



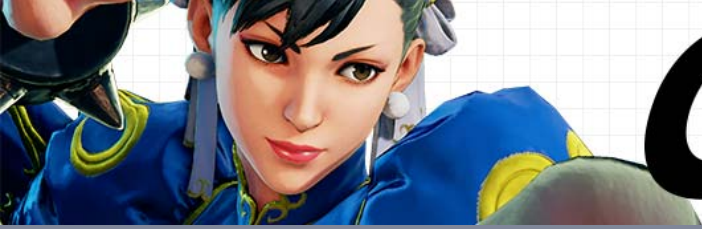
# ADJUSTMENTS

*CE 202205 Ver.*

## ALL Fighters

### Balance Change Overview

This update mainly provides fixes for existing issues, issues that resulted from the previous adjustment, and moves experiencing unintentional property changes. Additionally, the issue of newly available combos not hitting certain characters has also been fixed. We've also fine-tuned some of Luke's moves in order to meet our overall adjustment plan. For more details, please refer to each character's specific page.



# CHUN-LI

## Adjustment

## Description

[Normal/V-Trigger I] EX Hyakuretsukyaku

Will no longer pass through the opponent during mid-air hitstun in the corner and fixed an issue where only the latter half of the motion passes through the opponent.



# NASH

## Adjustment

## Description

[V-Trigger II] EX Sonic Scythe

Fixed an issue where you could not cancel from Crouching LK on consecutive cancels.

Judgement Saber

Will no longer pass through the opponent during mid-air hitstun in the corner and fixed an issue where consecutive hits would not land against certain characters at the startup of a H. Sonic Scythe cancel.



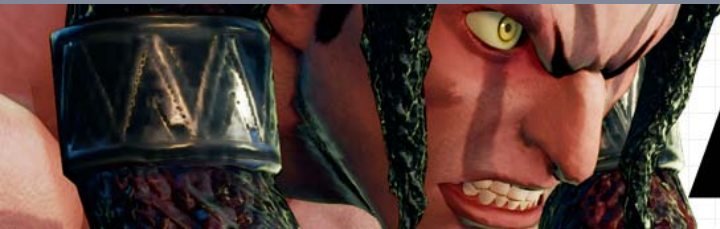
# KEN

## Adjustment

## Description

[Normal/V-Trigger I] Quick Step (V-Skill I)

Will no longer pass through the opponent during mid-air hitstun in the corner just before moving into the hold version and the attack portion of the hold is now easier to land against opponents knocked back by attacks such as Standing HK crush counter.



# NECALLI

## Adjustment

## Description

[Normal/V-Trigger I/II] Opening Dagger

Fixed an issue where the character would become unresponsive if activated just before the VT I V-Timer expired.



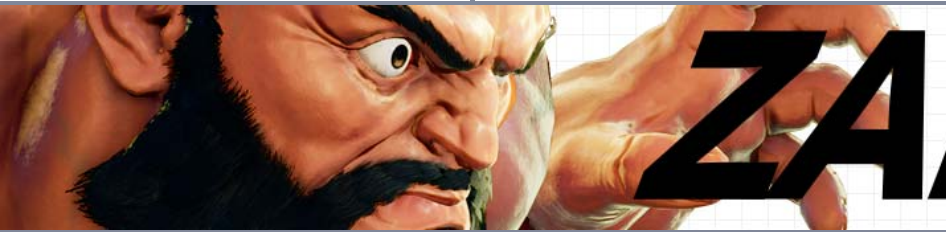
# VEGA

Adjustment

Description

Face Reveal

Fixed an issue where it was impossible to CA cancel while the removed mask was on screen.



# ZANGIEF

Adjustment

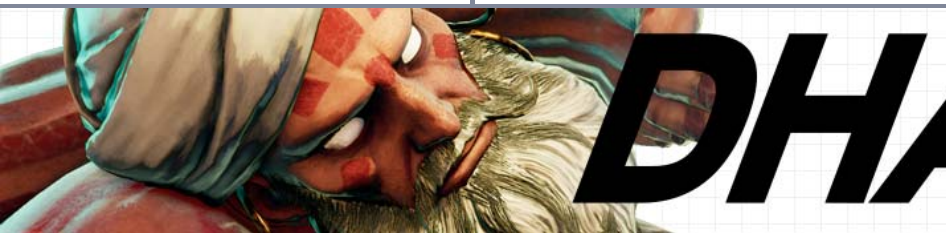
Description

[Normal] Borscht Dynamite

Fixed an issue in which it was possible to perform a backwards recovery after a hit.

[V-Trigger I] Cyclone Lariat

When fully charged, the hitbox after the 1st attack lands has been extended upward and instances in which the final attack missed certain characters has been reduced.



