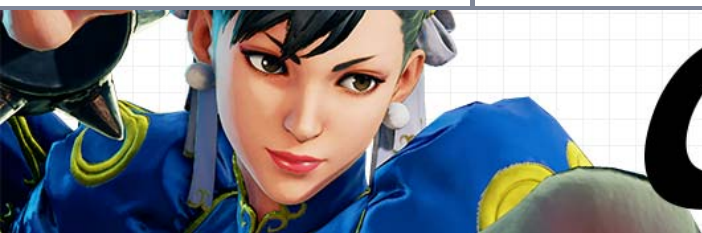
Adjustment	Description
[Normal/V-Trigger I] Standing HP	Increased knockback time on a crush counter.
[Normal/V-Trigger I] Crouching MP	Reduced pushback on hit.
[Normal] Solar Plexus Strike	Changed V-Trigger cancel timing from 1st attack to 2nd.
[Normal/V-Trigger I] Jodan Sanrengeki	Reduced knockback time when the final attack lands in the air.
[Normal/V-Trigger I] Jodan Sanrengeki (Standing MP > Crouching HP)	<ol style="list-style-type: none"><li>1. Grounded stun hit effect changed to knockdown.</li><li>2. Can now be special canceled.</li></ol>
[Normal] Hadoken	<ol style="list-style-type: none"><li>1. Increased damage from 60 to 70.</li><li>2. Increased chip damage on block from 10 to 12.</li></ol>
[Normal] H. Hadoken	Increased projectile speed.
[Normal/V-Trigger I] EX Hadoken	Extended the hitbox upward.

Adjustment	Description
[Normal/V-Trigger I] L. Shoryuken	<ol style="list-style-type: none"> <li>1. Lowered combo-count start value when the attack lands in the air to 3F or later into the attack's duration.</li> <li>2. Increased knockback time when the attack lands in the air to 3F or later into the attack's duration.</li> <li>3. Recovery time on landing can now be canceled with any Hadoken (on hit only).</li> </ol>
EX Tatsumaki Senpukyaku	<ol style="list-style-type: none"> <li>1. The hitbox after the attack lands in mid-air has been extended upward.</li> <li>2. Reduced knockback of the 2nd through the 4th attacks when the 1st to 3rd attacks land in the air.</li> <li>3. Increased the draw-in distance when the tip of the 1st attack lands in the air.</li> <li>4. When any of the hitboxes from the 1st to 4th attacks hit and the 5th misses, a 6th hitbox now appears on Ryu's back.</li> <li>5. Increased knockback time when the 5th attack lands in the air.</li> </ol>
EX Airborne Tatsumaki Senpukyaku	<ol style="list-style-type: none"> <li>1. The hitbox after the attack lands has been extended.</li> <li>2. Increased the duration of the 2nd and 4th attacks on hit from 2F to 3F.</li> <li>3. The hitboxes of the 2nd and 4th attacks will now hit opponents in front as well.</li> </ol>
L. Jodan Sokutou Geri	Increased distance traveled forward before attack start-up.
[Normal/V-Trigger] Thrust Strike (V-Skill II)	<ol style="list-style-type: none"> <li>1. The hit effect of the 2nd attack has been changed from knockdown to wall bounce when the attack connects.</li> <li>2. Increased stun when the attack connects by 2F.</li> <li>3. Increased stun time for the 1st attack when the attack connects.</li> </ol>
[V-Trigger I] Thrust Strike (V-Skill II)	Since the increase in the V-Gauge from an unsuccessful move just before the V-Timer ended was unintentionally high, the amount of increase for the V-Gauge was changed from 75 to 60 in order to match the value of the normal version.
[V-Trigger II] Isshin (Strike)	<ol style="list-style-type: none"> <li>1. Can now be CA-canceled. (When CA-canceling, one additional move's worth of scaling applies.)</li> <li>2. The hitbox has been extended upward when the attack is performed after an EX Hadoken.</li> <li>3. The opponent's position is now fixed on hit.</li> </ol>
[Normal/V-Trigger I] Shinku Hadoken/Denjinn Hadoken (CA)	<ol style="list-style-type: none"> <li>1. Now projectile-invulnerable between 4F and 23F.</li> <li>2. Decreased start-up from 3F to 2F when canceled into from Shoryuken.</li> <li>3. Extended the hitbox of the attack from 1F and 2F upward when canceled into from Shoryuken.</li> </ol>
Shinku Hadoken (CA)	Changed damage distribution from 320 ((40x5)+120) to 320 ((20x5)+220).



[V-Trigger I] Denjin Hadoken  
(CA)

1. Changed damage distribution from 350  $((40 \times 6) + 110)$  to 350  $((20 \times 6) + 230)$ .
2. V-Timer cost decreased from 3,000F to 0F.



# CHUN-LI

## Balance Change Overview

Chun-Li's pokes, V-Skills, and V-Triggers have been adjusted.

Her powerful moves and have been tweaked and often overshadowed moves have been made easier to use. As such, Chun-Li's should now have more potential for variety.

Expanded Standing HP's recovery time on whiff, and extended the hurtbox during recovery.

This had the longest reach of any of Chun-Li's moves, and could be used to launch one-sided attacks on certain opponents.

Standing HP was capable of high combo damage when used with V-Triggers or CA, and could be used repeatedly, and with lower risk, against certain characters.

Whiffs have now become more disadvantageous to prevent overreliance on a poke/takedown style.

To compensate, other mid-range pokes are now easier to use.

Crouching HP in particular has been adjusted significantly, now granting an advantage if blocked.

If the first attack is blocked, opponents can interrupt with a quick start-up move,

but if the second attack alone lands when used at mid-range, opponents will find themselves in trouble.

Take advantage of its forward movement by adding it to your offensive arsenal.

V-Skill I, Rankyaku, can be easily comboed into from medium attacks; however, if V-Skill II, Hazanshu, was used, it yielded significantly less damage.

As such, we've reduced Rankyaku's follow-up damage, slightly reducing its returns.

Conversely, we've increased the viability of Hazanshu by making it easier to follow-up with, and by making it possible to combo into from Crush Counter "Hakkei."

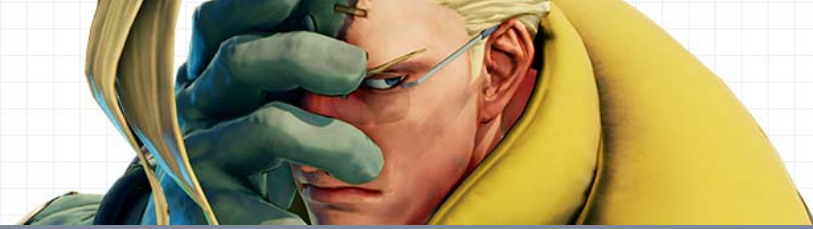
[Normal/V-Trigger I]  
Standing HP

1. Changed recovery from 18F (16F) to 21F (19F) on whiff.
2. Extended the foot hurtbox forward during recovery.

[Normal] Crouching HP

1. Changed frame advantage on block from -5F to +1F.
2. Reduced recovery by 8F when the 1st hit is blocked.
3. Increased start-up for the 2nd attack from 19F to 25F.
4. Entire move increased from 37F to 43F.
5. The box that triggers the opponent's block on the 2nd attack no longer disappears when the 1st attack hits or is blocked.

Adjustment	Description
[V-Trigger I] Crouching HP	<ol style="list-style-type: none"> <li>1. Changed frame advantage on hit from +2F to +3F.</li> <li>2. Changed frame advantage on block from -2F to +1F.</li> <li>3. Reduced recovery by 10F when the 3rd attack is blocked.</li> <li>4. Increased start-up for the 4th attack from 19F to 25F.</li> <li>5. Entire move increased from 34F to 40F.</li> <li>6. The box that triggers the opponent's block on the 2nd attack no longer disappears when the 1st attack hits or is blocked.</li> </ol>
[V-Trigger I] Tsuitotsuken	Changed frame advantage on hit from +4F to +5F.
[Normal/V-Trigger I] Hakkei	Increased knockback time on a crush counter.
[Normal/V-Trigger I] Yokusenkyaku	Reduced the foot hurtbox from frame 15 until landing.
[Normal/V-Trigger I] Yosokyaku	Reduced damage for the 1st through 3rd attacks from 40/50/60 (50/60/70) to 30/40/50 (40/50/60).
[Normal/V-Trigger I] H. Hyakuretsukyaku	Will no longer pass through the opponent during mid-air hitstun in the corner.
[Normal/V-Trigger I] EX Spinning Bird Kick	The hitbox after the attack lands has been extended upward.
[Normal/V-Trigger I] Souseikyaku (V-Skill I)	Reduced damage from 100 (110) to 80 (90).
[Normal/V-Trigger I] Hazanshu (V-Skill II)	<ol style="list-style-type: none"> <li>1. Lowered combo count gain.</li> <li>2. Reduced pushback on hit.</li> </ol>
[V-Trigger I] Hazanshu (V-Skill II)	Changed frame advantage on block from -4F to -2F.
[V-Trigger I] Renkiko	Increased V-Timer from 800F to 1,000F.



# NASH

## Balance Change Overview

Although we don't believe that Nash was made too powerful with the last update's changes to Jumping Sobat,

it was extremely difficult for some characters to deal with it, so we have made some adjustments to increase the risk of performing the move.

Although it is still a powerful technique, it is now necessary to utilize proper timing since the hitbox extends to the end of the movement.

Meanwhile, we have given new advantages to other techniques meant to be used at mid-range, thereby preventing players from relying too much on a single move.

Although it possesses excellent reach and start-up, Knee Bazooka led to close-quarters attacks after landing a hit.

A new target combo with Gust Front was added in order to generate increased returns.

He can now attempt to take opponents down, making it easier to perform combos after punishing a whiff or when landing a Crouching HP.

Sonic Boom can now be performed during the EX version's 2nd attack, even from the normal version.

As a result, Sonic Boom can now be activated after offsetting the opponent's projectiles, giving you a chance to inflict damage.

If you are able to activate each of the V-Triggers, you can deal even more damage, making it an effective tool for keeping opponents in check.

Additionally, it is now possible to perform the move in a variety of ways, such as after Sonic Boom has been blocked, or by incorporating it into combos against a cornered opponent.

Also, as a means of adding depth to mid-range battles, a Rainfall initially triggered from a neutral jump is now a unique attack that can be performed during the neutral jump.

Not only does this change maintain the air vs. air returns of Rainfall, but it also makes it possible to perform a powerful diagonal jumping HK in a downward direction, thereby expanding the range of options provided during a neutral jump.

The EX Sonic Scythe special move that can be powered up by the V-Skill II Silent Sharpness wasn't powered up as much as other strength levels of Sonic Scythe,

so all kick-based normal attacks can now be canceled into from a powered-up EX Sonic Scythe.

Since a combo can now be formed from the long reach of a Crouching MK, it gives Nash an even more powerful mid-range game.

In addition to this, inputting a forward motion during the move now causes Nash to move forward, so he can choose to take advantage of the opponent getting up from a knockdown, or back up and fight from a distance—whichever is better for the current situation following the move.

### Adjustment

### Description

Air Jack (Air Throw)	<ol style="list-style-type: none"><li>1. Reduced the distance Nash travels backward on hit.</li><li>2. Increased the knockback distance on hit.</li></ol>
Standing HP	Increased knockback time on a mid-air crush counter.
Diagonal Jumping HK	Can now be performed from a neutral jump.

Adjustment	Description
Rainfall (Former Neutral Jumping HK)	Changed input command from (HK during neutral jump) to ( ↑ +HK during neutral jump).
Jumping Sobat	Extended the recovery hurtbox forward.
[New Move] Gust Front	Added a new target combo performed with "Knee Bazooka > HP".
Sonic Boom	Can now be used from EX Sonic Boom (2nd attack) with an additional PP.
[Normal] H. Sonic Scythe	<ol style="list-style-type: none"> <li>1. Anti-air invincibility from the start of the movement to 1F before start-up has been added to the head.</li> <li>2. Now allows for CA canceling 4F before end of recovery (on hit only).</li> <li>3. Input is no longer reversed based on the opponent's positioning during the motion.</li> </ol>
[V-Skill II] H. Sonic Scythe	Changed airborne attack-invincible timing from attack start-up to the start of the move.
[Normal/V-Skill II] EX Sonic Scythe	Will no longer pass through the opponent during mid-air hitstun in the corner.
[V-Skill II] EX Sonic Scythe	<ol style="list-style-type: none"> <li>1. Can now be canceled into from kick-based normal attacks.</li> <li>2. Increased knockback time on hit.</li> <li>3. Pressing the forward directional button now moves the character forward until the end of active attack frames.</li> </ol>
M. Tragedy Assault	Will no longer pass through the opponent during mid-air hitstun in the corner.
EX Moonsault Slash	The hitbox after the attack lands has been extended.
[V-Trigger II] Justice Shell	Will no longer pass through the opponent during mid-air hitstun in the corner.





## Balance Change Overview

Adjusted the midair knockback of M. Bison's L. Double Knee Press, and slightly increased the disadvantage of not using EX Double Knee Press during center screen mid-air combos. These changes prevent utilizing damage and positioning together to perform gaugeless combos. Therefore, players will now need to decide whether to use Critical Gauge to continue the offensive after a combo, or use powerful EX Special Moves.

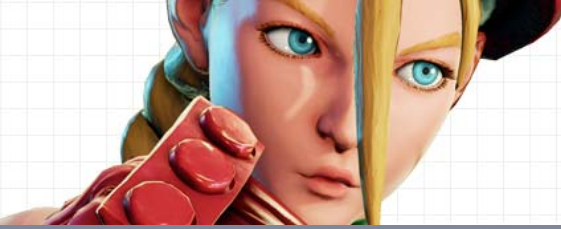
V-Skill II, Hell's Warp, can now follow Shadow Axe to create a new target combo, Shadow Pressure. Compared to the anti-projectile, anti-air, and other powerful defensive capabilities of V-Skill I, Psycho Reflect, V-Skill II was a much less valuable option. To rectify this, Hell's Warp can now be used in offensive maneuvers to knock down opponents without having to charge attacks.

V-Triggers I and II have both undergone adjustments. While V-Trigger I, Psycho Power, is active, Special Moves can now cancel into Special Moves in addition to EX Special Moves. Although it uses more V-Timer than EX Special Moves, not consuming the Critical Gauge allows for new options, such as adding CA into successive moves.

We've increased the V-Timer of V-Trigger II, Psycho Nightmare, to better accommodate M. Bison's movement speed and V-Trigger attacks. However, enemy movement was restricted for too long after Psycho Crusher—M Bison's standout rush attack—and when cancelled V-Trigger attacks were utilized as shields. As such, we've adjusted the V-Timer length and V-Timer consumption rate of V-Trigger attacks accordingly.

Adjustment	Description
[New Move] Shadow Pressure	Added a new target combo performed with "Shadow Axe > V-Skill II".
[Normal] L. Double Knee Press	Increased the knockback distance on the 2nd hit when in mid-air.
[Normal/V-Trigger I] EX Double Knee Press	M. Bison is now totally invincible until the end of the movement when the 1st and 2nd attacks hit a grounded opponent.
[Normal] EX Double Knee Press	Reduced pushback on hit for the 1st attack.
[Normal/V-Trigger I] EX Psycho Inferno	<ol style="list-style-type: none"> <li>1. Increased the knockback distance when a hit lands on the hitbox at the opponent's back.</li> <li>2. Input is no longer reversed based on the opponent's positioning during the motion.</li> </ol>

Adjustment	Description
[V-Trigger I] EX Psycho Inferno	Lowered combo-count gain of the final attack on the hitbox at the opponent's back.
[V-Trigger I] Head Press	Landing recovery on block/whiff can now be canceled with a V-Trigger Special Move or V-Trigger EX Special Move.
[Normal/V-Trigger I] EX Head Press	M. Bison is now totally invincible until the end of the movement when the 1st attack hits a grounded opponent.
[V-Trigger I] EX Head Press	Can no longer be canceled with a V-Trigger EX Special Move on hit.
[V-Trigger I] Psycho Power	V-Trigger Special Moves can now be canceled with another V-Trigger Special Move. (V-Trigger EX Special Moves cannot be canceled with a V-Trigger Special Move.)
[V-Trigger II] Psycho Nightmare	Decreased V-Timer from 4,000F to 3,000F.
[V-Trigger II] Psycho Charge	<ol style="list-style-type: none"> <li>1. V-Timer cost decreased from 1,000F to 750F.</li> <li>2. V-Timer cost decreased from 1,000F to 750F on hit.</li> </ol>
[V-Trigger II] Psycho Crusher	V-Timer cost decreased from 2,000F to 1,500F.



# CAMMY

## Balance Change Overview

Cammy specializes in a style that keeps her opponents in check at mid-range and then follows up with her Spiral Arrow to charge in and engage them at close range.

It is therefore difficult for opponents to take risks against her combination of reach and lack of openings, and she also has offensive moves such as Cannon Strike, which give her an effective ground game, meaning that many characters have trouble approaching her.

Even when on the defensive, she has multiple methods of escaping from the edge of the screen, making it difficult for characters to find an opening against her at any point during the battle.

In response, we have increased her risk of whiffing on the Standing HP and Crouching MK that serve as the starting point of her attack, so it is somewhat more difficult for her to engage in close-range combat. Additionally, adjustments have been made to some of her defensive aspects, such as lowering her health and stun values, in order to better balance her overall strength.

Also, in regards to H. Spiral Arrow, which possessed the ability to inflict damage with combos and also push up the screen, we have reduced the hitbox on the first attack, and made it more difficult to land two hits when at a distance.

Since the damage dealt will drop significantly if only one hit is landed, it is important to consider the situation and act accordingly, such as using the medium version to inflict additional damage on opponents after keeping them in check.

The damage inflicted when two hits land is greater than before, so skillfully using the move will boost your attack strength when approaching opponents.

In addition to expanding her link options through a reduction to the recovery of the V-Trigger II Delta Step, the 2nd half of the move is now special cancelable.

With this adjustment, you can aim for combos featuring long-reaching control techniques designed to keep the opponent at bay following a V-Trigger, such as "Standing MK (or Crouching HP) > Delta Step > Cannon Spike."

Adjustment	Description
Health	Reduced from 925 to 900.
Stun Threshold	Reduced from 925 to 900.
Standing HP	<ol style="list-style-type: none"><li>1. Changed recovery from 20F to 24F on whiff.</li><li>2. Extended the recovery hurtbox on whiff.</li></ol>
Standing MK	<ol style="list-style-type: none"><li>1. Changed frame advantage on block from -2F to -4F.</li><li>2. Sped up V-Trigger II cancel timing by 7F.</li></ol>
Crouching MK	<ol style="list-style-type: none"><li>1. Changed recovery from 14F to 18F on whiff.</li><li>2. Extended the recovery hurtbox forward on whiff.</li><li>3. Sped up V-Trigger II cancel timing by 2F.</li></ol>

Adjustment	Description
H. Spiral Arrow	<ol style="list-style-type: none"> <li>1. Reduced backward the hitbox of the first attack.</li> <li>2. Increased damage from 100 (50x2) to 120 (70+50).</li> <li>3. Increased stun damage from 120 (50+70) to 150 (80+70).</li> </ol>
Axel Spin Knuckle (V-Skill I)	Changed frame advantage on block from +2F to +4F.
[V-Trigger II] Delta Step	<ol style="list-style-type: none"> <li>1. Reduced recovery by 2F.</li> <li>2. The 2nd half of the motion can be special-move-canceled.</li> </ol>



### Balance Change Overview

Birdie specializes in using his excellent reach during mid- to long-range battles.

