

ADJUSTMENTS

CHAMPION EDITION Ver.

Dec 25, 2019 Update

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

CAMMY

- Axel Spin Knuckle (V-Skill)

The hurtbox and throw hurtbox have expanded forward during frames 1F - 3F.

ALEX

- M Slash Elbow

Overall movement frames decreased from 19F to 18F.

KOLIN

- EX Hailstorm (Normal/V-Trigger II)

⑤ Changed so that the first hit eliminates up to two of the opponent's projectiles.

KAGE

- Misogi (V-Trigger II)

Decreased the startup from 33F to 30F.

LUCIA

- EX Cyclone Spinner

Expanded the upwards collision box during the final hit.

The following are corrections for items that were mistakenly listed on the adjustment list.

CHUN-LI

- Forward Dash

Mistaken: Note: No change to movement distance.

Corrected: Note: Movement distance when performing an action after the step is slightly longer.

ZANGIEF

- Standing MP

Mistaken: ② Made the V-Trigger I cancel timing on block the same as that for V-Trigger II.

Corrected: ② Made the V-Trigger cancel timing on hit and block the same between V-Triggers I and II.

ALEX

- Overhaul (V-Skill)

Mistaken: ② Increased the V-Gauge meter gain from 20 to 50.

Corrected: ② Increased the V-Gauge meter gain from 30 to 50.

IBUKI

- Tenrai (V-Skill)

Mistaken: Expanded the forward hurtbox for frames 2F - 4F.

Corrected: ①Moved forward the collision box for frames 2F - 4F.

②Expanded the forward hurtbox and throw hurtbox for frames 2F - 4F.

KAGE

- Crouching MK

Mistaken: ①Increased the cancel timing window by 3F.

Corrected: ①Increased the cancel timing window by 2F.

- Airborne Kurekijin

Mistaken: Damage increased from 70 to 90.

Corrected: Damage increased from 70 to 90.

Note: No changes made to amount of damage inflicted when performing a cross-up.

- EX Airborne Kurekijin

Mistaken: Damage increased from 90 to 100.

Corrected: Damage increased from 90 to 100.

Note: No changes made to amount of damage inflicted when performing a cross-up.

- Senha Kassatsu (Charge)

Mistaken: ①Can now cancel into forward dash on hit or block.

Corrected: ①Can now cancel on hit or block with specific steps

ALL Fighters

Adjustment

Description

Behavior After Stun While in Freeze State

Changed so that an opponent who is stunned while in the freeze state will not return to normal, and will continue to be in the freeze state.

Behavior of Inputting a Throw During the 5F Recovery Window of a Rapid Cancelable L Attack

If a throw is input at priority timing during the 5F recovery window of a rapid-cancelable light attack, the regular throw, and not the rapid-cancelable move, will be performed.

Behavior After Absorbing a Guard-Break Attack with a Move with Armor

Fixed a phenomenon where, if using a move with armor, and upon taking damage from an attack following a guard-break attack from the opponent, guard-break scaling would be applied to the second attack.

Behavior After a Certain Part of an Attack That Draws the Opponent in Hits

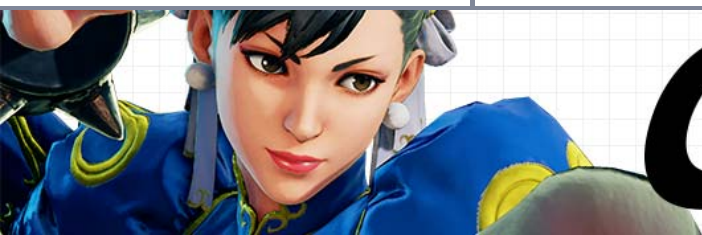
Fixed a phenomenon where, when using an attack that draws the opponent in closer (such as Zangief's VTI Cyclone Lariat), and a certain part of the attack hits, after the hit the character would be moved to an unnatural position.