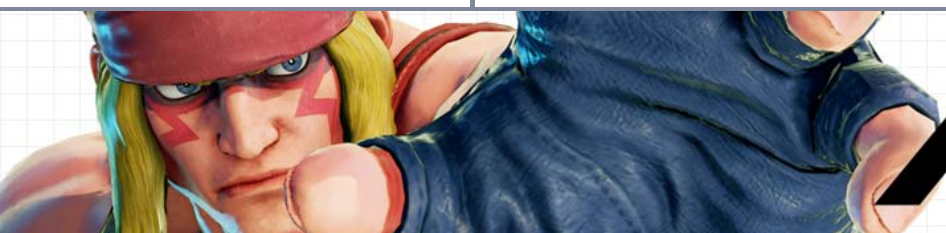
# DHALSIM

Adjustment

Description

Standing HP

Fixed an issue in which the notice and damage scaling value at the startup of a crush counter were treated as counter hits.



# ALEX

Adjustment

Description

[V-Trigger I] Sledge Hammer

Fixed an issue where it was possible to CA cancel during the motion before a hitbox is generated at the startup of a normal cancel.



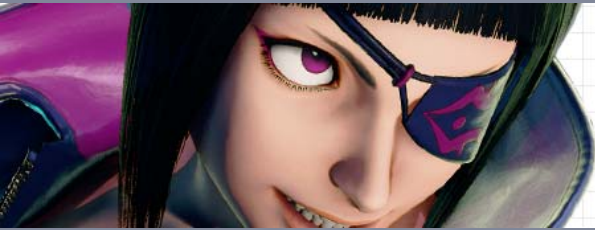
# IBUKI

Adjustment

Description

Hanagasumi (V-Reversal)

Fixed an issue in which counter hits caused conditions to change.



# JURI

Adjustment

Description

EX Fuharenkyaku

Will no longer pass through the opponent during mid-air hitstun in the corner and fixed an issue where this occurred for only the final attack.



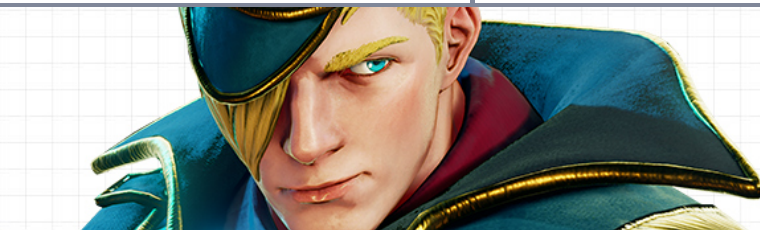
# AKUMA

Adjustment

Description

[V-Skill II] EX Sekia Goshoha

Fixed an issue in which the opponent's knockback after a hit changed, making it impossible to use existing combos.



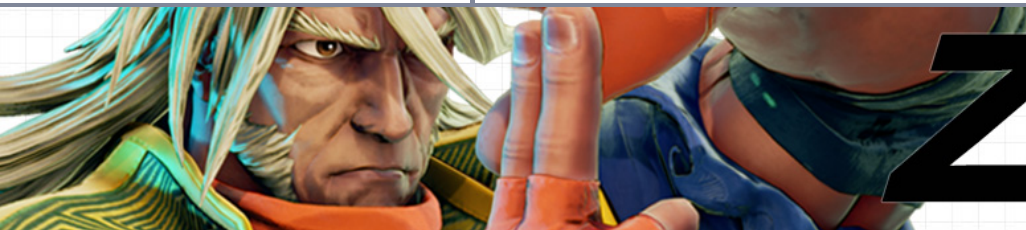
# ED

Adjustment

Description

Psycho Snatcher - Air (V-Skill I)

Reduced instances of the 2nd attack not hitting overhead or long-range opponents after the 1st attack.



# ZEKU

Adjustment

Description

[Old] Fukuro (V-Skill I)

Reduced instances of the 2nd attack not hitting opponents after the 1st attack lands under certain conditons.  
Note: With this adjustment, conditions following the hit will change.



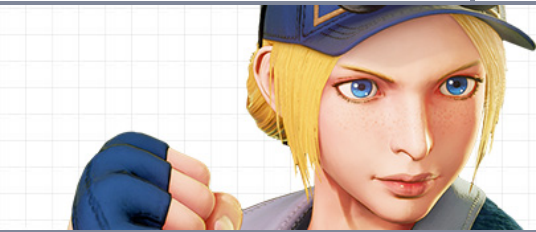
# BLANKA

Adjustment

Description

Hit-Stunned (Crouching)

Fixed an issue in which the hurtbox expanded horizontally when receiving a hit.