However, his Standing HP, which is his normal attack with the longest reach, could easily be detected by his opponent, making it difficult to take advantage of its superior reach.

This meant that in many situations, the fight took place at a somewhat closer distance, which led to the repetitive use of light and medium attacks.

Therefore, we have enabled button holds for his Standing HP.

This delay of the attack start-up can throw off the timing of opponents seeking a whiff, so you can avoid being closed in on by an opponent.

Furthermore, it can be used in response to crush counters and can also knock down opponents even as a normal hit, thereby granting even better returns than a regular Standing HP.

The Crouching MP is now easier to use at close range. Even if it is blocked, you will avoid strike-based counterattacks,

so its long duration is a powerful option against opponents that are getting up after being knocked down, or by linking it to a Standing LK, regardless of whether the attack hits or is blocked.

This increases the pressure exerted by strikes at close range, thereby making it easier to move in for a throw.

Adjustment	Description
Standing HP	Changes properties when the HP button is held.
Crouching MP	Changed frame advantage on block from -5F to -2F.
Jumping HP	Changed the attack's mid-air hit effect from mid-air recovery to slam down.
Bull Charge	<ol style="list-style-type: none"> <li>1. Extended the hitbox forward.</li> <li>2. Changed active attack frames from 4F to 6F.</li> <li>3. Changed recovery from 18F to 16F.</li> </ol>
EX Bull Revenger	Reduced recovery time on hit by 3F.



### Balance Change Overview

Ken is a standard character, but still has plenty of individuality in his playstyle, so we didn't think it was necessary to make sweeping changes to his basic abilities.

However, we decided that there were some shortcomings with his V-Trigger, so we focused most of the adjustments on it.

The V-Trigger Heat Rush has increased the V-Timer length, so the V-Timer can now be used to cancel a Hadoken with a V-Skill.

The problem with this V-Trigger was that it often tended to go unused when failing to press the offensive against the opponent, so these changes have been made to address that.

This change can be utilized to now return attacks designed to keep you at bay even when in the middle of the screen, so you can forcefully close the distance with opponents.

This will allow for a different style of approach, and also give another option for dealing damage against opponents.

Follow-up attacks were difficult to select when the V-Trigger II Shinryuken was incorporated into a combo, so that has been adjusted.

Although there are no significant changes to the move's strength, it is now easier to perform follow-up attacks since the move isn't affected by the content of a previous combo.

Elsewhere, adjustments to moves such as H. Shoryuken and Guren Enjinkyaku have been made to reduce combo difficulty.

Adjustment	Description
Crouching MK	Changed frame advantage on block from -4F to -2F.
[V-Trigger I] Hadoken (including EX version)	Can now be canceled with a V-Skill on hit or block, but consumes the V-Timer.



Adjustment	Description
[Normal] H. Shoryuken	Increased hitstop for the 2nd attack.
[Normal/V-Trigger I] EX Shoryuken	Extended full invincibility from the 3rd attack to the end of active frames.
[V-Trigger I] EX Tatsumaki Senpukyaku	Lowered combo-count gain of the 1st attack.
[Normal/V-Trigger I] Quick Step (V-Skill I charge version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
[V-Trigger I] Quick Step (V-Skill I charge version)	Increased the combo-count limit.
[V-Trigger I] Heat Rush	Increased V-Timer from 1,200F to 1,500F.
[V-Trigger II] Shinryuken	<ol style="list-style-type: none"> <li>1. The combo count is now a constant number after the move hits.</li> <li>2. Now allows for Tatsumaki Senpukyaku input before landing (on hit only).</li> </ol> (No change made to Tatsumaki Senpukyaku start-up timing.)
Guren Enjinkyaku (CA)	<ol style="list-style-type: none"> <li>1. Changed active attack frames from 2F to 4F.</li> <li>2. Changed recovery from 44F to 42F.</li> <li>3. Changed full invincibility from between frames 1 and 6 to between frames 1 and 8.</li> </ol>



# NECALLI

## Balance Change Overview

Necalli significantly lacked moves with long reach, making mid- to long-range bouts tough. V-Skill I, Culminated Power, was meant to compensate for Necalli's short reach, but the first attack was easier to avoid than expected, and the risk of not landing the hit outweighed the potential reward.

Crouching MK served as a cancelable low attack to keep opponents at bay, but Necalli had few Special Moves that could continue to hit from there. Even successful combos would leave the player at a disadvantage, resulting in Necalli having few opportunities to inflict heavy damage.

Activating a V-Trigger somewhat resolved the problems, but Necalli had few strengths and struggled to win in the environment of game at the time. With these issues in mind, we've increased the usability of his pokes and improved his long-range game. Additionally, Special Moves have been adjusted to allow for significantly better combos, and to more easily maintain the offensive after landing a hit.

The Disc's Guidance now has a faster start up when opponents are close. The light version can now land light attacks at close range, as well as mid attacks at a slight distance for consecutive hits, making it a much more viable Special Move to combo with. Additionally, opponents waking up are easier to attack, greatly boosting the return for a successful hit.

Valiant Rebellion and CA cancel Raging Light and now be V-Trigger Canceled. Necalli's V-Gauge and Critical Gauge can now more easily be converted into damage, increasing the amount of heavy damage he can dish out in one go.

Adjustment	Description
[Normal] Standing MP	<ol style="list-style-type: none"> <li>1. Changed frame advantage on hit from +5F to +6F.</li> <li>2. Delayed special-move cancel timing by 1F.</li> </ol>
Standing HK	Changed frame advantage on a crush counter from +19F to +21F.
[Normal/V-Trigger] Crouching LP	Increased damage from 20 (30) to 30 (40).
Crouching MK	Changed frame advantage on hit from $\pm 0F$ to +1F.
[Normal/V-Trigger] Opening Dagger (charge version during V-Trigger)	Extended the hitbox forward.
[Normal/V-Trigger] The Disc's Guidance (including EX version)	<ol style="list-style-type: none"> <li>1. Reduced knockback distance on hit.</li> <li>2. Will no longer pass through the opponent during mid-air hitstun in the corner.</li> </ol>

Adjustment	Description
[Normal/V-Trigger] The Disc's Guidance	Sped up start-up when activated at close range.
[V-Trigger] L. The Disc's Guidance	Increased combo-count start value of the 2nd attack.
[V-Trigger] H. The Disc's Guidance	<ol style="list-style-type: none"> <li>1. Increased the combo-count limit of the 1st attack.</li> <li>2. Lowered combo-count gain of the 1st attack.</li> <li>3. Increased knockback time on hit for the 2nd attack.</li> </ol>
[Normal] Valiant Rebellion	Can now be V-Trigger-canceled.
[Normal/V-Trigger] Raging Light	Can now be CA canceled.
[V-Trigger] L. Raging Light	<ol style="list-style-type: none"> <li>1. Changed damage distribution from 120 (30+90) to 120 (100+20).</li> <li>2. The 2nd attack now deals 100 damage when the 1st attack misses.</li> </ol>
[Normal] M. Raging Light	Changed damage distribution from 110 (30+80) to 110 (80+30).
[V-Trigger] M. Raging Light	Changed damage distribution from 130 ((30x2)+70) to 130 (100+(15x2)).
[Normal/V-Trigger] H. Raging Light	Increased the combo-count limit of the 1st attack.
[Normal] H. Raging Light	<ol style="list-style-type: none"> <li>1. Changed damage distribution from 120 ((30x2)+60) to 120 (60+(30x2)).</li> <li>2. The final attack now deals 60 damage when the 1st attack misses.</li> </ol>
[V-Trigger] H. Raging Light	<ol style="list-style-type: none"> <li>1. Changed damage distribution from 140 ((30x3)+50) to 140 ((50x2)+(20x2)).</li> <li>2. Lowered the combo count gain of the 2nd attack.</li> <li>3. The final attack now deals 50 damage when the 1st attack misses.</li> </ol>
[Normal/V-Trigger] EX Raging Light	Lowered combo-count gain of all attacks but the final one.
[V-Trigger] EX Raging Light	The hitbox after the attack lands has been extended upward.
[V-Trigger I] Clouded Mirror (uncharged ver.)	Changed frame advantage on block from -2F to +2F.
[Normal] Culminated Power (V-Skill I)	<ol style="list-style-type: none"> <li>1. Shortened start-up from 25F to 22F.</li> <li>2. Entire move shortened from 56F to 53F. (No changes made to Sacrificial Altar.)</li> </ol>

Adjustment	Description
[V-Trigger] Culminated Power (V-Skill I)	Changed recovery from 34F to 31F. (No change made after hit/block.) (No changes made to Sacrificial Altar.)
Ceremony of Honor/Soul Offering (CA)	Start-up reduced from 7F to 2F when canceled into from Raging Light.



### Balance Change Overview

Vega has some of the best ground game, which was balanced out with him being at increased risk of taking high damage. However, as the level of power in the game has risen over time, he has been adjusted to be less vulnerable.

Standing MK has undergone the most significant adjustment, and is now cancelable. Clawed Vega could often only use a single hit to punish attacks with significant hitboxes, but now landing a hit with the new Standing MK can lead to big rewards.

Barehanded Standing HP now has reduced knockback for improved combos.

In addition, Vega now has the ability to remove his mask, which actively increases his offensive power. However, being maskless also lowers Vega's defense, so unmask with caution.

The airborne and anti-air variations of V-Trigger I, Bloody Kiss, have been adjusted to increase usability. The mid-air Bloody Kiss - Azul's height limit has been lowered, and can now be activated from a neutral jump.

These adjustments make Azul easier to use and offer more opportunity to hit an opponent.

The anti-air, Bloody Kiss - Rojo, now allows for follow-ups after hitting an opponent in a high position, keeping in line with the other Bloody Kiss variations.

The requirements for knocking opponents out of a jump remain unchanged, but the increased potential will make opponents think twice about jumping.

Adjustment	Description
[New Move] Face Reveal	Added a new move activated with ↓ +PPPKKK.
Standing HP (bare-handed)	Reduced pushback on hit.
Standing MK	Can now be special canceled.
H. Crimson Terror	Extended the hitbox of the first attack forward.
EX Crimson Terror	Can now be canceled with V-Skill I on hit.

Adjustment	Description
[V-Trigger I] Bloody Kiss - Rojo (claw/bare-handed)	<ol style="list-style-type: none"> <li>1. Moved the hitbox inward from the 3rd frame onward.</li> <li>2. Decreased damage from 180 to 140.</li> <li>3. Reduced stun damage from 200 to 150.</li> <li>4. Extended the collision box upward until the start-up of the 2nd attack when the 1st hits or is blocked.</li> <li>5. Increased knockback time on hit for the 3rd attack.</li> <li>6. Lowered combo-count start value and gain.</li> </ol>
[V-Trigger I] Bloody Kiss - Azul (claw/bare-handed)	<ol style="list-style-type: none"> <li>1. Reduced height limit.</li> <li>2. Can now be performed from a neutral jump.</li> </ol>



### Balance Change Overview

R. Mika's strengths lie in her ability to rush in with either throws or strikes at close range, but the addition of V-Shift greatly affected her playstyle. Even when at her favored range, it was often difficult for her to win the match due to the increased number of ways to deal with her attacks. Therefore, in order to create additional offensive opportunities, we have added new options for her to close the distance against opponents from mid-range.

Among these options, the Crouching MK has been reworked and can now be canceled with a special move. With the ability to take opponents down, it is now much easier to instantly close the distance to them. Considering that the returns on hit have improved, we have also made adjustments to areas such as the hurtbox and the attack duration.

Previously, when activating Passion Rope Throw from behind an opponent, Mika's back dash caused opponents to bounce back toward her, even when performed in the middle of the screen. This is a technique that could no longer be done following a prior adjustment, but it's an interesting move that matches Mika's character background, so it has been restored in order to expand her available combo options. Because the surrounding factors have changed since then, we don't feel that keeping the same performance of the move will cause any significant problems, but considering it could lead to fewer available options, we are limiting it to back throws only. It's a good choice when you want to inflict significant damage while in the middle of the screen, or want to focus on maintaining the offensive.

Adjustment	Description
Standing LK	Can now be special canceled.
Standing HP	Extended the hitbox forward.
Crouching LP	Increased damage from 20 to 30.



Adjustment	Description
Crouching MK	<ol style="list-style-type: none"> <li>1. Can now be special-canceled.</li> <li>2. Changed active attack frames from 4F to 3F.</li> <li>3. Changed recovery from 14F to 15F.</li> <li>4. Extended the hurtbox during the move.</li> </ol>
Passion Rope Throw (Backward)	When the attack hits mid-screen, the opponent will now reach the corner and bounce back.
Shooting Star Combo	Increased the knockback distance on hit.
M. Shooting Peach	<ol style="list-style-type: none"> <li>1. Moved the hitbox between active frames 8F and 10F downward.</li> <li>2. Changed frame advantage on block from -10F to -8F.</li> </ol>
H. Shooting Peach	Changed frame advantage on block from -12F to -10F.
EX Shooting Peach	<ol style="list-style-type: none"> <li>1. The hitbox of the 2nd attack has been extended upward after the 1st attack lands.</li> <li>2. The collision box has been extended upward when the 1st attack hits.</li> </ol>
Heated Mic Performance (V-Skill I)	<ol style="list-style-type: none"> <li>1. Shortened start-up from 75F to 60F.</li> <li>2. Entire move shortened from 90F to 75F.</li> </ol> (No change has been made to Lady Mika-canceled version.)
Pumped Up! (V-Skill II)	Increased damage from 90 to 100.
[V-Trigger II] Steel Chair/Fightin' Dirty (Special move version)	Changed combo scaling from 20% to 0% when canceled into. (No change has been made when activated from a V-Trigger.)
[V-Trigger II] Steel Chair	Increased damage from 60 to 90.



# RASHID

## Balance Change Overview

Rashid's flashy, unconstrained movements allow him to taunt and dance circles around his opponents, but at the cost of having lower defense.

However, his defense was still rather high, and his strong links ultimately reduced his apparent weaknesses.

To rectify this, we've added increased risk to his links and reduced his invincible moves.

Choose your attacks wisely, as it's now harder to follow up after opponents counter, which could result in a swift defeat.

Conversely, M. Whirlwind Shot, which had previously been difficult to utilize, now yields increased returns.

V-Trigger I, Ysaar, which had been overshadowed by V-Shift, now has an increased number of hits.

Since M. Whirlwind Shot was less effective than other strength variations, it now has the ability to knock down opponents, making it an offensive starting point.

On counter hit, Crouching HP combos into moves, and has low disadvantage when blocked.

As such, it can now be used as if it were a low-cost EX move.

Please note that V-Trigger II has not been adjusted, as being knocked down while it is active weakens Rashid.

Due to Ysaar's increased number of hits, a tornado will now appear on screen regardless of whether the attack hits, is blocked, or activates at close range.

It's now easier to create links by riding the winds, making Rashid's battle style even more distinctive.

Adjustment	Description
[Normal] L. Whirlwind Shot	Decreased pushback on block up until active frame 2F.
[Normal] M. Whirlwind Shot	<ol style="list-style-type: none"> <li>1. Hit effect on grounded stun changed to knockdown when the 2nd attack hits on the ground.</li> <li>2. Increased knockback time for the 2nd attack on a mid-air hit.</li> </ol>
[Normal] L. Spinning Mixer	Decreased pushback for the 3rd attack on block.
[Normal] M. Spinning Mixer	Now allows for EX Spinning Mixer canceling 4F before end of recovery (on hit only).
[Normal] H. Spinning Mixer	No longer affected by hitboxes with added properties.
[Normal] EX Spinning Mixer	<ol style="list-style-type: none"> <li>1. Lengthened start-up from 8F to 12F.</li> <li>2. Changed full invincibility from between frames 1 and 12 to between frames 1 and 16.</li> </ol> (No change made to the special properties version.)

Adjustment	Description
L./EX Eagle Spike (Dash Version)	Fixed an issue in which Rashid would travel a considerable distance and pass through opponents after performing the move. (In accordance with this change, the distance moved backward after activation has been reduced.)
Nail Assault (V-Skill I)	Now allows for EX Spinning Mixer canceling 4F before end of recovery (on hit only).
[Normal] Wing Stroke (V-Skill II, Grounded Version)	Sped up link timing to all versions of Wing Stroke by 3F.
[V-Trigger I] Ysaar	<ol style="list-style-type: none"> <li>1. Increased number of hits from 3 to 4.</li> <li>2. Changed frame advantage on block from +32F to +39F.</li> </ol>
[V-Trigger II] Haboob	<ol style="list-style-type: none"> <li>1. Changed frame advantage on block from -2F to -6F.</li> <li>2. Increased projectile speed after active frame 4F.</li> <li>3. Moved the hitbox with added properties inward from frame 4 onward.</li> </ol>
Altair (CA)	Changed full invincibility from between frames 1 and 17 to between frames 1 and 10.



### Balance Change Overview

Much of Karin's appeal comes from her swift movements that bring her in close to her opponents, and her versatile pokes that lead to high damage.

However, certain characters had trouble dealing with her moves and close combat. so adjustments have been made to alleviate these issues.

Moves that can knock down opponents or combo now have a higher risk of whiffing, so require more careful usage.

Conversely, it is now also easier to combo at the edge of the screen, allowing Karin to aim for solid combos after an offensive strike.

Previously, certain attacks would go through opponents while at the edge of the screen, which, depending on where they landed, made starting combos difficult.

It is now easier to combo with high-damage attacks such as EX Tenko and Orochi, giving players reliable new ways to inflict damage.

The Seppo command no longer works as a comeback after using Crouching HP as an anti-air or follow-up.

Adjustment	Description
Standing MP	Extended the foot hurtbox between frames 5 and 12 forward.

Adjustment	Description
Standing HK	Extended the recovery hurtbox forward on whiff.
Crouching HP	Input is no longer reversed based on the opponent's positioning.
Crouching MK	<ol style="list-style-type: none"> <li>1. Changed recovery from 14F to 18F on whiff.</li> <li>2. Slowed down on whiff until the foot returns, and the hurtbox now remains on whiff.</li> </ol>
EX Tenko	Will no longer pass through the opponent during mid-air hitstun in the corner.
Orochi	Will no longer pass through the opponent during mid-air hitstun in the corner.
EX Mujinkyaku	<ol style="list-style-type: none"> <li>1. Can now be canceled with Guren Ken on hit only.</li> <li>2. Will no longer pass through the opponent during mid-air hitstun in the corner.</li> </ol>
Myo-Oken (V-Skill I, Charge/No-Charge Version)	Expanded the hurtbox during recovery.
Fudo Sosho (V-Skill II, uncharged ver.)	<ol style="list-style-type: none"> <li>1. Changed frame advantage on hit from +3F to +4F.</li> <li>2. Increased knockback time on counter hit.</li> </ol>
[V-Trigger I] Guren Ken/Guren Hosho/Guren Chochu/Guren Kusabi	Will no longer pass through the opponent during mid-air hitstun in the corner.
[V-Trigger II] Yasha Gaeshi Chi	If the attack lands on an opponent behind you, you will now face the opponent.
Kanzuki-Ryu Hadorokushiki Hasha No Kata (CA)	Will no longer pass through the opponent during mid-air hitstun in the corner.



## Balance Change Overview

Zangief possesses many powerful throws, but it was difficult to choose between a throw or strike when at close range due to the opponent's V-Shift, so it was hard for him to take proper advantage of such opportunities.

In response, we have strengthened his mid-range control and air vs. air techniques, and reworked the returns of landing a strike versus using a throw when at a short distance.

Along with more opportunities to deal damage on approach, it also gives him multiple choices for utilizing attacks with explosive power.

It is now easier to follow up with "Standing LK > Double Lariat" after the forced crouch following a Head Butt, leading to even greater returns when overcoming an opponent's move.

Furthermore, V-Triggers are now cancelable, creating opportunities to create V-Trigger combos near a battle's end.

Crouching HP, which was often overshadowed by the easy-to-use anti-air Double Lariat, now knocks back opponents on hit, and can then combo into Crouching HK.

Though its start-up may be slow, its anti-air allows Zangief to deal impressive damage.

Furthermore, we have fixed an issue where canceling Double Lariat into V-Trigger I, Cyclone Lariat, would cause its strike to whiff.

From here, Zangief can follow-up with Standing HP (holdable) or Crouching HK, making an opportunity for him to deal heavy damage to jumping opponents averse to close-range throws.

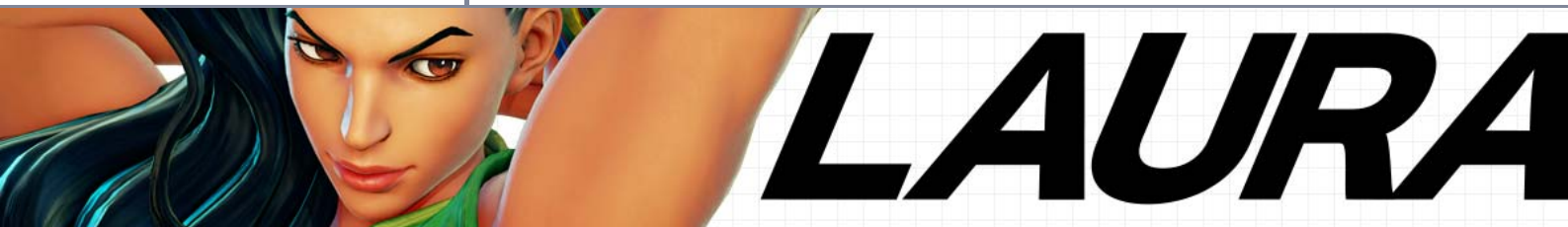
Normal Borscht Dynamite now has the same strike hitbox as the EX version, keeping Zangief from having to rely on the EX version when his Standing HK is crush countered at close range.

It serves to deal damage when opponents back dash and V-Shift, and the saved Critical Gauge can instead be used to dish out EX and CA moves to further pressure opponents.

Adjustment	Description
Standing HP (uncharged ver.)	Increased stun time by 1F when a crush counter occurs on active frame 2 or later.
Standing HP (charged version)	Increased the combo-count limit.
Crouching HP	<ol style="list-style-type: none"> <li>Now knocks the opponent down on a grounded or mid-air hit.</li> <li>Changed frame advantage on block from -4F to -6F.</li> <li>Decreased pushback on block.</li> <li>Will no longer hit opponents behind you.</li> <li>Increased combo-count start value and gain.</li> </ol>
Crouching HK	Increased the combo-count limit.
Head Butt	<ol style="list-style-type: none"> <li>Changed grounded hit effect from stun to a forced crouch.</li> <li>Can now be V-Trigger-canceled.</li> </ol>



Adjustment	Description
Flying Headbutt	Increased the combo-count limit.
[Normal] Borscht Dynamite	Changed the hitbox type from throw to strike.
[V-Trigger II] Borscht Dynamite	Reduced Zangief's recovery after hit by 6F.
[V-Trigger II] EX Borscht Dynamite	Increased the combo-count limit when canceled into from Flying Headbutt.
[V-Trigger I] Cyclone Lariat	Sped up the 2nd attack's start-up by 2F, and made all attacks easier to land when included in a mid-air combo.



### Balance Change Overview

Laura's adjustments mainly consist of enhancing moves used for linking, and significant changes to her V-Trigger II, Shock Stance.

While V-Trigger II is active, the valuable command throw, Shock Choke, can now be activated at any time, improving the V-Trigger's offensive capability.

Furthermore, it is now possible to use normal and unique attacks with projectile invincibility after Matsuda Sway.

Counterattacks can now be used after avoiding attacks outside Shock Choke's derivative's range, or opponent projectiles from a relatively long distance.

These changes increase the variety of responses to opponent attacks and bolster Laura's defensive capabilities.

V-Skill I, Linear Movement, can now bypass a mid-air opponent if activated after an anti-air or follow-up. The derivative version of Volty Line can then be used to turn Laura to face her opponent and launch an offensive.

Now Laura has linking potential, she can also break her opponent's guards more easily.

Thunder Clap and Linear Movement's commands no longer work as a comeback after using Standing MP as an anti-air or follow-up.

Adjustment	Description
Standing MP	Input is no longer reversed based on the opponent's positioning.
[Normal/V-Trigger I] EX L. Thunder Clap	Changed active attack frames from 40F (80F) to 60F (100F).

Adjustment	Description
[Normal/V-Trigger I] Linear Movement - Avante (Attack)/Linear Movement - Finta (Attack)	If the attack lands on an opponent behind you when following up, you will now face the opponent.
[V-Trigger II] Matsuda Sway	<p>1. V-Timer cost changed from 0F to 200F.</p> <p>2. The dodge motion can now be canceled with a normal or unique attack. (Cancelled versions of normal and unique attacks will be projectile-invincible until the active attack-times end.) (Canceling into normal and unique attacks consumes 1,000F V-Timer.)</p>
[V-Trigger II] Shock Choke (Follow-up Version)	Added throw invincibility to opponent's hurtbox after the hit animation.
[New Move][V-Trigger II] Shock Choke	<p>Added a new Shock Choke (activated with ↓ +HP+HK during Shock Stance) without the need of Matsuda Sway. (Single shot versions of the attack are projectile and jump attack-invincible, consume 1,000F V-Timer on activation, and consume the entire V-Timer on hit.)</p>



# DHALSIM

## Balance Change Overview

Dhalsim's adjustments consist of changes to his normal attacks used in long-distance battles, and measures that discourage using stale control moves to push opponents back. Additionally, we've increased the advantages of Standing HP to make this higher frame move more appealing as a control option.

Yoga Gale, even when blocked, so easily maintained Dhalsim's advantage that opponents struggled against it.

Now, the move creates distance when blocked.

Though Yoga Gale maintains its status as a powerful close-range offensive move, repeating it for additional hits in now poses a higher challenge.

Close-range combat was supposed to be Dhalsim's weakness, but Mid-Air Yoga Teleport gave him a strong reversal.

Characters who could dart in quickly were often forced out of their range before they could even begin their attacks.

To rectify this, opponents can now counter after Mid-Air Yoga Teleport, which makes evading riskier and reduces its defensive capabilities.

To improve jump attack options following V-Skill II, Yoga Float, EX Yoga Flame can now be canceled into from V-Skills and start a combo.

### Adjustment

### Description

Standing MK	<ol style="list-style-type: none"><li>1. Slowed down on whiff until the foot returns, and the hurtbox now remains on whiff. (No change made to overall frame data.)</li><li>2. Decreased pushback on block.</li></ol>
Standing HP	<ol style="list-style-type: none"><li>1. Increased pushback on block.</li><li>2. Can now land as a crush counter.</li></ol>
Standing HK	Extended the hurtbox between frames 13 and 14 forward.
[V-Skill I] Jumping LP/LK/MK	Increased the combo-count limit.
EX Yoga Flame	<ol style="list-style-type: none"><li>1. Extended the hitbox of the first attack forward.</li><li>2. Can now be canceled with a V-Skill on hit.</li></ol>

Adjustment	Description
Yoga Gale	<ol style="list-style-type: none"> <li>1. Reduced stun damage from 200 to 150.</li> <li>2. Increased pushback on block.</li> <li>3. Extended the collision box downward when activated at a low height.</li> <li>4. The box that triggers the opponent's block no longer disappears before the hitbox is generated.</li> <li>5. Matched hitbox properties to those of EX Yoga Gale.</li> </ol> Note: Change 5 above has the following effects: <ul style="list-style-type: none"> <li>- Pushback on block in the corner;</li> <li>- Hitstop when projectile-canceled</li> </ul> (Will not hit jump attack-invincible hurtboxes.)
Mid-air Yoga Teleport	Now enters a special counterable state between the move's beginning and landing.
Yoga Float (V-Skill I)	Now allows for all follow-up inputs from 5F before floating start-up. (No change made to follow-up start-up timing.)



### Balance Change Overview

F.A.N.G lacked the ability to counterattack when faced with +4F attacks at close to mid-range. Crouching LP > L. Sotoja was supposed to help regain control of the situation, but +4F attacks on block often support crush counters, making them quite advantageous. With F.A.N.G unable to counterattack and down such opponents, he was prone to being overwhelmed by characters using attacks with high priority and damage. To rectify this, we've bolstered F.A.N.G's defense by improving his counterattacks and increasing the returns of reading opponents accurately, making it easier to switch between offense and defense.

Crouching LP now has improved recovery time on hit, can hit repeatedly, and can also connect into knockdown moves L. Ryobenda and EX Sotoja. These adjustments serve to compensate F.A.N.G's lack of counterattacks with an improved ability for switching to offense and dealing damage.

In addition, V-Skill II, Sodokubu, is now easier to use. Reduced recovery on whiff makes it less risky, and improved its effect on hit to allow for easier wakeups. Furthermore, it can now cancel into V-Trigger, increasing its merits and granting higher payoffs for accurate opponent reads.

Now, once Crouching HK's or Nirenko's first attack hits in mid-air, their second attacks will also hit.

Adjustment	Description
Standing MP	The 2nd attack can now be V-Trigger or CA-canceled.
Standing HP	Increased knockback time on a mid-air crush counter.

Adjustment	Description
Crouching LP	Changed frame advantage on hit from +3F to 4F.
Crouching HK	<ol style="list-style-type: none"> <li>1. Changed the 1st attack's mid-air hit effect from low down to knockdown.</li> <li>2. The 2nd attack's hitbox now is now extended when the 1st attack hits or is blocked.</li> <li>3. Reduced knockback distance for the 1st attack on mid-air hit.</li> <li>4. Lowered combo-count gain of the 1st attack.</li> <li>5. Lowered combo-count start value when the 1st attack lands in the air as a crush counter.</li> </ol>
Nirenko	<ol style="list-style-type: none"> <li>1. Changed the 1st attack's mid-air hit effect from mid-air recovery to knockdown.</li> <li>2. The hitbox of the 2nd attack has been extended upward after the 1st attack lands.</li> <li>3. Increased the combo-count limit for the 2nd attack.</li> </ol>
[Normal/V-Trigger II] EX Nishikyu	Increased knockback time on a mid-air hit.
[Normal] EX Nishikyu	Can now be canceled with V-Trigger I.
[V-Trigger II] Nishikyu (including EX Version)	Extended the hitbox of the explosion upward.
[Normal] L. Sotoja	Changed frame advantage on hit from $\pm 0F$ to +5F.
[Normal] EX Sotoja/EX Ryobenda	Can now be canceled with V-Trigger I on hit or block.
Nikyoushu	Changed recovery time on landing from 9F to 4F.
[Normal/V-Trigger I] Sodokubu (V-Skill II)	<ol style="list-style-type: none"> <li>1. Changed entire motion from 66F to 56F when it is unsuccessful.</li> <li>2. Reduced knockback distance on hit.</li> <li>3. Increased knockback time on hit.</li> </ol>
[Normal] Sodokubu (V-Skill II)	Attack can now be V-Trigger-canceled when successful.



# ALEX

## Balance Change Overview

Alex excels at racking up damage with mid- to long-range checks, but he was somewhat lacking in his ability to deal damage in other ways. We've made improvements to his offense, strike continuity, and anti-airs to allow him to deal damage in a greater variety of ways.

Close-range normal attacks can now connect to create dense combos. We've increased the returns on hit for EX Special Moves to make it easier for Alex to maintain the offensive.

Furthermore, we've improved the anti-airs of both heavy and EX versions of Air Knee Smash, and made it easier to use Air Stampede for surprise attacks or getting close to opponents. Alex now has a larger arsenal to check mid- to long-range opponents with, and these increased options have improved controls.

Alex's V-System was particularly restrictive and difficult to fully utilize. As such, we've increased the variety of situations in which it can be used effectively.

V-Skill II, Overchain, no longer loses its effect when Alex is downed, and now affects Head Crush, allowing Alex to start to deal big returns by surprising an opponent with a throw.

When V-Trigger II, Rage Boost, is active, you can now choose which of the two V-Trigger attacks to cancel into.

Choke Sleeper can hit both standing and crouching opponents, while Flying DDT can only hit Standing opponents, but boasts great reach and damage. Use the move most appropriate for the situation to deal damage efficiently.

Adjustment	Description
Standing LP	<ol style="list-style-type: none"><li>1. Changed frame advantage on hit from +4F to +5F.</li><li>2. Changed frame advantage on block from +2F to +3F.</li><li>3. Extended the hitbox forward.</li></ol>
Standing MP	Reduced pushback on hit and block.
Standing LK	Extended the hitbox forward.
Standing MK	Reduced the pivoting leg's hurtbox size backward between 2F before start-up and the end of active attack frames.



Adjustment	Description
Crouching HP	<ol style="list-style-type: none"> <li>The 2nd attack now deals 60 damage instead of 30 when the 1st attack misses.</li> <li>The 2nd attack now deals 100 stun damage instead of 75 when the 1st attack misses.</li> <li>Increased the combo-count limit of the 1st attack.</li> <li>Lowered combo-count start value for the 2nd attack.</li> </ol>
[Normal/V-Skill II] Flash Chop	Extended the hitbox forward.
[Normal/V-Skill II] EX Flash Chop	<ol style="list-style-type: none"> <li>Can now be V-Trigger-canceled.</li> <li>Increased the knockback time on a grounded hit.</li> </ol>
[Normal/V-Skill II] H. Slash Elbow	Increased combo-count start value.
Power Drop	Extended the grab range forward.
EX Power Drop	<ol style="list-style-type: none"> <li>Extended the grab range forward.</li> <li>Reduced recovery time on hit by 8F.</li> </ol>
[Normal/V-Skill II] L./M. Air Knee Smash	Increased the combo-count limit.
[Normal/V-Skill II] H. Air Knee Smash	<ol style="list-style-type: none"> <li>Added mid-air invincibility from frame 7 to the end of active frames.</li> <li>Extended the hitbox downward.</li> </ol>
[Normal/V-Skill II] EX Air Knee Smash	<ol style="list-style-type: none"> <li>Changed airborne attack-invincible timing from 1F before attack start-up to the start of the move.</li> <li>Fixed an issue in which the KO animation did not play properly when achieving a KO under certain conditions.</li> </ol>
[Normal/V-Skill II] Air Stampede	<ol style="list-style-type: none"> <li>Changed frame advantage on block from -5F to -2F.</li> <li>Decreased pushback on block.</li> <li>Increased stun on whiff by 10F.</li> <li>Now projectile-invincible during the motion while in the air.</li> </ol>
Head Crush (including EX Version)	<p>Now affected by V-Skill II. (Unlike other special moves, VSII's effect ends on whiff.)</p>
Big Boot (V-Reversal)	<p>Fixed an issue where the effects of V-Skill I and counter hits caused conditions to change. (V-Skill I no longer loses its effect on hit.)</p>
Overchain (V-Skill II)	The effect no longer ends when downed.

Adjustment	Description
[V-Trigger I] Sledgehammer	<ol style="list-style-type: none"><li>1. Increased the combo-count limit.</li><li>2. Can now be canceled with all special moves and CA when successful.</li></ol>
[V-Trigger II] Flying DDT	<ol style="list-style-type: none"><li>1. Changed cancel activation start-up from 15F to 12F.</li><li>2. Can now be canceled into from all versions of Flash Chop.</li></ol>
[V-Trigger II] Choke Sleeper	<ol style="list-style-type: none"><li>1. Changed input command from HP+HK to ↓ +HP+HK.</li><li>2. Extended the grab range forward.</li><li>3. Can now be canceled into from normal attacks, Lariat, and L. and EX versions of Slash Elbow.</li></ol>
Heavy Hammer (CA)	Extended the hitbox of the 1st attack upward.



# GUILE

## Balance Change Overview

In addition to Guile's traditional technique of using his normal attacks and Sonic Boom to dominate the ground game and knock opponents back, the addition of his V-Shift grants him solid defense. For a character with few projectile countermeasures, Guile handled them a bit too well. However, one of the most enjoyable aspects of Guile is his ability to take on opponent attacks, and simply weakening his strong moves would spoil the fun. Therefore, we've made a few special adjustments to Guile's jumps and Sonic Boom to give the opponent more ways to counter, and left Guile's movement game untouched.

Sonic Boom, a key component of ground battles with impressive projectiles, now grants the opponent more Critical Gauge gain. Even if opponents simply move slowly and block, their Critical Gauge will increase, enabling them to sooner utilize EX or CA moves, switching up the movement game.

Guile's jumps now have longer air time and reduced trajectory. This adjustment permits Guile to use forward jumps as surprise attacks after powerful ground moves. Furthermore, this adjustment improves forward jumps used for changing positions when cornered at the edge of the screen. Though these adjustments are quite compatible with Guile's gameplay, players will still need to be more careful with their positioning.

V-Trigger II, Knife Edge, now runs the risk of taking damage if Guile missteps while moving.

While Knife Edge is active, Somersault Kick can be canceled into from kick-based normal attacks, excluding Crouching HK. Furthermore, since players don't need to hold down while canceling, Guile can then use Standing HK—a useful poke—or combo from Crouching MK after moving forward. V-Trigger I, Solid Puncher, now allows for stronger offensive maneuvering when selected.

V-Skill II, Dive Sonic, has been adjusted to fix an issue where Somersault Kick would whiff if activated from a target combo when at a distance. Turning the follow-up into EX Somersault Kick allows the hit to connect, even if used from a distance.

In order to even out the playing field for opponents, Sonic Hurricane has been adjusted on block due to characters varying in their abilities to counterattack when blocking from a distance.