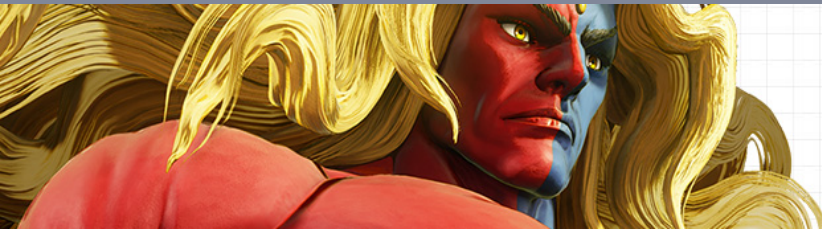
# LUCIA

Adjustment

Description

[Normal] Nubbing Needle

Opponent knockback when landing a mid-air counter will now be the same as a normal mid-air hit.



# GILL

Adjustment

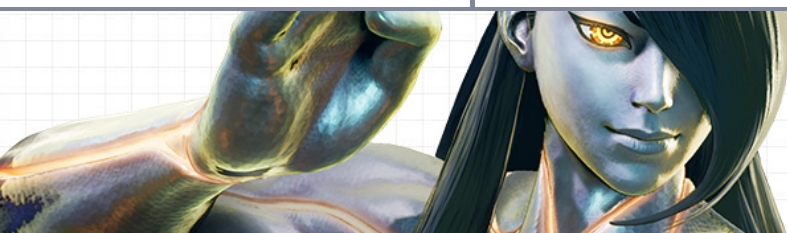
Description

Standing HP

Changed the transition timing into the hold version from 5F to 7F and reduced instances of delay with the normal version.

[V-Trigger II] Delay Freeze Lance

The 2nd attack is now easier to land even when the 1st attack connects at long range, and instances of inconsistent properties when landing a hit has been reduced.



# SETH

Adjustment

Description

Crouching HP

Changed the hurtbox on frame 7 to be invincible against only certain projectiles. Effectiveness against projectiles is now about the same as before the previous adjustment.

[NECALLI] The Disc's Guidance (V-Skill I)

Will no longer pass through the opponent during mid-air hitstun in the corner.



# AKIRA

## Adjustment

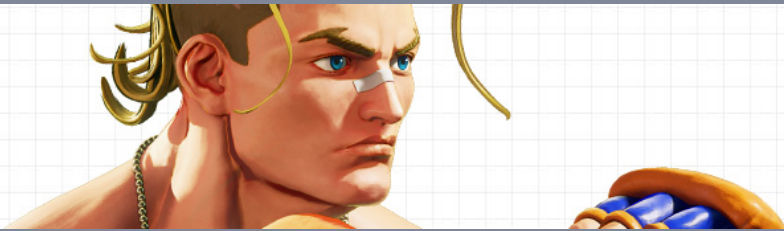
## Description

EX Senshubu

Can now be canceled with Hateno Kamae during final attack from Crouching LP.

Tsutenda (V-Skill II)

Will no longer pass through the opponent during mid-air hitstun in the corner, not only when executed from Hateno Kamae.



# LUKE

## Balance Change Overview

For Luke, we are reviewing some areas that were determined insufficient in the previous game-wide adjustment.

In the previous adjustment, we increased the risk for low-risk/high-reward moves used to check opponents at mid-range and adjusted various moves with the intention of making it easier for opponents to respond to fully-committed fake outs. Luke's Crouching MK was one of the moves adjusted for this purpose but considering that it doesn't have a large no-gauge return, we kept the risk increase modest.

However, upon further reviewing the move's reach and attack power when used in combination with an EX move, we determined that this adjustment was insufficient compared to the debuffs of other characters' moves.

Similarly, Standing MK, which has low return when used as a normal attack but performs well when checking opponents, boasts high power with V-Trigger active so there isn't really any reason to use a different move to check opponents when the V-Gauge is full. For this reason, we're reviewing the risk/return and will try to make the move's use more situational.

We are decreasing the range of M. Sand Blaster which, although risky, has wide coverage with few countermeasures for opponents. We've increased the hitstop/blockstop of Standing LP to make it easier for opponents to respond to the move's speed.

## Adjustment

## Description

Standing LP

Changed the hitstop/blockstop frames from 8F to 12F.

Standing MK

1. Expanded the hurtbox during recovery.  
2. Decreased the cancellation timing with V-Trigger and Rock Smasher by 4F.

Crouching MK

1. Changed the recovery from 14F to 18F when whiffed.  
2. Expanded the hurtbox during recovery when whiffed.

Adjustment

Description

M Sand Blaster

Changed the active attack frames from 7F to 6F.