### Adjustment

### Description

All Jumps	Changed air time from 38F to 40F.
Standing MP	Decreased pushback on block.
Crouching MK	Reduced pushback on hit.
Reverse Spin Kick	<ol style="list-style-type: none"><li>1. Changed recovery from 18F to 23F on whiff.</li><li>2. Extended the recovery hurtbox forward on whiff.</li></ol>

Adjustment	Description
Guile High Kick	Can now be canceled with Sonic Break on hit or block.
Bullet Revolver	Can now be canceled with Sonic Break on hit or block.
Swing Out	Can now be canceled with Sonic Break on hit or block.
Thrust Combination	Can now be canceled with Sonic Break or Somersault Kick (V-Trigger II) on hit or block.
[Normal/V-Trigger I] Sonic Boom	<ol style="list-style-type: none"> <li>1. Changed opponent's meter gain on hit from 18 to 24.</li> <li>2. Changed opponent's meter gain on block from 9 to 12.</li> </ol>
[Normal/V-Trigger II] H. Somersault Kick	Extended the hitbox for active frames 4 and 5 forward.
[V-Trigger II] Somersault Kick (excluding EX Version)	Reduced knockback distance when the projectile lands in mid-air.
Reverse Back Knuckle (V-Reversal)	Fixed an issue where counter hits caused conditions to change.
Dive Sonic (V-Skill II)	Can now be canceled with any Somersault Kick 1F before recovery ends, when activated from a target combo.
[V-Trigger I] Sonic Break	<ol style="list-style-type: none"> <li>1. V-Timer cost for the 1st attack increased from 350F to 500F. (Sonic Boom cancels from the 2nd strike, thus remaining unchanged.)</li> <li>2. Changed frame advantage on block from +1F to -2F.</li> <li>3. Increased combo-count limit and lowered combo-count gain and start value.</li> </ol>
[V-Trigger II] Knife Edge	<ol style="list-style-type: none"> <li>1. Can now be activated without charging only when canceled into from Somersault Kick.</li> <li>2. While active, Somersault Kick can now be canceled into from kick-based normal attacks, excluding Crouching HK.</li> </ol>
Sonic Hurricane (CA)	<ol style="list-style-type: none"> <li>1. Changed damage distribution from 320 ((40x5)+120) to 320 ((20x5)+220).</li> <li>2. Changed frame advantage on block from -41F to -31F.</li> <li>3. Shortened the entire move from 105F to 95F on block or whiff.</li> <li>4. Now pulls the opponent in when the final attack is blocked.</li> </ol>



# IBUKI

## Balance Change Overview

Ibuki's V-Triggers, full of variety, were not compatible with V-Shift when comboing, greatly affecting her overall strength.

To remedy this, we've improved Normal Attacks and target combos, and have added a new move, EX Kasumigake, to increase Ibuki's overall strength and reduce her reliance on V-Triggers.

Furthermore, both V-Triggers and Ibuki's V-Skill II, Makibishi, have been improved to better oppose opponent V-Shifts.

Numerous target combos now have more usability.

Gogasha can now aim for more air combos due to adjustments to its effect on hit. We've also increased the points where Kunai Hoju can be activated safely.

Both varieties of Tobikura and Aoji can now land consecutive hits when activated from normal jumps, making them useful anti-airs.

Ibuki's new move, EX Kasumigake, has a similar trajectory to H. Kasumigake, and also has a similar hitbox on the upward portion of the move.

This hitbox can't hit crouching opponents, but its quick start-up can help Ibuki to then use low combos such as "Crouching LK > Crouching LP."

Crouching HP, which forces opponents to stand, allows Ibuki to start dishing out heavy damage.

Makibishi now bounces once from Ibuki's attack after being placed down, then settles slightly forward. While floating, Ibuki's hitbox vanishes, granting her a viable countermeasure against opponent V-Shifts.

### Adjustment

### Description

Standing MP

Decreased pushback on block.

Standing HK

Changed frame advantage on hit from +3F to 4F.

Crouching LP

Changed frame advantage on hit from +3F to 4F.

Crouching MP

The input window for canceling with a target combo now lasts 2F longer.

Crouching HP

1. Changed frame advantage on block from -3F to -5F.
2. Shortened start-up from 9F to 7F.
3. Changed recovery from 16F to 18F.
4. Extended the hitbox forward.

Sazan

Can now be canceled with Rokushaku Horokudama on hit/block.

Gogasha

Changed the 3rd attack hit effect from mid-air recovery to knockdown.

Nobusuma

Changed recovery time on landing from 9F to 4F.

Adjustment	Description
Tobikura	Now combos when jumping LP lands in the air.
Aoji	Now combos when jumping HP lands in the air.
[New Move] EX Kasumigake	Added a new move activated with ↓ ↘ → + KK.
Makibishi (V-Skill II)	Makibishi now bounces once after landing from Ibuki's attack.
[V-Trigger I] Rokushaku Horokudama (all versions)	1. Shortened start-up of the special move version from 25F to 22F. 2. Shortened the entirety of the special move version from 42F to 39F.
[V-Trigger II] Fuma Shuriken (Haku)	Changed frame advantage on block from -4F to +2F.





## Balance Change Overview

Our adjustments to Balrog chiefly consisted of weakening moves that check opponents too easily, and increasing his standard number of combo moves.

Balrog's Dash Straight could be activated without charging when enhanced by FFB, which made it difficult for opponents to block upon seeing its start, and simply was too powerful when keeping opponents in check.

Linking from the powered-up Dash Straight to L. Dash Straight, and then activating FFB was difficult for a number of characters to handle.

As Balrog was able to loop this sequence of attacks, we made adjustments to prevent this from being repeated.

FFB has adjusted frame length and hurtboxes, and now a higher number of characters can counterattack after it has been activated following "Powered-Up Dash Straight > L. Dash Straight."

You can use FFB relatively safely when following up an attack with EX Dash Straight, or if you refrain from attacking after performing a powered-up Dash Straight, so it is important to consider your opponent and also the status of the gauge when looking to use it.

Additionally, the powered-up Dash Straight can only be activated without charging when used as a cancel, which has eliminated its capability as a surprise attack.

In order to offset the reductions in FFB's looping ability and keeping opponents in check, we have made adjustments that make it easier to safely use FFB in a variety of situations.

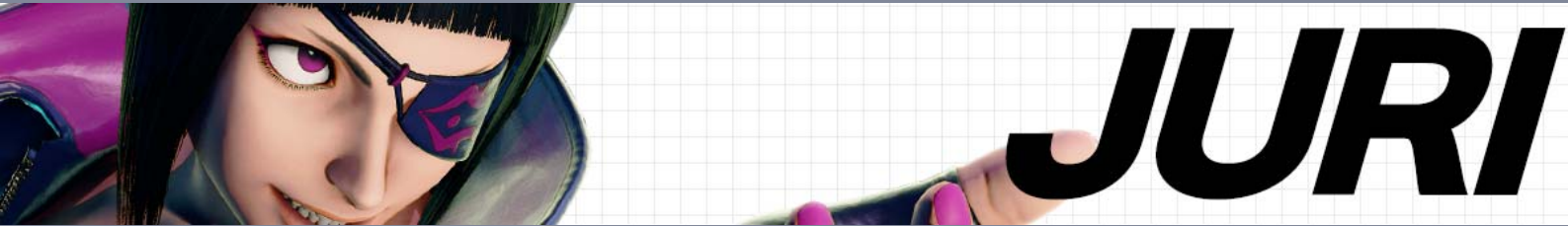
Since his Standing MP, which forces opponents to stand up, is now easier to use as part of a combo, it is easier to create links that include Screw Smash.

As part of the increase in combo moves, H. Screw Smash can now be followed up with L. Dash Grand Blow, making it easier to remain on the offensive without using the Critical Gauge.

Furthermore, Turn Punch was too easy to use as a projectile countermeasure, and since it took away the advantages of the V-Skill I KKB, projectile invincibility was reduced to level 2, which has a quick charge time and is easy to activate.

Adjustment	Description
Standing MP	<ol style="list-style-type: none"> <li>1. Changed frame advantage on hit from +2F to +4F.</li> <li>2. Reduced pushback on hit.</li> </ol>
[V-Skill II] Dash Straight	Changed frame advantage on block from +2F to -2F.
Dash Grand Blow (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
H. Screw Smash	<ol style="list-style-type: none"> <li>1. Sped up Dash Grand Blow cancel timing on hit (excluding the EX version) by 6F.</li> <li>2. Shortened the input window for normal cancels after hit by 7F.</li> </ol>
Turn Punch (Level 1/Level 2)	Changed projectile-invulnerable timing from the 3rd frame to the 10th frame.

Adjustment	Description
FFB (V-Skill II)	<ol style="list-style-type: none"> <li>1. Lengthened the entire move from 50F to 55F.</li> <li>2. Extended the hurtbox forward.</li> <li>3. Unless canceling into it, Dash Straight now requires a charge.</li> </ol>
[V-Trigger I] EX Bursting Buffalo	Extended the collision box upward.



### Balance Change Overview

In addition to adjusting the performance of normal attacks used in Juri's links and combos, we've increased her advantage after a special move in a combo.

Juri's baseline strength has increased, and she also has more opportunities to stock her unique Fuharenkyaku.

L. Tensenrin—which can combo from light attacks, can keep opponents in check, and proves useful when out of Fuharenkyaku stock—now has reduced spacing after hit.

After a throw or normal attack, Juri can now utilize the frame advantage to kick an opponent into the air with Fuharenkyaku, making it easier to continue her offensive after a successful hit.

EX Ryodansatsu now has reduced knockback distance to allow Juri to follow up with her Fuharenkyaku launcher kick.

Juri can also combo from Standing HP, which creates opportunities for high-damage combos without dependence on Fuharenkyaku stock.

In addition, we've heavily adjusted V-Trigger II, Feng Shui Engine beta, to increase its usability.

Midair opponents hit by Feng Shui Engine beta now experience grounded hitstun.

Now that Juri can use special moves to hit midair opponents and continue into long ground combos, her ability to absorb her opponent's Critical Gauge will have more opportunities to shine.

When V-Trigger II was canceled into, opponents could activate V-Reversal after the darkening effect, causing Juri to lose her power up. This threat made timing her V-Trigger particularly difficult.

Therefore, once active, the attack can no longer be V-Reversed.

As there isn't time for opponents to use V-Reversals after projectile attacks L. Fuharenkyaku and V-Skill II's Fuha Enzan,

Juri can use her powerful V-Trigger II to put pressure on her opponent's guard open, even from above.

Adjustment	Description
[Normal/V-Trigger I] Standing MP	<ol style="list-style-type: none"> <li>1. Changed frame advantage on hit from +5F to +6F.</li> <li>2. Changed frame advantage on block from +2F to +3F.</li> </ol>
[Normal/V-Trigger I] Standing HP	<ol style="list-style-type: none"> <li>1. Increased hit stun time by 2F.</li> <li>2. Increased recovery on hit from 17F to 19F. (No change made to frame advantage.)</li> </ol>

Adjustment	Description
[Normal/V-Trigger I] Crouching MP (including V-Trigger I Cancel Version)	Extended the cancel window by 2F.
[Normal/V-Trigger I] Crouching Hard Kick	<ol style="list-style-type: none"> <li>1. Shortened start-up from 8F to 7F.</li> <li>2. Entire move shortened from 32F to 31F.</li> </ol>
L. Tensenrin	Reduced pushback on hit.
EX Ryodansatsu	Reduced knockback distance on hit.
Kasatsushu (V-Skill I Level 2)	Reduced knockback distance on hit.
Fuha Enzan (V-Skill II Attack)	Can now be V-Trigger-canceled.
[V-Trigger II] Feng Shui Engine Beta	<ol style="list-style-type: none"> <li>1. Changed mid-air hit effect from knockdown to grounded stun.</li> <li>2. Can now be activated during Fuha Enzan (V-Skill II).</li> <li>3. Can no longer be V-Reversed on block.</li> </ol>
Sakkai Fuhazan (CA)	<ol style="list-style-type: none"> <li>1. Changed damage distribution from 330 ((60x4)+90) to 330 ((30x4)+210).</li> <li>2. Now projectile-invulnerable between 9F and 28F.</li> <li>3. Increased projectile speed.</li> </ol>



# URIEN

## Balance Change Overview

Urien's combination of power and reach keeps his opponents in check with the use of normal attacks and Metallic Sphere, giving him an advantage over numerous characters at mid range. Even if your opponent tries to approach you, or drives you into a corner, Urien's superior ability to make a comeback made him a very difficult character to take down.

The move that most contributes to Urien's comeback ability is his V-Trigger I Aegis Reflector, but since the explosive power of this V-Trigger is a key part of Urien's appeal, we decided not to adjust it very much this time.

Instead, we reduced his basic defense ability so that it is noticeable when he takes a hit.

In addition to removing his total invincibility while performing an EX Dangerous Headbutt, we have adjusted its reach and combo count, and it can now be used to follow up on a combo.

We have also increased the speed with which the held version of H. Metallic Sphere can be completed, making it easier to incorporate into air combos.

Although the Crouching HP that served as the starter for heavy damage combos has had its damage reduced, skillfully combining these elements will enable you to deal just as much damage as before, if not more so.

In regards to the activation of Aegis Reflector (Back), it was too good at keeping opponents in check, so we have slowed the start-up by 2F.

If you use it after canceling an attack, you can link to it just like before since the special move version hasn't been changed.

### Adjustment

### Description

Standing MP

Extended the foot hurtbox during frames 3 and 15 of the motion.

Standing LK

1. Reduced the foot hurtbox upward during active frames.
2. Extended the foot hurtbox upward during recovery.

Standing HK

Increased damage on mid-air hit from 80 to 90..

Crouching MK

Sped up Tyrant Blaze cancel timing by 2F.

Crouching HP

Changed damage from 90 (50+40) to 80 (50+30).

[Normal/V-Trigger II]  
Metallic Sphere (including EX Version)

1. Extended the arm hurtbox after the projectile appears.
2. The hurtbox returns to Standing state after recovery ends.

[Normal] H. Metallic Sphere  
(Uncharged Version)

1. Charged version can now be activated with a partial button hold.
2. Changed charged version timing from 32F to 28F.

Adjustment	Description
[Normal] H. Metallic Sphere (Charged Version)	<ol style="list-style-type: none"> <li>1. Changed damage from 100 (45+55) to 90 (45+45).</li> <li>2. Changed start-up from 42F to 29F.</li> </ol>
[V-Skill I] Dangerous Headbutt	Increased the combo-count limit.
[V-Skill I] H. Dangerous Headbutt	Increased knockback time on a mid-air hit.
[V-Skill I] M. Dangerous Headbutt	Fixed an issue in which the hurtbox disappeared when the armor stops the opponent's attack before transitioning to a mid-air state.
[Normal/V-Skill I] EX Dangerous Headbutt	<ol style="list-style-type: none"> <li>1. Added a hurtbox between frames 1 and 16.</li> <li>2. Added a throw hurtbox between frames 5 and 16.</li> <li>3. Removed the counterable box after the hitbox is generated.</li> <li>4. Increased damage from 80 to 100.</li> <li>5. Increased stun damage from 80 to 100.</li> <li>6. Changed frame advantage on block from -17F to -10F.</li> <li>7. Decreased landing recovery time on block from 21F to 14F.</li> <li>8. Decreased landing recovery time on whiff from 31F to 16F.</li> <li>9. Increased landing recovery time on hit from 16F to 17F.</li> <li>10. Increased the combo-count limit on the 1st and 2nd attacks.</li> <li>11. Reduced the combo-count start value and gain of the 1st attack.</li> <li>12. Increased combo-count gain for the 2nd attack.</li> <li>13. Increased the knockback distance on hit for the 2nd attack.</li> <li>14. Will no longer pass through the opponent during mid-air hitstun in the corner.</li> <li>15. Removed 1.2x damage hitbox from the entire action.</li> </ol>
[Normal] EX Dangerous Headbutt	Increased distance traveled forward.
[V-Skill I] EX Dangerous Headbutt	Added armor to the hurtbox between frames 3 and 15.
[Normal/V-Skill I] Violence Knee Drop	Increased the knockback time on a grounded hit.
[V-Trigger I] Aegis Reflector (Back) (Activation)	Lengthened start-up from 5F to 7F.
[V-Trigger II] Tyrant Blaze	Will no longer pass through the opponent during mid-air hitstun in the corner.



# AKUMA

## Balance Change Overview

Akuma's adjustments mainly consist of changes to his V-Trigger II and V-Skill II, Shiretsu Hasshi and Kiai.

Shiretsu Hasshi and Kiai have undergone considerable improvements in previous updates, but they still weren't worth choosing compared to V-Trigger I and V-Skill I, Dohatsu Shoten and Rakan. Since a few improvements weren't enough to remedy the imbalance, we instead chose to make significant changes by starting from the ground up.

Shiretsu Hasshi, which allows for exclusive special moves that consumes Akuma's V-Timer, now has light, medium, and heavy variations.

Said attacks were designed to easily combo, vastly increasing the variety of combos available to Akuma.

If Akuma uses Kiai and doesn't link into Sekia Goshoha, his next subsequent use of Sekia Goshoha will be powered up.

This powered up version of Sekia Goshoha can then be activated at any time, setting the stage for a brand new variety of links and combos.

And, just as with other V-Skill power ups, Akuma's V-Skill icon now lights up to indicate the power up's availability.

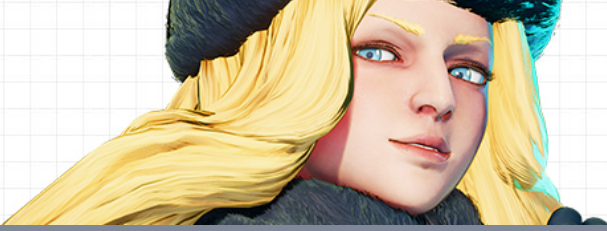
Furthermore, we've fixed an issue that would cause certain attacks to whiff.

Therefore, if only M. Tatsumaki Zankukyaku's third attack hits an opponent, it is now easier to combo into EX Goshoryuken.

Adjustment	Description
M. Sekia Goshoha	<ol style="list-style-type: none"><li>1. Increased the combo-count limit of the 1st attack.</li><li>2. Lowered combo-count gain and start value of the 1st attack.</li><li>3. Increased combo-count gain for the 2nd attack.</li></ol>
H. Sekia Goshoha	<ol style="list-style-type: none"><li>1. Increased the combo-count limit on the 1st and 2nd attacks.</li><li>2. Lowered the combo-count gain and start value of the 1st and 2nd attacks.</li><li>3. Increased combo-count gain of the 3rd attack.</li></ol>
[V-Skill II] Sekia Goshoha	<ol style="list-style-type: none"><li>1. Lowered combo-count start value of the 1st attack.</li><li>2. Reduced knockback time of the 2nd attack on hit.</li></ol>
[Normal/V-Trigger II] EX Sekia Goshoha (including V-Skill II Version)	<ol style="list-style-type: none"><li>1. Increased the combo-count limit for the 1st, 2nd, and 3rd attacks.</li><li>2. Lowered the combo-count gain and start value for the 1st, 2nd, and 3rd attacks.</li><li>3. Increased combo-count gain of the 4th attack.</li></ol>
[Normal/V-Trigger II] M. Tatsumaki Zankukyaku	Reduced knockback time for the 3rd attack when the 1st attack misses.



Adjustment	Description
[Normal/V-Trigger II] H. Tatsumaki Zankukyaku	Fixed an issue in which the active frames of the final attack would be shorter when it lands after the 2nd attack.
[Normal/V-Trigger II] EX Tatsumaki Zankukyaku	<ol style="list-style-type: none"> <li>1. Increased the combo-count limit.</li> <li>2. Lowered combo-count gain of the 1st attack.</li> <li>3. Increased combo-count gain of the 5th attack.</li> <li>4. The hitbox after the attack lands has been extended upward.</li> <li>5. Reduced knockback height on hit for attack 2 through 4.</li> <li>6. Increased the draw-in distance when the tip of the 1st attack's hitbox connects in the air.</li> <li>7. When any of the hitboxes from the 1st to 4th attacks hit and the 5th misses, a 6th hitbox now appears on the character's back.</li> </ol>
[Normal] EX Airborne Tatsumaki Zankukyaku	<ol style="list-style-type: none"> <li>1. The hitbox after the attack lands has been extended.</li> <li>2. Increased the duration of the 2nd and 4th attacks on hit from 2F to 3F.</li> <li>3. The hitboxes of the 2nd and 4th attacks will now hit opponents in front as well.</li> </ol>
[Normal/V-Trigger II] EX Goshoryuken	<ol style="list-style-type: none"> <li>1. Extended the hitbox forward for the 3rd attack.</li> <li>2. Will no longer pass through the opponent during mid-air hitstun in the corner.</li> </ol>
Kiai (V-Skill II)	Sekia Goshoha will now have different properties the next time it is activated if it is not linked into from Kiai.
[V-Trigger II] Shiretsu Hasshi	Made it possible to perform a V-Trigger special move with a single button press, with the special move used depending on the strength selected.



# KOLIN

## Balance Change Overview

Kolin's powerful normal moves are compatible with her EX Parabellum, granting her strong ground game with few risks. With her ability to cut off approaches, control opponents, and counterattack, Kolin can deal damage from a variety of positions.

Armed with her anti-airs, Kolin could easily handle opponents who chose to forgo mid-range battles for jump attacks.

Characters who lacked projectile special moves that could attack beyond their reach struggled to out-manuever and damage Kolin.

Accordingly, we've adjusted the judgements and parameters of various moves, and have rebalanced the risk/reward of moving.

If Standing HP is not canceled out of after hitting an opponent, it now results in a shortened advantage. This change means that the once powerful Standing HP Crush Counter > V-Trigger II Forward Step > Snow Grain, will no longer be able to combo.

Players must now use different combos instead.

Though these changes reduce some of Snow Grain's uses, the inertia-filled Crouching MP has a longer input period, giving players more time to confirm their attack's hit and continue it with a derivative move.

Even when blocked, Crouching MP can still maintain Kolin's offensive by continuing with a damaging derivative attack, bolstering her offensive options.

The extensive forward and overhead range of ground-to-air Crouching HP has been reduced and its stopping capabilities have been balanced.

Instead, try using the air vs air Frost Touch (High) against jump-ins, or use an anti-air from a distance.

We've also made adjustments to the routes and damage of combos.

Though we have slightly reduced the parameters of EX Silver Edge and EX Parabellum,

we have greatly increased the combo-able parts of other attacks. With these changes, Kolin can damage opponents and create combos from different points of her attacks.

H. Parabellum can now combo from Standing MK thanks to its faster start-up.

It can now be used when selecting V-Skill II, Glacier Through, to prepare a wakeup combo, or to connect to CA Frost Tower for a knockdown.

V-Trigger I, Diamond Dust, can now be canceled with any special move, except Vanity Step while Kolin is still in mid-step.

As Hailstorm and Blizzard Heel both now boast higher combo-count limits, Kolin can then use one of their lengthy combos after Diamond Dust hits.

It is now easier to link Reverse Javelin to air combos at the edge of the screen. Additionally, Frost Tower can now land attacks after the combo.

### Adjustment

### Description

[Norma/V-Trigger II]  
Standing MP

1. Added a foot hurtbox between frames 3 and 13.

Adjustment	Description
[Normal/V-Trigger II] Standing HP	<ol style="list-style-type: none"> <li>1. Increased recovery on hit from 19F to 22F.</li> <li>2. Changed frame advantage on hit from +5F to +2F.</li> <li>3. Changed frame advantage on a crush counter from +18F to +15F.</li> </ol>
[Normal/V-Trigger II] Crouching HP	Extended the body hurtbox between frames 4 and 18 backward.
[Normal] Crouching HP	Reduced the hitbox inward.
[Normal/V-Trigger] Crouching MP (All Sliding Versions)	The input window for canceling with a target combo now lasts 2F longer.
[V-Trigger II] All Jumping Punches	Fixed an issue in which the non-V-Trigger II versions would be performed instead if performed after Icicle Stamp.
[Normal/V-Trigger] Blizzard Heel (All Sliding Versions)	<ol style="list-style-type: none"> <li>1. Changed the 1st attack's mid-air hit effect from mid-air recovery to knockdown.</li> <li>2. Changed the 2nd attack's mid-air hit effect from mid-air recovery to slam down.</li> <li>3. Increased the combo-count limit on the 1st and 2nd attacks.</li> </ol>
White Spear	Now combos when jumping LK lands in the air.
H. Parabellum	Reduced start-up from 18F to 17F.
EX Parabellum	<ol style="list-style-type: none"> <li>1. Reduced damage from 100 to 80.</li> <li>2. Reduced stun damage from 150 to 120.</li> <li>3. Reduced pushback on hit and block for attacks 1 through 4.</li> <li>4. Extended the hitbox forward for attacks 2 through 4.</li> </ol>
EX H. Vanity Step	Changed strike- and projectile-invulnerable timing from frame 1 to frame 7.
EX Silver Edge	<ol style="list-style-type: none"> <li>1. Reduced damage from 160 to 140.</li> <li>2. Reduced stun damage from 200 to 150.</li> </ol>
Hailstorm (including EX Version)	Increased the 1st attack's combo-count start value and limit when canceled into during the V-Trigger I-exclusive dash.
Glacier Through/White Pressure (V-Skill II)	Increased damage from 100 to 120.
[V-Trigger I] Diamond Dust	Can now be canceled with any special move except Vanity Step during the exclusive dash.

Adjustment	Description
[V-Trigger II] Reverse Javelin	<ol style="list-style-type: none"> <li>1. Extended the hitbox upward.</li> <li>2. Extended the CA-cancel window by 20F.</li> <li>3. Extended the collision box between frames 1 and 6 upward.</li> </ol>
Frost Tower (CA)	When canceling Reverse Javelin, the collision box now extends upward only when the opponent is in hitstun.



### Balance Change Overview

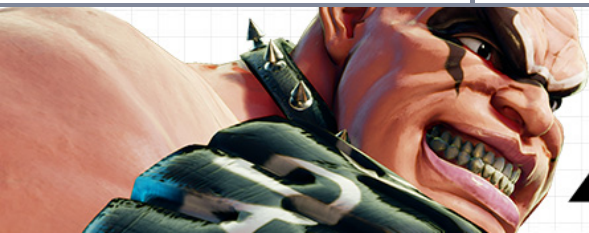
Ed has excellent moves such as Psycho Flicker, which is great for keeping opponents in check, and a swift forward dash that can be linked to throws and other offensive moves. However, since these moves do not deal very much damage on their own, it was difficult to win a match without taking any damage. Therefore, we have added some new moves and also increased the vulnerability of an opponent after a throw, thereby keeping Ed's strengths while creating opportunities to deal additional damage.

The new EX Psycho Knuckle is a follow-up move to Psycho Knuckle, which is great at controlling the surrounding area and also in combos due to its ability to land a punch. It is a convenient move when you wish to send your opponent flying and take control of the screen, or as a move to stun or then take down your opponent. It also can be canceled into a V-Trigger II, so it is possible to aggressively attack from above the opponent's guard.

If there was even a slight delay in releasing the button after inputting the command for the release version of Psycho Snatcher - Ground/Air, the start-up was delayed. Therefore, we have adjusted the timing for transitioning to the attack action so that it is easier to quickly launch an attack. As a result of this adjustment, the release version of Psycho Snatcher - Air is now easier to use as an anti-air technique or as part of an air combo. Performing a wakeup after getting hit is an excellent move, so having more opportunities to perform it gives you more chances to inflict damage on your opponent.

Adjustment	Description
Psycho Blow/Cheat & Smash (Front/Back Throw)	Extended the grab range.
Standing LK	Decreased pushback on block.
Psycho Upper (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
Psycho Flicker	Will no longer pass through the opponent during mid-air hitstun in the corner.

Adjustment	Description
[New Move] EX Psycho Knuckle	Added a new special move performed with "PP" after Psycho Flicker.
Psycho Snatcher - Ground (V-Skill I Uncharged Version)	<ol style="list-style-type: none"> <li>1. Shortened start-up from 21F to 20F.</li> <li>2. Increased pushback on block.</li> <li>3. Reduced timing needed to hold the button for the charged version, making it easier to perform the charged version as fast as possible.</li> </ol>
Psycho Snatcher - Ground (V-Skill I Charged Version)	Increased draw-in distance on block.
Psycho Snatcher - Air (V-Skill I Charged Version)	<ol style="list-style-type: none"> <li>1. Extended the hand hitbox immediately after start-up.</li> <li>2. Reduced timing needed to hold the button for the charged version, making it easier to perform the charged version as fast as possible.</li> </ol>
Psycho Swing (V-Skill II)	Will no longer pass through the opponent during mid-air hitstun in the corner.
[V-Trigger II] Ultra Snatcher - Air	<ol style="list-style-type: none"> <li>1. Extended the 1st frame's hitbox downward.</li> <li>2. Fixed an issue in which odd behavior would occur if the attack landed low in the corner.</li> </ol>



# ABIGAIL

## Balance Change Overview

Abigail has numerous moves with excellent reach and damage, entirely overshadowing some of his other attacks.

Abi Scissor now has a faster start-up to make it easier to utilize its long reach.

Abi Scissor was much riskier than fellow low attack Crouching MK due to its longer start-up.

Now, not only can Abigail use it as a whiff punish,

but Standing MP's frame advantage has increased, enabling combos after a counter hit.

This change served to increase its usage and further differentiate it from Crouching MK, which is heavily used for positioning.

C'mon Spare Tire can now be canceled into from Abigail Punch and Hybrid Change.

In addition to increased activation points, Standing MP and heavy attacks now have different trajectories, so try incorporating them into new combos!

Furthermore, Standing MP now has increased pushback on block, and increased advantage on hit.

Though Abigail now has less ability to break through opponent guards from above with successive strikes, Abi Blaster can more easily link when Standing MP hits Standing opponents.

When against opponents with a lower crouch, Crouching HP can now be comboed into from crouched counter hits.

Though slightly difficult, executing it correctly will promptly punish opponents.

Adjustment	Description
Standing MP	<ol style="list-style-type: none"> <li>1. Changed frame advantage on hit from +7F to +8F.</li> <li>2. Increased pushback on block.</li> <li>3. Changed attack trajectory for C'mon Spare Tire.</li> </ol>
Standing MK	Changed frame advantage on hit from +2F to +5F.
Standing HK	The trajectory of C'mon Spare Tire now changes depending on where your feet land on the ground after start-up.
[Normal/V-Trigger I] Crouching HP	The trajectory of C'mon Spare Tire now changes depending on which direction you swing your arms upwards before start-up.
Crouching HK	The trajectory of C'mon Spare Tire now changes depending on the location of your body before start-up.
Abi Scissor	<ol style="list-style-type: none"> <li>1. Shortened start-up from 13F to 10F.</li> <li>2. Entire move shortened from 44F to 41F.</li> </ol>
Abigail Punch (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
Abigail Punch (Repeat Button)	Can now be canceled with C'mon Spare Tire.
[V-Trigger II] Hybrid Charge	Can now be canceled with C'mon Spare Tire on hit or block.





# MENAT

## Balance Change Overview

Menat uses a crystal ball during the battle, making her fighting style completely different to other characters.

In order to further enhance this unique characteristic, we added a new EX Soul Spark move, and made other adjustments to expand the possible link options.

The biggest feature of EX Soul Spark is that the crystal ball remains in place even after the attack. Although the start-up is slower than the normal version, it features a large hitbox and the ability to pull foes close when guarding, so it is possible to force opponents outside of the crystal ball to guard, allowing you to continue the offensive.

Use these characteristics to your advantage and try to think of various methods of utilizing them.

Although it is now more fun to link these new moves with the character's actions, we believe that these additional variations in link possibilities due to the crystal ball's placement will make it more difficult for opponents to approach Menat than before.

Therefore, we have reworked the ground and anti-air normal attacks that she can use, making it slightly harder to deal with approaching opponents.

The hurtbox immediately after performing an empty-handed Crouching HP was considerably smaller than when holding the crystal ball, so it was easy to perform a counter even if the response to a jump was late. In response, we have changed the size of the hurtbox so that it is the same as when holding the crystal ball.

Luring in an opponent too much would often result in moves being cancelled, but since there is no change to the anti-air capabilities of the follow-up attack, it is still a reliable anti-air strategy if used quickly enough.

Not only negative changes were made to the anti-air measures: the jumping MP used in air vs. air attacks can now be used to down an opponent after a successful hit in mid-air.

Although it is difficult to perform a follow-up attack based on the trajectory of Menat's jump, there is now a much longer advantage after the jump is countered, making it easier for Menat to create advantageous situations through actions such as using her crystal ball.

### Adjustment

### Description

Standing MK

1. Added a foot hurtbox 1 frame before start-up.
2. Extended the hurtbox during recovery.

Crouching HP (Normal)

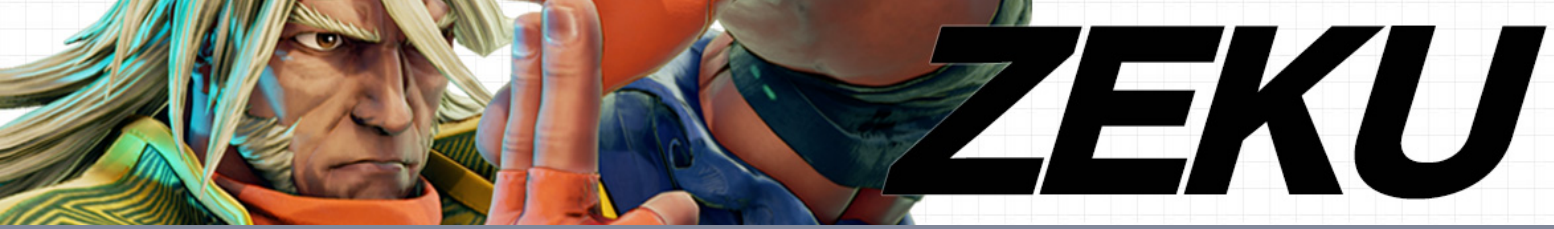
Extended the hurtbox during the 1st frame of start-up upward.

Jumping MP (Normal/Crystal Ball)

Changed mid-air hit effect from mid-air recovery to knockdown.

[New Move] EX Soul Spark

Added a new move performed with ↓↘→ + KK when the crystal ball is active.



## Balance Change Overview

In order to further refine Zeku's ability to switch between forms, the second half of the motion for Shukumyo can now be special-move-canceled.

As a result of this adjustment, it is possible to create new combos and links that combine both his young and old forms.

One additional move's worth of scaling will be applied to special moves canceled into from Shukumyo so that the combo doesn't inflict too much damage.

However, the possibilities offered by these expanded movements should make Zeku even more fun to use.

We have also made some improvements to both styles.

It is now easier to link to a special move from the superior start-up and reach of a Standing LP when in old form, and the ability to perform combos and parries has been enhanced.

There are now more opportunities for combos and dealing increased damage with anti-air, low, and light attacks when in young form, making it even easier to utilize his high attack power.

Adjustment	Description
[Old] Standing LP	Changed frame advantage on hit from +4F to +5F.
[Old] Standing MK	Changed frame advantage on block from +2F to +3F.
[Old] Crouching HK	<ol style="list-style-type: none"> <li>Shortened start-up from 10F to 9F.</li> <li>Entire move shortened from 36F to 35F.</li> </ol>
[Old] Shukumyo	<ol style="list-style-type: none"> <li>Will now transform on the 10th frame of the entire move.</li> <li>Can now be special-move-canceled between frames 16 and 21 of the entire move.</li> </ol> <p>(One move's worth of combo scaling will be applied to the special move canceled into during the above range.)</p> <p>(When activating Shukumyo from Bushin Gram - Ban, special cancelable timing is now only possible on frame 21.)</p>
[Old] Fukuro (V-Skill I)	<ol style="list-style-type: none"> <li>Shortened start-up from 14F to 10F.</li> <li>Extended the hitbox forward.</li> <li>Reduced the arm hurtbox downward during active frames.</li> <li>Will now hit opponents behind Zeku.</li> </ol>
[Old] Batsuzan Gaisei (CA)	Added a hitbox between active frames 3 and 5 only when the opponent is in hitstun, making the attack easier to combo into from Bushin Gram - Ban.
[Young] Crouching MK	The input window for canceling V-Triggers and V-Trigger attacks now lasts 2F longer.

Adjustment	Description
[Young] Jumping MP	Can now be canceled with Bushin Sandoku Otoshi.
[Young] [New Move] Kaeshi Hayabusa	Added a new target combo performed with "Jumping MP > Jumping HP".
[Young] Shukumyo	<ol style="list-style-type: none"> <li>Will now transform on the 10th frame of the entire move.</li> <li>Can now be special-move-canceled between frames 16 and 21 of the entire move.</li> </ol> (One move's worth of combo scaling will be applied to the special move canceled into during the above range.)
[Young] Bushin Gokusanken - Shu	Can now be V-Trigger- or CA-canceled.



# SAKURA

## Balance Change Overview

The main changes for Sakura are improvements related to her V-Trigger. There are now more opportunities for takedowns when using a V-Trigger against your opponent.

For both V-Trigger I and V-Trigger II, the recovery of V-Trigger canceling has been reduced by 2F, increasing the variety of combos that can be performed following activation.

Sakura didn't have a particularly good frame advantage for V-Trigger cancels with her normal attacks, placing too much importance on EX Hadoken and EX Shunpukyaku cancelations.

Therefore, these adjustments will offer additional benefits for cancelations from normal attacks, such as activating combos after performing her fastest move, the Crouching LP.

We made it easier to activate a V-Trigger while preserving the Critical Gauge, enabling the tactical use of high-damage combos after activation.

The powered-up version of the M. Airborne Shunpukyaku will now also be activated while the V-Trigger II Sakura Senpu is active.

Since it can land consecutive hits from a jumping MP, and follow-up attacks such as Shouoken are also possible, you can now inflict heavy damage during air vs. air attacks.

Adjustment	Description
Standing HP	Extended the hitbox forward.
Chin Buster Kick	Can now be special canceled.
[V-Trigger I] Hadoken	The V-Trigger I version of Sakura Rain will be performed even with no V-Timer left when CA-canceling.

Adjustment	Description
[V-Trigger I] Tengyo Hadoken	The V-Trigger I version of Sakura Rain will be performed even with no V-Timer left when CA-canceling.
[Normal/V-Trigger II] Shouoken (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
EX Shunpukyaku	Changed V-Trigger cancel timing from after frame 33 to after from 23.
[V-Trigger II] Airborne Shunpukyaku	The powered-up version will be performed when V-Trigger II is active.
Haru Kaze (V-Skill I)	Will no longer pass through the opponent during mid-air hitstun in the corner when canceling V-Trigger II Haru Kaze.
[V-Trigger I/II] Haru Arashi/Sakura Senpu	Reduced entire move recovery by 2F when V-Trigger canceling.



## Balance Change Overview

Blanka's overall adjustments consist of revised recovery for normal attacks alongside heavier close-combat links and combos.

Other adjustments concern easier use of special moves in mid-air combos, and strengthening Blanka's V-Trigger I attack.

Recovery for light attacks has been adjusted to allow for combos such as Crouching LP > Standing HP x2, and Standing LK > Crouching MP.

Standing MK, the starting move for a target combo, now has more opportunities to combo, letting Blanka dish out more frequent damage.

Electric Thunder's combo count has been adjusted to allow Electric Thunder to combo from EX Rolling Attack.

With easier wake-ups and swifter combos for light attacks, Blanka's offense is simpler to maintain.

We've additionally made adjustments to V-Trigger I, Jungle Dynamo's V-Timer length, V-Timer consumption, and attack.

Enhanced Electric Thunder creates prime chances for offense with its forward dash, and even grants an advantage on block.

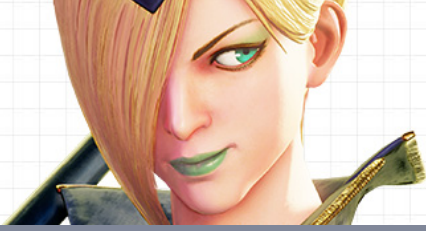
Ground Shave Rolling can now function as an anti-air and is easier to incorporate into combos, increasing both its usability and versatility.

With its advantages on hit and ability to combo from powered-up Rolling Attack, Ground Shave Rolling is a versatile option for Blanka's arsenal.

Adjustment	Description
Standing LP	<ol style="list-style-type: none"> <li>Shortened start-up from 5F to 4F.</li> <li>Changed frame advantage on hit from +5F to +4F.</li> <li>Changed frame advantage on block from +2F to +1F.</li> <li>Changed recovery from 8F to 9F.</li> </ol>
Standing HP	Extended the hitbox forward.
Standing LK	<ol style="list-style-type: none"> <li>Changed frame advantage on hit from +4F to +5F.</li> <li>Increased pushback on hit and block.</li> </ol>
Standing MK	<ol style="list-style-type: none"> <li>Shortened start-up from 7F to 6F.</li> <li>Entire move shortened from 30F to 29F.</li> </ol>
Crouching MP	<ol style="list-style-type: none"> <li>Shortened start-up from 6F to 5F.</li> <li>Entire move shortened from 27F to 26F.</li> </ol>
Crouching LK	<ol style="list-style-type: none"> <li>Changed frame advantage on hit from +4F to +3F.</li> <li>Can now be combo canceled with Standing LK/Crouching LP/Crouching LK.</li> </ol>

Adjustment	Description
Crouching MK	Changed frame advantage on hit from +5F to +4F.
Amazon River Run	Increased the combo-count limit.
[Normal] Electric Thunder	Increased the combo-count limit.
[V-Trigger I] Electric Thunder	<ol style="list-style-type: none"> <li>1. Changed frame advantage on block from -2F to +2F.</li> <li>2. V-Timer cost increased from 600F to 1000F.</li> </ol>
[V-Trigger I] Rolling Attack	V-Timer cost increased from 600F to 750F.
L. Vertical Rolling	Reduced bounce-back height and increased falling speed on hit.
[V-Trigger I] Vertical Rolling	<ol style="list-style-type: none"> <li>1. Increased damage from 120 to 150.</li> <li>2. Increased stun damage from 180 to 200.</li> <li>3. V-Timer cost increased from 600F to 750F.</li> <li>4. If the attack before the final one lands, the subsequent hitbox will be extended.</li> </ol>
[V-Trigger I] Back Step Rolling	V-Timer cost increased from 600F to 750F.
[V-Trigger I] Jungle Dynamo	Increased V-Timer from 2,000F to 3,000F.
[V-Trigger I] Ground Shave Rolling	<ol style="list-style-type: none"> <li>1. Is now mid-air invincible from motion start-up until the end of active frames for the 1st attack.</li> <li>2. The hitbox of the 1st attack will now hit opponents behind Blanka.</li> <li>3. Added a hitbox that will only hit opponents in hitstun behind Blanka when holding the button.</li> <li>4. V-Timer cost increased from 600F to 750F.</li> <li>5. Increased the knockback distance of the 1st attack on hit.</li> <li>6. Changed the size of the collision box between frame 25 and after the attack action from Standing size to Crouching size.</li> <li>7. Increased the combo-count limit of the 1st and final attacks.</li> </ol>





# FALKE

## Balance Change Overview

Falke only possessed a limited selection of EX Special Moves, so she who couldn't easily use the Critical Gauge to create advantageous situations and drive opponents back.

That is why it is now possible to use the Critical Gauge to perform successive attacks, enabling you to deal damage while still keeping opponents at a distance.

We have also made adjustments so that it is easier to use her somewhat tricky V-Trigger, and when combined with an enhanced ability to keep opponents in check and added firepower, her overall strength has been given a boost.

With Psycho Kugel, Psycho Kanonen, and Psycho Feder, the EX version can now be activated as a follow-up attack by pressing two of the punch buttons simultaneously following the move.

You can now take down opponents while still dealing damage by activating EX Psycho Kugel from a combo or poke, or by using EX Psycho Kanonen and EX Psycho Feder when matching an opponent's projectile with your first move.

Previously only usable with CA, Falke's Critical Gauge can now be used in additional situations such as combos and counters, thereby greatly expanding her options during battle.

Psycho Angriff, which is a move that can be used when Falke's V-Trigger II is active, now requires a considerable delay before activation after Katapult or Psycho Schneide lands a hit.

There was too much time to land attacks when used as part of a combo or anti-air attack, and although the powered-up state following activation is appealing, it was hard to determine when to best use Psycho Angriff.

### Adjustment

### Description

Crouching LP

Can now be rapid canceled.

Crouching MK

Extended the V-Trigger and CA cancel window by 2F.

Psycho Schneide

Extended the Psycho Angriff cancel window on hit only.

Katapult

Extended the Psycho Angriff cancel window.

[New Move] Psycho Kugel

Added a new special move performed with an additional PP during Psycho Kugel or Psycho Kanonen.

[New Move] EX Psycho Kanonen

Added a new special move performed with an additional ↓ + PP during Psycho Kugel or Psycho Kanonen.

[New Move] Psycho Feder

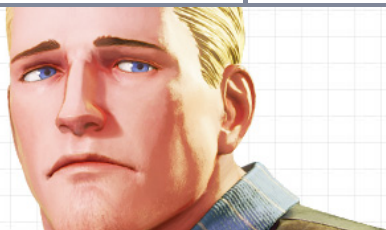
Added a new special move performed with an additional PP during Psycho Feder.

Psycho Impulse (V-Reversal)

Fixed an issue where hit stun was longer when the first attack was a counter hit.



Adjustment	Description
[V-Trigger I] Psycho Schrot/Psycho Panzer	Can now be canceled into from V-Trigger-cancelable normal attacks and Zweitrit.
[V-Trigger II] Psycho Angriff	<ol style="list-style-type: none"> <li>1. Extended the hitbox forward on activation.</li> <li>2. Increased distance traveled forward when canceled into.</li> </ol>



# CODY

## Balance Change Overview

Cody's adjustments mainly consist of changes to the performance of moves while V-Trigger is active, and the implementation of a new move, Garbage Chute.

When V-Triggers were active, players had to use different anti-airs than usual due to the properties of V-Triggers.

V-Trigger I and II ended up being more difficult to use than Cody's normal controls, making the V-Triggers not worth the effort to use them.

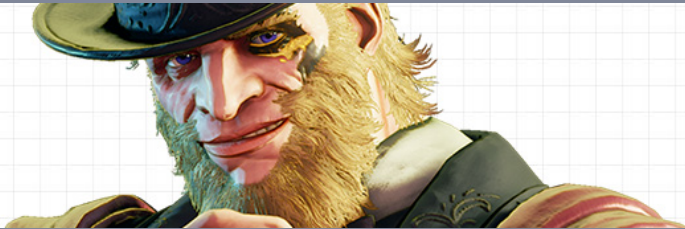
The new move, Garbage Chute, is a special move that throws a pipe at opponents, and can only be used after V-Trigger II, Dirty Coach, runs out of V-Timer.

This change helps reduce the stress of having to hit opponents with a strong punch after V-Timer runs out to return to normal controls.

We've adjusted CA Criminal Punisher to fix an issue where, while active, if opponents moved forward and met Cody with an attack, it would push Cody and cause his CA to miss.

Adjustment	Description
[Normal] Standing MP	Extended the cancel window of each type of cancelation by 2F.
Standing HK	Reduced pushback on hit during a crush counter.
[V-Trigger I/II] Crouching HP	Changed mid-air hit effect from mid-air recovery to knockdown.
Hammer Kick	Changed V-Trigger cancel timing from 1st attack to 2nd.
Air Raid Kick	Now combos when jumping MK lands in the air.
[V-Trigger I] Snipe Shot/Anti-air Snipe Shot	Lowered combo count gain.
[V-Trigger I] Anti-Air Snipe Shot	Moved the hitbox inward from the 3rd frame onward.

Adjustment	Description
[New Move] [V-Trigger II] Garbage Chute	Added a new move performed with HP+HK only when there is no V-Timer left after activating V-Trigger II.
Criminal Punisher (CA)	Fixed an issue where Cody could be pushed out of the way and his CA avoided if the opponent met the attack after activation with a move featuring considerable forward motion.



### Balance Change Overview

While most of G's basic abilities remain unchanged, some adjustments were made, mainly related to his V-Trigger II Dangerous President.

Dangerous President uses two stocks of the V-Trigger Gauge and was supposed to be easier to select after the introduction of the V-Shift, but it was still overshadowed by the V-Trigger I Maximum President, so we've made some improvements to the move.

In addition to aligning the cancelable moves with those of V-Trigger I Maximum President, we have also improved the performance of the V-Trigger II throw G Rage. Along with upgrades such as reducing the rate at which the V-Timer is consumed and also extending the advantage on hit, each follow-up attack such as G Charge can now be canceled into, so that you can select the best action after a hit for a variety of different situations.

Adjustment	Description
Standing LP	Reduced pushback on hit.
[Normal/V-Trigger I] Any G Smash Over/G Smash Under (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
EX G Smash Over/EX G Smash Under	Can now be canceled with Dangerous President.
EX G Spin Kick	<ol style="list-style-type: none"> <li>1. Lowered combo-count gain of the final attack.</li> <li>2. Can now be canceled with G Explosion when the final attack hits.</li> </ol>
[V-Trigger II] G Rage	<ol style="list-style-type: none"> <li>1. Reduced recovery by 6F after G Rage hits.</li> <li>2. Can now be canceled with Message to the People/G Charge/G Protection after G Rage hits.</li> <li>3. V-Timer cost decreased from 1,200F to 1,000F.</li> <li>4. V-Timer cost decreased from 300F to 0F on hit.</li> </ol>



## Balance Change Overview

Sagat's movement is largely unchanged, but his combos have undergone considerable improvements. Tiger Shot and Grand Tiger Shot now have increased opportunities to deal damage outside of opponent checks, increasing Sagat's offensive arsenal.

Standing HK's first attack is now cancelable, while Standing MP can now combo after counter hits, prime for getting the upper hand on opponents.

It also makes opponents stand on hit, making it appealing to use to start a combo after EX Tiger Shot. From here, H. Tiger Knee Crush, derived from Step High Kick, or a V-Skill-enhanced special move can then be used as powerful follow-ups.

As V-Trigger I, Tiger Cannon can now be activated from EX Tiger Shot/EX Grand Tiger Shot, Sagat's V-Timer can be used in ways beyond just keeping opponents in check, such as using it to combo from light attacks, or to confirm attack hits.

The last half of V-Trigger II, Tiger Rush's movement can now be special move-canceled on hit, making it possible to follow-up without using Tiger Spike.

L. Tiger Uppercut's adjustments consist of fixing an issue where the attack would pass by opponents while turning around.

Adjustment	Description
Standing HK	<ol style="list-style-type: none"> <li>1. Changed damage distribution from 90 (20+70) to 90 (40+50).</li> <li>2. Changed stun damage distribution from 150 (30+120) to 150 (100+50).</li> <li>3. Extended the hitbox of the first attack forward.</li> <li>4. The 1st attack can now be special-canceled.</li> </ol>
Crouching MP	Extended the hitbox forward.
Crouching MK	Reduced pushback on hit.
[Normal/V-Skill I] L. Tiger Uppercut	<ol style="list-style-type: none"> <li>1. Reduced forward movement up until the 3rd frame.</li> <li>2. Increased forward movement during the 4th frame. (No changes have been made to the canceled versions of Step Low Kick or Step High Kick.)</li> </ol>
[Normal/V-Skill I] H. Tiger Uppercut	Extended the hitbox for active frames 1 and 2 forward.
[V-Skill II] M. Tiger Knee Crush	Reduced knockback distance on hit.
[Normal/V-Skill II] H. Tiger Knee Crush	Increased the combo-count limit when activated from Step Low Kick or Step High Kick.
[V-Trigger I] Tiger Cannon	<ol style="list-style-type: none"> <li>1. Can now be activated from EX Tiger Shot/EX Grand Tiger Shot.</li> <li>2. Increased the combo-count limit.</li> </ol>
[V-Trigger II] Tiger Rush	The 2nd half of the motion can be special-move-canceled on hit only.



# KAGE

## Balance Change Overview

Kage was designed for explosive close-combat, but his short reach made it difficult for him to deal damage to opponents even slightly away from him. To rectify this, we've adjusted the performance of normal moves used in combos. As long as Kage is somewhat close, he can unleash his characteristic powerful attacks.

We've also improved his mid to long-range game out of consideration for his low vitality. Kage's improved checks allow him more choices for dealing damage and decrease battle difficulty.

Special moves in particular have been adjusted for this purpose, with each strength version of Hadoken having undergone alterations. The stronger the version, the slower the start-up. But conversely, the stronger the version, the longer the reach. These changes allow Kage to adjust his checks and handle opponents at various distances accordingly.

Additionally, Airborne Hadoken now explodes after traveling a set distance. This explosion easily hits grounded opponents, helps deter jumps, and can keep opponents from moving forward. Furthermore, Ryusokyaku has a slightly reduced hurtbox before start-up, making it easier to stomp on opponents aiming for Kage's feet.

We've also touched up V-Trigger II. Having a 3-bar V-Gauge can be a hassle for Kage, but we've made adjustments to make the payoff worth the effort.

Activating V-Trigger II enhances H. Hadoken and H. Ryusokyaku, making a big impact on Kage's movement.

Misogi can now combo from EX Ryusokyaku, regardless of passivity. Furthermore, the minimum guaranteed damage is 30% of the base damage. This ensures that Kage will inflict high damage, regardless of combo scaling.

The CA Metsu Shoryuken can hit high opponents, and if it doesn't trigger a cutscene, Kage can follow-up when opponents hit the ground. Using successive attacks to hit high allows Kage to perform combos that further continue his offensive.

### Adjustment

### Description

Standing MP

1. Changed frame advantage on block from -1F to +1F.
2. Changed recovery from 12F to 15F.

(No change made to frame advantage on hit.)

Standing HP

Changed frame advantage on hit from -3F to +1F.

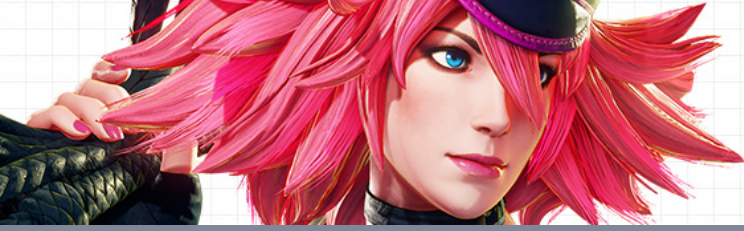
Standing LK

Extended the hitbox forward.

Adjustment	Description
Standing MK	<ol style="list-style-type: none"> <li>Shortened start-up from 9F to 8F.</li> <li>Entire move shortened from 28F to 27F.</li> <li>Extended the hitbox forward.</li> <li>Reduced the leg kick hurtbox backward during active frames.</li> </ol>
Standing HK	Changed V-Gauge gain from 120 to 150 on a crush counter.
Crouching MK	<ol style="list-style-type: none"> <li>Shortened start-up from 7F to 6F.</li> <li>Entire move shortened from 23F to 22F.</li> </ol>
Kikokuduki	<ol style="list-style-type: none"> <li>Shortened start-up from 9F to 8F.</li> <li>Entire move shortened from 32F to 31F.</li> <li>Can now be CA-canceled.</li> <li>Sped up timing at which the torso hurtbox during recovery vanishes by 1F.</li> </ol>
Kikokuretsuzan	Increased knockback time on hit.
Hadoken	Added a difference in performance based on button strength.
L. Hadoken	<ol style="list-style-type: none"> <li>Shortened start-up from 13F to 10F.</li> <li>Entire move shortened from 40F to 37F.</li> </ol>
M. Hadoken	<ol style="list-style-type: none"> <li>Increased distance traveled forward.</li> <li>Expanded the hurtbox backward from the time you move forward to the time you come down.</li> </ol>
[Normal/V-Trigger II] H. Hadoken	<ol style="list-style-type: none"> <li>Increased start-up from 13F to 16F.</li> <li>Entire move lengthened from 40F to 43F.</li> <li>Increased distance traveled forward.</li> <li>Expanded the hurtbox backward from the time you move forward to the time you come down.</li> </ol>
[V-Trigger II] H. Hadoken	The Hadoken now travels a set distance.
EX Hadoken	Changed the opponent's grounded hitstun time from 3F to 5F on hit.
Airborne Hadoken	An explosion now occurs with the hitbox when the projectile vanishes.
L. Shoryuken	<ol style="list-style-type: none"> <li>Increased damage from 80 to 100.</li> <li>Extended the hitbox forward from the 4th frame onward.</li> </ol>

Adjustment	Description
H. Shoryuken	<ol style="list-style-type: none"> <li>1. Increased damage from 120 (60+20+40) to 140 (80+20+40).</li> <li>2. Changed active attack frames of the 1st attack from 2F to 3F.</li> <li>3. Changed active attack frames of the 2nd attack from 2F to 1F.</li> <li>4. Changed strike- and projectile-invincible timing from frame 4 to frame 3.</li> <li>5. Can now be CA-canceled when the 2nd attack hits or is blocked.</li> <li>6. Extended timing at which the move can be canceled with V-Trigger II Ashura Senku by 1F.</li> </ol>
Ryusokyaku	Reduced the foot hurtbox before start-up.
[V-Trigger II] H. Ryusokyaku	<ol style="list-style-type: none"> <li>1. Changed frame advantage on hit from +5F to +6F.</li> <li>2. Changed frame advantage on block from +3F to +4F.</li> </ol>
Kurekijin (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
Kurekijin	Fixed an issue in which Shoryuken would be performed if a CA was inputted 10F to 6F before recovery ends. (No change made to CA start-up timing.)
L. Kurekijin	Mid-air knockback now matches that of a grounded hit.
M. Kurekijin	<ol style="list-style-type: none"> <li>1. Shortened start-up from 17F to 14F.</li> <li>2. Entire move shortened from 44F to 41F.</li> </ol>
EX Kurekijin	Extended the hitbox upward.
[V-Trigger II] Misogi	<ol style="list-style-type: none"> <li>1. Added a guaranteed 30% to minimal damage.</li> <li>2. Sped up start-up when activated from Ryusokyaku (including EX version).</li> </ol>
Metsu Shoryuken (CA)	<ol style="list-style-type: none"> <li>1. Changed the damage for the non-lock version from 280 to 140.</li> <li>2. Landing recovery after the non-lock version hits can be canceled with any special move.</li> <li>3. The combo count is now a constant number after the non-lock version hits.</li> </ol>





# POISON

## Balance Change Overview

Poison's specialty long-range combat is further carried by her defense-boosting V-Shift. This allowed Poison to avoid damage and regain control if rushed by opponents, and gave her additional time to start her offense from a distance.

As a result, characters who could dart in quickly were unable to use their forte against Poison. To rectify, we've increased the risks of Poison's whiffs and her long-reach moves when blocked at close-range.

We've also made it harder for Poison to keep rushing opponents at bay.

Crouching head punch lacked risk, even when blocked from relatively close up.

Attacks blocked from a distance that pokes such as Standing MK and Avant Line can reach run the risk of being counterattacked.

These adjustments require more careful consideration of distance when poking opponents.

V-Skill I, Perfume Swing had fewer merits of use compared to V-Skill II, Cartwheel.

Therefore, Perfume Swing can now quickly shift to a jump attack on hit or block.

It can also activate from EX Heart Raid or Poison Cocktail, making it possible to create larger varieties of links and combos.

### Adjustment

### Description

Crouching HP	<ol style="list-style-type: none"><li>1. Extended the recovery hurtbox forward.</li><li>2. Decreased pushback on block.</li></ol>
[V-Skill I] Jumping HP/Jumping HK	Decreased V-Gauge gain from 50 to 40.
Heart Raid	After the hitbox is generated, the hurtbox applied to the front of the body now remains until recovery ends.
EX Heart Raid	Can now be canceled with V-Skill I on hit or block.
EX M. Heart Raid	Increased hit stun time for the 1st attack by 2F.
L. Love Me Tender	Increased the combo-count limit.
Perfume Swing (V-Skill I)	<ol style="list-style-type: none"><li>1. Sped up the timing so that jumping attacks can be performed on hit or block.</li><li>2. Decreased V-Gauge gain from 50 to 40.</li></ol>
[V-Trigger I] Fire Squall	Can now be canceled with V-Skill I.



# E. HONDA

## Balance Change Overview

Although E. Honda's V-Skill I Neko Damashi was useful against the opponent's projectiles, its use was limited,

and was considered unappealing when compared to the more versatile Sumo Spirit.

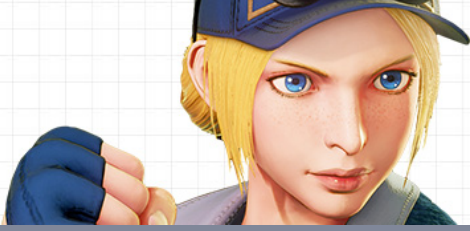
Therefore, Neko Damashi was changed so that it could be canceled into from normal attacks, thereby enabling a link of Normal Attack > Neko Damashi > Special Move.

This creates all-new possibilities compared to selecting Sumo Spirit.

It pairs well with special moves such as Hundred Hand Slap and Sumo Headbutt, giving additional power to E. Honda's already-strong ground game that forces opponents into the corners.

Although the damage of V-Trigger II Iwato Biraki has been reduced, it can be added to combos with moves such as L. Hundred Hand Slap and EX Sumo Smash, allowing for increased damage when including follow-up attacks.

Adjustment	Description
Chikara-Ashi	Decreased pushback on block.
Neko Damashi (V-Skill I)	<ol style="list-style-type: none"><li>1. Can now be canceled into from special-cancelable normal attacks.</li><li>2. Changed start-up when canceled into from a normal attack from 12F to 16F.</li></ol> (No change made to frame advantage on hit or block.)
Hirate	Can now be special canceled.
L. Sumo Smash	Added a hitbox that will only hit opponents in hitstun when on the ground from 2F before start-up of the first hit.
[Normal/V-Skill II] EX Hundred Hand Slap	Will no longer pass through the opponent during mid-air hitstun in the corner.
[V-Trigger II] Iwato Biraki	<ol style="list-style-type: none"><li>1. Decreased damage from 180 to 140.</li><li>2. Reduced stun damage from 200 to 150.</li><li>3. Recovery after the attack lands can be canceled with any special move.</li></ol>



# LUCIA

## Balance Change Overview

We've boosted Lucia's close-range links and combos for more use of her element, close-range battles. With Lucia now being even more formidable in her element, she has increased ability to put pressure on her opponents.

Furthermore, Lucia has an increased number of ways to rush opponents from mid-range, and has increased ease of rushing opponents due to adjustments to her pokes on hit.

Standing HK promises big returns on crush counter, and has a smaller hurtbox on start-up to prevent opponents from interfering with set up.

Once the attack occurs, Lucia's foot hurtbox expands, focusing on opponents aiming for Lucia's feet to trigger a crush counter.

We've also adjusted the light and medium versions of Fire Spinner on hit.

The medium version in particular pushes opponents back and knocks them down, while also allowing Lucia to rush in from afar on hit.

In addition, Lucia can activate different attacks from Rough Chase, depending on V-Skill selection—each aiding her maneuverability differently.

We've included V-Triggers in the framework to allow combinations of V-Skill and V-Trigger to synergize, and to create more distinctive aspects to decide between when choosing a V-System.

V-Triggers now have more activation points and returns when V-Skill I is selected.

V-Skill II greatly increases the damage of links and combos created from Nubbing Needle.

Learn the differences between combinations and give them a shot!

### Adjustment

### Description

Standing HK

1. Reduced backward the leg hurtbox 1 to 2 frames before attack start-up.
2. Extended forward the leg hurtbox after start-up.

Crouching LP

Changed frame advantage on hit from +3F to 4F.

Crouching LK

Reduced pushback on hit and block.

Street-Style Set

Can now be CA canceled.

[Normal] Cyclone Spinner

The 2nd attack can now be canceled V-Trigger I.

[Normal] EX Cyclone Spinner

The 2nd attack can now be canceled with V-Trigger II Tactical Weapon.

[Normal/V-Trigger I]  
Nubbing Needle (including  
EX Version)

Changed active attack frames from 5F to 7F.

Adjustment	Description
[Normal] Nubbing Needle	<ol style="list-style-type: none"> <li>1. Decreased pushback on block.</li> <li>2. Increased knockback time on a mid-air hit.</li> <li>3. Reduced knockback distance on mid-air hit.</li> <li>4. Decreased combo-count limit.</li> </ol>
[V-Trigger I] EX Nubbing Needle	Changed the final attack's hit effect from knockdown to bounce stun.
Rough Chase	Can now be canceled with V-Trigger I.
EX Rough Chase	Can now be canceled with V-Trigger II or Tactical Weapon.
L. Fire Spinner	Changed frame advantage on hit from $\pm 0F$ to $+2F$ .
M. Fire Spinner	Changed grounded hit effect from stun to knockdown.
[Normal/V-Trigger I] EX/V Fire Spinner	<ol style="list-style-type: none"> <li>1. Reduced start-up from 17F to 13F.</li> <li>2. The hitbox of the 2nd attack has been extended upward after the 1st attack lands.</li> <li>3. Knockdown caused from only the 1st attack hitting is now similar to that when the 2nd attack hits.</li> </ol>
[Normal] Hurricane Spinner	Changed recovery time on landing from 15F to 13F.
[V-Trigger I] Hurricane Spinner	Extended the hitbox of the first attack forward.
[Normal/V-Trigger I] Tap-Kick (V-Skill I)	<ol style="list-style-type: none"> <li>1. The move continues to the final attack even on block.</li> <li>2. Changed frame advantage on block from <math>-8F</math> to <math>-4F</math>.</li> <li>3. Increased blockstop for the 3rd attack.</li> <li>4. Increased blockstun for the 3rd attack.</li> <li>5. The 2nd attack's hitbox now is now extended when the 1st attack is blocked.</li> <li>6. Can now be canceled with V-Trigger or CA when the final attack hits or is blocked.</li> </ol>
[V-Trigger II] Tactical Weapon	Extended the hitbox forward.



# GILL

## Balance Change Overview

We have increased the power level of Gill's unique Anti-Type system.

It is now easier to trigger the Anti-Type system due to additional opportunities to put your opponent into an Anti-Type state, giving you even more chances to deal increased damage while it is active.

As a new method of afflicting opponents with elemental properties, holding down the buttons for a Standing HP or Cryo Drop Elbow can alter their performance, and the appropriate state will be applied to your opponent on hit.

Even if the held version of his Standing HP is blocked, Gill will have the advantage and can cancel into a special move, and if his Cryo Drop Elbow is blocked, he can perform an overhead attack that cannot be countered.

In addition to incorporating them into your general playstyle, these moves are powerful finishers for combos, since you can attack opponents affected with an elemental property as they are getting up from a knockdown.

The V-Skill I Meteor Strike and Hail Sting are also easy to use as moves that can inflict elemental properties on opponents.

It now explodes on impact, making it harder to avoid, and it is also possible to inflict an elemental property on opponents even if they block the attack.

Also, if the elemental property opposite that of the attack has already been inflicted, the Anti-Type status will be activated even if the attack is blocked.

The Anti-Type system in this situation increases the fill amount of the Critical Gauge and offers an extended advantage, helping to give you the edge in battle.

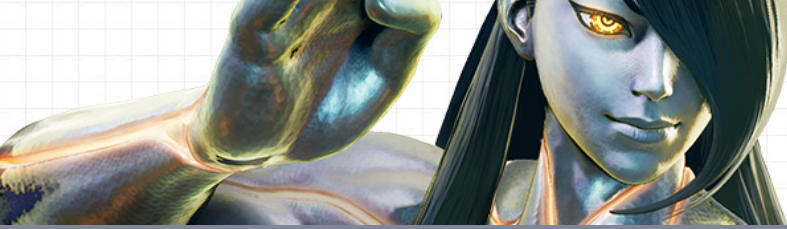
In addition, even the normal versions of Meteor Strike/Hail Sting and Pyrokinesis/Cryokinesis can be performed simultaneously on screen, making it easier to gain the advantage while also maintaining distance from your opponent.

We've made adjustments to the V-Trigger II Delay Freeze Lance so that it reliably inflicts an ice elemental property now since it wasn't always guaranteed to do so when you and your opponent attacked at the same time.

Adjustment	Description
Standing HP	Changes properties when the HP button is held.
Standing MK	<ol style="list-style-type: none"><li>1. Changed frame advantage on block from -4F to -2F.</li><li>2. Reduced the foot hurtbox.</li></ol>
Standing HK	Changed hit effect from spinning knockback to grounded stun when a grounded hit or anti-type hit occurs.
Cryo Drop Elbow	Changes properties when the HP button is held.
Pyro Quarrel Kick	Changed hit effect from knockdown to grounded stun when a grounded hit or anti-type hit occurs.

Adjustment	Description
Penalty Break	Can now be CA canceled.
[Normal] Pyro/Cryokinesis	Can now be performed even when Meteor Strike or Hail Sting are still on the screen.
EX M. Pyro/Cryokinesis	<ol style="list-style-type: none"> <li>1. Changed grounded hit effect from stun to knockdown.</li> <li>2. Extended the hitbox from frame 2 onward of the 2nd attack downward when the 1st attack hits.</li> </ol>
[Normal/V-Trigger] Pyro/Cryo Cyber Lariat	Will no longer pass through the opponent during mid-air hitstun in the corner.
[Normal/V-Trigger] Meteor Strike/Hail Sting (V-Skill I)	<ol style="list-style-type: none"> <li>1. Increased advantage on hit and block.</li> <li>2. Increased knockback time on a mid-air hit.</li> <li>3. An explosion now occurs with the hitbox when the projectile connects.</li> <li>4. Can now be canceled into from any EX move with elemental properties.</li> <li>5. Increased the combo-count limit.</li> <li>6. Now gives elemental status on block.</li> <li>7. Now creates special blockstun to ensure elemental status is given even on block.</li> </ol>
[Normal] Meteor Strike/Hail Sting (V-Skill I)	Can now be performed even when Pyro/Cryokinesis is still on the screen.
[V-Trigger II] Delay Freeze Lance	<ol style="list-style-type: none"> <li>1. Increased the number of hits from 1 to 2.</li> <li>2. Reduced instances in which the opponent would receive the ice status when the attack was canceled out.</li> </ol>





# SETH

## Balance Change Overview

Seth's basic moves are left relatively unchanged, but Seth's long-reach Crouching HP now has longer start-up.

EX Cruel Disaster can now more easily connect from Crouching MK, bolstering Seth's mid-range checks. There are more opportunities than ever before to maneuver about and deal damage. Take advantage of Seth's powerful attacks!

In addition, V-Triggers have been adjusted to have increased breadth of links and combos, have different effects when canceled into, and have increased activation points.

Due to L. Hecatoncheires' reduced hitback, V-Trigger I, Tanden Ignition allows for easy follow-ups when canceled.

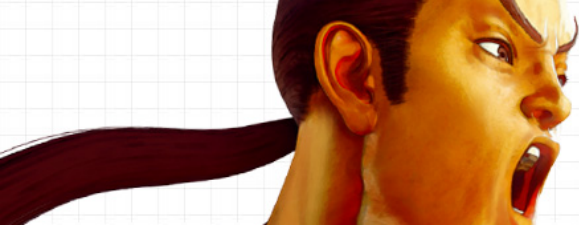
Seth has increased light attack combo damage, allowing Seth to check hits and deal damage as if Seth were poking opponents from the forefront.

Some attacks of characters usable after V-Skill I, Tanden Install hits are now more similar to their latest game states.

Adjustment	Description
Crouching HP	<ol style="list-style-type: none"><li>1. Reduced start-up from 12F to 10F.</li><li>2. Entire move shortened from 41F to 39F.</li></ol>
L. Hecatoncheires	Reduced pushback on hit.
EX Cruel Disaster	<ol style="list-style-type: none"><li>1. Reduced start-up from 15F to 14F.</li><li>2. Reduced entire move from 50F to 49F on block/whiff.</li><li>3. Changed the projectile invincibility duration from "4F to 12F" to "4F to 11F".</li></ol>
EX Hecatoncheires	Can now be canceled with Tanden Maneuver (including additional input) and Tanden Explode.
Hadoken (V-Skill I)	<ol style="list-style-type: none"><li>1. Increased damage from 60 to 70.</li><li>2. Increased chip damage on block from 10 to 12.</li><li>3. Increased pushback on block.</li><li>4. Reduced backward the arm hurtbox before attack start-up.</li></ol>
Shoryuken (V-Skill I)	<ol style="list-style-type: none"><li>1. Extended the hitbox forward.</li><li>2. Reduced knockback distance for the 3rd attack.</li><li>3. Increased knockback time on hit for the 3rd attack.</li><li>4. Can now be special-canceled starting 7 frames after landing recovery (on hit only).</li></ol>



Adjustment	Description
The Disc's Guidance (V-Skill I)	Sped up start-up when activated at close range.
Shooting Peach (V-Skill I)	Changed frame advantage on block from -12F to -10F.
Lv1/2 Thunder Clap (V-Skill I)	Changed entire move recovery from 47F to 45F
Lv1 Thunder Clap (V-Skill I)	<ol style="list-style-type: none"> <li>1. Changed active attack frames from 40F to 45F.</li> <li>2. Changed frame advantage on hit from <math>\pm 0F</math> to +2F.</li> </ol>
Lv2 Thunder Clap (V-Skill I)	<ol style="list-style-type: none"> <li>1. Shortened start-up from 41F to 36F.</li> <li>2. Changed frame advantage on hit from +9F to +11F.</li> <li>3. Changed frame advantage on block from <math>\pm 0F</math> to +2F.</li> </ol>
Air Stampede (V-Skill I)	<ol style="list-style-type: none"> <li>1. Changed frame advantage on block from -5F to -2F.</li> <li>2. Decreased pushback on block.</li> <li>3. Increased stun on whiff by 10F.</li> <li>4. Now projectile-invulnerable during the motion while in the air.</li> </ol>
Sonic Boom (V-Skill I)	<ol style="list-style-type: none"> <li>1. Changed frame advantage on block from +2F to <math>\pm 0F</math>.</li> <li>2. Changed opponent's meter gain on hit or block from 18/9 to 24/12.</li> </ol>
Rolling Attack (V-Skill I)	Increased damage from 100 to 120.
Psycho Kugel (V-Skill I)	Extended the hitbox forward.
Moonsault Knee Drop (V-Skill I)	Added mid-air invincibility from frame 5 to frame 12.



# DAN

## Balance Change Overview

To keep combos from Dan's V-Skill II, Saikyo-Style Otokoboe from being too powerful, his normal attacks were set to be a bit weak.

However, we have now fixed this, as there were noted discrepancies in power between him and other characters.

These adjustments boost Dan's V-Skill II, and also increase the parts that don't depend on V-Skill II. V-Skill I, Saikyo-Style Burairuten no Kamae is now a more viable option to utilize.

V-Trigger I, Haoh Gadoken now takes better advantage of Dan's single-bar V-Gauge.

Until now, Dan had long disadvantages on whiff, and few opportunities to use his advantages on guard. making it hard to find openings to use his V-Trigger.

However, now that it can be activated with ease, players won't have to worry over wasted or hoarded V-Gauge.

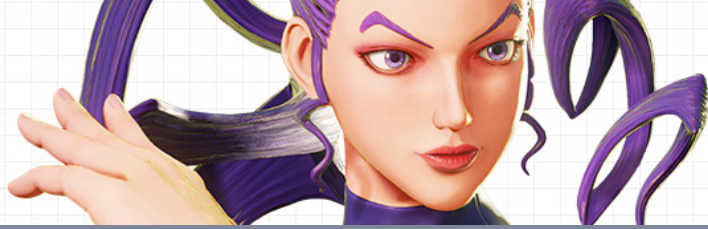
If incorporated into a combo, its combo counter is now fixed on hit, allowing for easy follow-ups without being affected by the previous combo.

Through reduced from multiple hits to three hits, the move now has anti-projectile properties until the third hit.

This anti-projectile property promises to come in handy in mid-range battles.

Adjustment	Description
[Normal/V-Skill II] Standing MP	Changed frame advantage on hit from +6F to +7F.
[Normal/V-Skill II] Standing HP	Can now be CA canceled.
[Normal/V-Skill II] Standing LK	Extended the hitbox forward.
[Normal/V-Skill II] Standing HK	<ol style="list-style-type: none"> <li>Shortened start-up from 13F to 12F.</li> <li>Changed frame advantage on block from -4F to -2F.</li> <li>Entire move shortened from 37F to 36F.</li> </ol> (Changed recovery time on whiff from 47F to 45F.)
[Normal/V-Skill II] Crouching MP	Reduced pushback on hit.
[Normal/V-Skill II] Crouching HP	<ol style="list-style-type: none"> <li>Shortened start-up from 8F to 7F.</li> <li>Entire move shortened from 33F to 32F.</li> </ol>
[Normal/V-Skill II] Crouching MK	Extended the hitbox forward.

Adjustment	Description
[V-Skill II] Crouching HK	Fixed an issue where the hurtbox during recovery differed from the normal version.
Saikyo Jawbreaker	Decreased pushback on block.
Koryuken (including EX Version)/Goh Koryuken	Increased the command priority so it is higher than Danretsuken.
EX Koryuken	Extended the hitbox forward.
Saikyo-Style Burairuten no Kamae I (V-Skill I)	<ol style="list-style-type: none"> <li>1. Reduced knockback distance on mid-air hit.</li> <li>2. Changed active attack frames from 5F to 7F.</li> <li>3. Changed recovery from 18F to 16F.</li> </ol>
Saikyo-Style Burairuten no Kamae III (V-Skill I)	<ol style="list-style-type: none"> <li>1. Added a cross-up hit box.</li> <li>2. Extended the hitbox backward.</li> <li>3. Increased character's falling speed and knockback time on a mid-air hit when canceled into from a jumping MP.</li> </ol>
[V-Trigger I] Haoh Gadoken (Uncharged Version)	<ol style="list-style-type: none"> <li>1. Shortened start-up from 13F to 8F.</li> <li>2. Changed active attack frames from 50F to 100F.</li> <li>3. Entire move shortened from 82F to 29F.</li> <li>4. Changed frame advantage on block from +3F to +7F.</li> <li>5. Increased pushback on block.</li> <li>6. Changed the number of hits from 6 to 1. (This move can parry up to three of your opponent's projectiles.)</li> <li>7. Changed hitstop from 12 to 15.</li> <li>8. Changed blockstop from 8 to 12.</li> <li>9. Increased the combo-count limit.</li> <li>10. The combo count is now a constant number after the move hits.</li> </ol>
[V-Trigger I] Haoh Gadoken (Charged Version)	Projectiles will no longer vanish when parried.
[V-Trigger II] Goh Koryuken	The V-Trigger II version of Hisshou Buraiken will be performed even with no V-Timer left when CA-canceling.
[V-Trigger II] Hatén Gadoken	The V-Trigger II version of Hisshou Buraiken will be performed even with no V-Timer left when CA-canceling.
[V-Trigger II] Hisshou Buraiken (CA)	Increased damage from 340 to 360 when V-Trigger II is active.



# ROSE

## Balance Change Overview

Rose's outreach is her distinction, but her offense is understated.

When compared to other characters, her overall strength was found to be somewhat lacking.

Therefore, in addition to improvements to her mid to long-range control options, Rose's overall strength has increased, granting more opportunities for her to deal more damage at once.

In order to enhance Rose's unique V-System,

she now has increased opportunities to use it, and more advantages after activation.

Rose's V-Skills, which had particularly long recovery that made them difficult to use, can now cancel from Soul Piede.

Soul Piede's combo count has been adjusted, allowing Rose to combo into it from EX Soul Bind, allowing her to use combos for damage and craft advantages using her V-Skills.

Rose's V-Trigger II, Soul Illusion, struggled to deal damage against blocking opponents.

Her normal throws, which are used to open up opponents, would get in the way if still in motion when her V-Timer ran out.

Therefore, Rose's V-Timer will now no longer decrease while a normal throw is in motion.

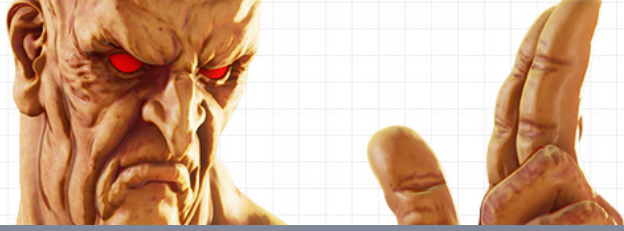
To help prevent opponents from running out the V-Timer, clone attacks can now hit downed opponents.

### Adjustment

### Description

Standing HP	Changed frame advantage on block from -6F to -4F.
Standing LK	Extended the hitbox forward.
Standing MK	Can now be special canceled.
Crouching HP	Changed frame advantage on hit from -5F to -3F.
Crouching HK	<ol style="list-style-type: none"><li>1. Shortened start-up from 10F to 9F.</li><li>2. Entire move shortened from 37F to 36F.</li><li>3. Extended the hitbox forward.</li></ol>
Soul Presa	Changed frame advantage on block from -6F to -4F.
Soul Piede	<ol style="list-style-type: none"><li>1. Can now be canceled with V-Skill.</li><li>2. Increased the combo-count limit.</li></ol>
Soul Pilastro	Increased knockback time on a crush counter.
[Normal] Soul Spark	Increased pushback on block.

Adjustment	Description
[Normal/V-Trigger II] EX Soul Spark	<ol style="list-style-type: none"> <li>Shortened start-up from 14F to 12F.</li> <li>Entire move shortened from 46F to 44F.</li> </ol>
[Normal] EX Soul Spark (Airborne)	<ol style="list-style-type: none"> <li>Sped up the start of Rose's descent timing.</li> <li>Increased Rose's descent speed.</li> <li>Changed minimum frame advantage on hit in mid-air from -3F to +4F.</li> <li>Changed minimum frame advantage on block in mid-air from -8F to -2F.</li> </ol>
L./M. Soul Spiral	<ol style="list-style-type: none"> <li>Reduced knockback distance on hit.</li> <li>Increased knockback time on hit.</li> </ol>
H. Soul Spiral	<ol style="list-style-type: none"> <li>Shortened start-up from 21F to 19F when canceling from a Crouching MP.</li> <li>Reduced recovery on hit from 23F to 18F.</li> <li>Increased knockback time on hit.</li> <li>Increased the knockback distance on hit when in mid-air.</li> </ol>
Soul Bind (including EX Version)	Increased the command priority so it is higher than Soul Punish.
EX Soul Bind	Recovery following the lock version can now be special-move-canceled.
[Normal] EX Soul Punish	Can now be V-Trigger-canceled.
Soul Fortune (V-Skill I - Purple and Green)	<ol style="list-style-type: none"> <li>Increased knockback time on a mid-air hit.</li> <li>Increased the combo-count limit.</li> </ol>
Soul Fortune (V-Skill I - White)	Now recovers 15 health through recoverable damage when activated, and 1 health for every 4F the move is held.
Soul Fortune (V-Skill I - Red)	The effect no longer ends when taking damage.
[V-Trigger II] Soul Illusion	<ol style="list-style-type: none"> <li>Added the ability to hit opponents that are downed by the clone's attacks.</li> <li>The V-Timer is no longer used during a normal throw animation.</li> </ol>



# ORO

## Balance Change Overview

Oro boasts many unique attacks, such as Double Jump, but the focus on conveying his unconventional personality resulted in his abundance of quirky moves, which some characters struggled to handle. Furthermore, Oro's small frame made it difficult to land an attack on opponents. The limited number of moves and situations that could result in combos further increased Oro's difficulty.

To rectify this, we have improved the strengths and purposes of each move, and have made it easier to use normal attacks and special moves.

We've also expanded his jumping LK's mix-up hitbox. In addition to increasing the use of maneuvers, we have also made it easier for Oro to stomp down opponents with Double Jump and carry out surprise attacks.

Tobi Hiza, which grants an advantage after the last half of the attack, was a difficult move to utilize, partially due to Oro's slow back and forth movements. We've adjusted its recovery time on block for easier usage, making it easier for Oro to attack from mid-range.

On the combo front, EX Tsuranekeashi, vital for high-damage combos, now has more points to aim for, resulting in more firepower on hit than before.

Standing LP, boasting Oro's fastest start-up, can create a combo through Standing LK, while the long reach of the low attack, Crouching MK, can connect to normal moves on hit to deal heavy damage, even if canceled late.

Oni Yanma is now CA cancelable.

Use it as an anti-air, or wipe out an opponent's vitality in one shot by combining it with mid-air combos!

Furthermore, the rarely utilized EX Jinchu Nobori now has reduced openings on low guards, and serves as a potential option to use against opponent throws.

### Adjustment

### Description

Standing LP

Changed frame advantage on hit from +4F to +5F.

Standing HP (Uncharged Version)

Extended the hitbox forward.

Standing HP (Charged Version)

1. Changed frame advantage on block from +2F to +4F.
2. Reduced pushback on hit.
3. Extended the hitbox for active frames 2 to 4 forward.

Standing HK

1. Extended the hitbox forward.
2. Reduced the foot hurtbox size 1F to 2F before the hitbox appears.
3. Removed the hurtbox applied to the kicking foot 1F to 2F before the hitbox appears.

Adjustment	Description
Crouching MK	Changed frame advantage on hit from $\pm 0F$ to $+2F$ .
Crouching HK	Extended the hitbox forward.
Jumping LK	Extended the mix-up hitbox backward.
Tobi Hiza	Changed frame advantage on block from $-6F$ to $-4F$ .
EX Nichirin Sho	Can now be V-Trigger-canceled.
Nioh Riki (including EX Version)	<ol style="list-style-type: none"> <li>1. Changed frame advantage on block from <math>-42F</math> to <math>-17F</math>.</li> <li>2. Changed recovery from <math>60F</math> to <math>35F</math>.</li> </ol>
Nioh Riki	<ol style="list-style-type: none"> <li>1. Shortened start-up from <math>7F</math> to <math>5F</math>.</li> <li>2. Increased distance traveled forward before attack start-up.</li> </ol>
EX Nioh Riki	<ol style="list-style-type: none"> <li>1. Extended the hitbox forward.</li> <li>2. Reduced recovery time on hit by <math>4F</math>.</li> </ol>
Tsuranekeashi	<ol style="list-style-type: none"> <li>1. Increased damage from <math>60/80/100</math> to <math>70/100/120</math>.</li> <li>2. Extended the hitbox forward.</li> <li>3. Can now be canceled with V-Trigger II on hit or block.</li> </ol>
M. Tsuranekeashi	The attack now pulls the opponent in on hit/block during the 2nd hit when on the ground.
EX Tsuranekeashi	Extended the hitbox forward for the 3rd attack.
Jinchu Watari (including EX Version)	Extended the hitbox forward for the 2nd attack onward.
EX Jinchu Nobori	<ol style="list-style-type: none"> <li>1. Changed recovery on block from <math>16F</math> to <math>20F</math>.</li> <li>2. Changed recovery time on landing from <math>9F</math> to <math>4F</math>.</li> <li>3. Changed minimum frame advantage on block in mid-air from <math>-11F</math> to <math>-2F</math>.</li> </ol>
Oni Yanma	Can now be CA canceled.
L./M. Oni Yanma	Extended mid-air invincibility by $2F$ .
H. Oni Yanma	Reduced knockback height on hit for the first hit.
Onibi (V-Skill I)	Can now be canceled into from special-cancelable normal attacks and unique attacks.



Adjustment	Description
[V-Trigger II] Manrikitan	Increased V-Timer from 2,000F to 3,000F.
[V-Trigger II] Kishinriki	V-Timer cost increased from 1,000F to 1,500F.
[V-Trigger II] Kishin Kuchu Jigoku Guruma	V-Timer cost increased from 1,000F to 1,500F.
Daishin Senriki (CA)	Start-up reduced from 7F to 4F when canceled into from Oni Yanma.



# AKIRA

## Balance Change Overview

Akira's main moves go unchanged, but the majority of her adjustments pertain to moves concerning her V-Trigger II, Hatén no Kamae.

Akira's V-Trigger I, Otoko no Senaka, already proved to be a powerful V-Trigger capable of crafting powerful links and combos, which is why we decided to adjust Hatén no Kamae to boast benefits worth using.

Hatén no Kamae can be canceled into from any EX Special Move, regardless of whether it's an activation or special move.

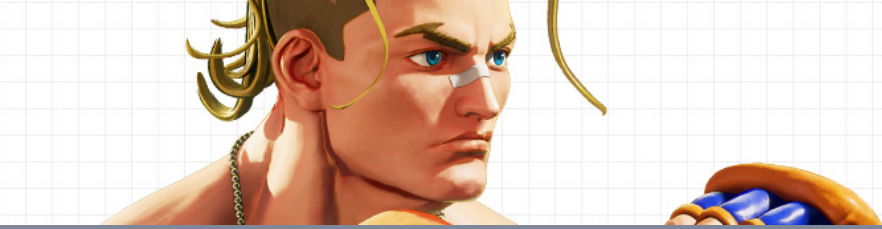
V-Skills can be used in a variety of ways, such as from derivative moves or stances.

Derivative moves like Ha no Sogeki and Ten no Ranbu now have improved performances, such as new anti-airs and crushes.

M. Urarimon's adjustments consist of fixing an issue where it was particularly difficult to combo from certain character's particular moves.

Adjustment	Description
Standing MP	Decreased pushback on block.
Crouching MP	Decreased pushback on block.
Crouching HK	<ol style="list-style-type: none"> <li>1. Changed recovery from 23F to 22F.</li> <li>2. Changed frame advantage on block from -14F to -13F.</li> </ol>
[Normal/V-Skill I] EX Kiko Kai	<ol style="list-style-type: none"> <li>1. Can now be canceled with Hatén no Kamae on hit or block.</li> <li>2. Will no longer pass through the opponent during mid-air hitstun in the corner.</li> </ol>
Urarimon (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
M. Urarimon	Reduced pushback on hit for crouching hits.

Adjustment	Description
EX Urarimon	Can now be canceled with Hateno no Kamae on hit or block with the 1st attack.
Hotenshu (including EX Version)	Will no longer pass through the opponent during mid-air hitstun in the corner.
EX Senshubu	Can now be canceled with Hateno no Kamae on hit or block with the final attack.
[V-Skill II] Tsutenda	Will no longer pass through the opponent during mid-air hitstun in the corner.
[V-Trigger II] Hateno no Kamae	<ol style="list-style-type: none"> <li>1. V-Timer cost for special moves decreased from 1,500F to 1,000F.</li> <li>2. Can now be canceled with V-Skill II.</li> </ol> (One move's worth of combo scaling will be applied when activated from Hateno no Kamae (special move version).)
[V-Trigger II] Ha no Sogeki	<ol style="list-style-type: none"> <li>1. Extended the command input window by 6F for P during the 1st and 2nd attacks, and P&gt;P for the 3rd attack.</li> <li>2. Changed frame advantage on block from -9F to -2F for the 3rd attack.</li> <li>3. Reduced start-up for the 3rd attack from 21F to 17F.</li> <li>4. Entire move shortened from 51F to 47F for the 3rd attack.</li> <li>5. Final attack can now be canceled with V-Skill I.</li> </ol>
[V-Trigger II] Ha no Renbu	Final attack can now be canceled with V-Skill I.
[V-Trigger II] Ten no Renbu	<ol style="list-style-type: none"> <li>1. Shortened start-up from 12F to 8F.</li> <li>2. Reduced entire move from 59F to 55F on block/whiff.</li> <li>3. Reduced knockback distance on hit.</li> <li>4. Changed projectile-invulnerable timing from the 3rd frame to the 1st frame.</li> <li>5. Is now mid-air invulnerable from motion start-up until the end of active frames.</li> </ol>



# LUKE

## Balance Change Overview

Luke is stocked with well-performing offensive and defensive moves, while his high combo damage and special move combos in particular made his offense formidable. When compared to characters with lesser stats, the difference between the two is obvious. The invincible EX Rising Rocket and other moves exemplify the degree of Luke's tight defenses. Luke's vitality and stun values, which were a bit above average before, are now reduced.

In addition, moves that over-controlled opponent movement are adjusted downward. Crouching MK, with its longer reach and greater returns, now has increased risk of whiff. Sand Blaster, known to be difficult to handle due to its high-speed projectiles, has decreased damage and pushback.

Instead of weakening the moves that functioned as deterrents at mid to long-range, we have adjusted them to have better payoff at close-range.

We have also adjusted Luke's unique V-Timer in this same standard. Luke's V-Triggers I and II both consume V-Timer over time, and conversely recover it with each successive hit. Additionally, we've reduced the advantages of V-Trigger I, Fully Armed, due to the considerable advantage it had in long-range maneuvers. Conversely, we've increased the merits of V-Trigger II, Vanguard, due to it increasing attack power on approach.

EX Impaler has a new hitbox that hits mid-air opponents at the beginning of the attack. It can also now combo into held L. Flash Knuckle, which touts numerous opportunities to land hits. Using the medium strength attack activates a surprise attack, which can also be used for combo parts.

Furthermore, we have adjusted the forward-jump motion, as it was hard to differentiate from vertical jumps at certain times.

### Adjustment

### Description

Health	Reduced from 1025 to 1000.
Stun Threshold	Reduced from 1050 to 1000.
Forward Jump	Changed the motion.
Punisher/Scrapper (Front/Back Throw)	<ol style="list-style-type: none"><li>1. Added a hitstop to attacks during the move's animation.</li><li>2. Added camera animation to attacks during the move's animation.</li></ol>
Standing LK	Changed frame advantage on hit from +1F to +2F.
Crouching MP	Reduced hitback.

Adjustment	Description
Crouching MK	Expanded the hurtbox during recovery.
Sand Blaster	<ol style="list-style-type: none"> <li>1. Decreased damage from 60 to 50.</li> <li>2. Decreased chip damage on block from 10 to 8.</li> <li>3. Decreased pushback on block.</li> </ol>
EX Sand Blaster	Increased knockback time on a mid-air hit during the 1st attack.
EX Impaler	<ol style="list-style-type: none"> <li>1. Added a hitbox that hits opponents in mid-air from frame 5 to frame 6.</li> <li>2. Increased damage from 120 to 140 (20+120).</li> <li>3. The hitbox of the 2nd attack has been extended upward after the 1st attack lands.</li> <li>4. The hitbox of the 2nd attack will now hit opponents behind Luke after the 1st attack lands.</li> <li>5. Reduced knockback time of the 2nd attack on hit.</li> <li>6. Reduced knockback distance of the 2nd attack on hit.</li> </ol>
Suppressor (V-Skill II)	<ol style="list-style-type: none"> <li>1. Increased stun by 4F when a throw is successful.</li> <li>2. Changed frame advantage when a throw is successful from +2F to +4F.</li> <li>3. Changed recovery when a throw is successful from 14F to 16F.</li> </ol>
[V-Trigger I/II] Fully Armed/Vanguard	<ol style="list-style-type: none"> <li>1. Reduced the time needed for V-Timer recovery by half.</li> <li>2. Doubled the V-Timer recovery amount earned with a successful hit or block.</li> </ol>
[V-Trigger II] Thermobaric Thrash	Extended the hitbox for the 4th attack and fixed an issue where the final attack would whiff.
[V-Trigger II] Flash Knuckle (including V-Skill I Version)	Can now be canceled with EX Flash Knuckle since the V-Timer is used on hit or block.
[V-Trigger II] EX Flash Knuckle	Can now be canceled with Flash Knuckle on the 2nd hit, but consumes the V-Timer.
Annihilator (CA)	Extended the collision box upward when canceled from Rising Rocket and fixed an issue where the attack would pass by opponents.