RYU

Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Standing LP (Normal/V-Trigger I)	Adjusted so that there will be no changes in the spacing interval if the active frames hit against an opponent in close quarters.
Standing HP (V-Trigger I/II)	Relaxed the follow-up attack restrictions during a Crush Counter.
Crouching LP (V-Trigger I)	Made the size of the collision box for active frame 3F the same as C.LP.
Crouching MP (Normal/V-Trigger I)	<ul style="list-style-type: none">①Reduced the collision box.②On whiff, delayed the timing of the expansion of the collision box by 1F after the active frames end.③Changed so that the collision box will expand 1F after hit or block.
Crouching MK	<ul style="list-style-type: none">①Disadvantage on block decreased from -3F to -1F.②Expanded the forward hitbox.
Jodan Sanrengeki (Normal/V-Trigger I)	<ul style="list-style-type: none">①Disadvantage on hit for the 2nd hit decreased from -9F to -2F.②Disadvantage on block for the 2nd hit decreased from -16F to -9F.
Collarbone Breaker (Normal/V-Trigger I)	Disadvantage on block increased from -6F to -7F.
M Shoryuken (Normal/V-Trigger I)	Made the CA cancel timing the same as L/H Shoryuken.
M Tatsumaki Senpukyaku	Expanded the forward hitbox for the first hit.
H Tatsumaki Senpukyaku	<ul style="list-style-type: none">①Expanded the forward hitbox for the first hit.②Fixed the phenomenon where he floated above the ground after the move's recovery ended.
EX Jodan Sokutou Geri	<ul style="list-style-type: none">①Increased the forward movement distance.②Changed so that the move recovery can be canceled into Tatsumaki Senpukyaku on hit.③ Changed the properties when performed as a cancel from a standing HP, when Denjin Renki or Kakko Fubatsu is activated.
Mind's Eye (V-Skill)	Expanded the forward parry range.

Adjustment	Description
Denjin Renki (V-Trigger I)	<ul style="list-style-type: none"> ①V-Timer decreased from 1,000F to 800F. ②V-Hadoken and V-Shoryuken no longer use V-Timer.
Shinku Hadoken (CA)	<ul style="list-style-type: none"> ①Changed the amount of EX Meter gain that the opponent gets on block from 0 to $6 \times 5 + 20$ (50 total). ②Expanded the upwards hitbox when performed as a cancel from Shoryuken.
Denjin Hadoken (V-Trigger I) (CA)	<ul style="list-style-type: none"> ①Eased the combo count when performed as a cancel from Shoryuken. ②Changed the amount of EX Meter gain that the opponent gets on block from 0 to $5 \times 6 + 20$ (50 total). ③Expanded the upwards hitbox when performed as a cancel from Shoryuken.



CHUN-LI

Adjustment	Description
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 1000.
Forward Dash	Changed to be in close contact with the opponent after the move ends. Note: Movement distance when performing an action after the step is slightly longer.
Koshuto (Forward Throw)	<ul style="list-style-type: none"> ①Added 2F of recovery on hit. ②Decreased the separation distance after the throw.
Standing MP (Normal/V-Trigger I)	Reduced the pushback on block.
Standing HP (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Disadvantage on block reduced from -5F to -4F. ②Increased the pushback distance on block. ③Expanded the backwards hurtbox during recovery.
Standing MK (Normal/V-Trigger I)	Reduced the hurtbox that appears before the hitbox active frames.
Crouching LP (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Reduced the collision box for the 4th and 5th frames. ②Increased the pushback distance on hit. ③Increased the pushback distance on block.

Adjustment	Description
Crouching LK (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Reduced the collision box for the 4th frame. ②Increased the pushback distance on hit. ③Increased the pushback distance on block.
Crouching MK (Normal)	<ul style="list-style-type: none"> ①Advantage on hit increase from 0 to +2F. ②Expanded the forward hitbox.
Crouching MK (V-Trigger I)	Expanded the forward hitbox.
Jumping MP (Normal)	Eased the combo count.
Yosokyaku (Normal/V-Trigger I)	Emphasized the priority input when performing a special move cancel.
Hyakuretsukyaku (Normal/V-Trigger I)	Changed the V-Trigger and CA cancel timing.
L Hyakuretsukyaku (Normal/V-Trigger I)	Increased the pushback distance on hit when performed as a cancel from standing MP.
H Hyakuretsukyaku (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Changed the final hit to cause blowback knockdown. ②Reduced the blowback air time, if hits 1-5 hit an airborne opponent (normal only). ③Reduced the blowback air time and distance if the final attack hits an airborne opponent.
L Airborne Hyakuretsukyaku (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Eased the height restriction when performed as a cancel from jumping MP. ②Increased the blowback time for the 2nd attack when performed as a cancel from jumping MP.
L Spinning Bird Kick (Normal/V-Trigger I)	<p>Will not be performed if LP is input at the same time as the command is completed.</p> <p>Note: This has no effect if performed from a cancel.</p>
L Kikoken (Normal/V-Trigger I)	<p>Will not be performed if LK is input at the same time as the command is completed.</p> <p>Note: This has no effect if performed from a cancel.</p>
Rankyaku (V-Skill) (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Increased the active frames from 4F to 6F. ②Gave active frames 5F and 6F the same hurtbox as 4F.
Hoyokusen (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to $3 \times 16 + 2$.



NASH

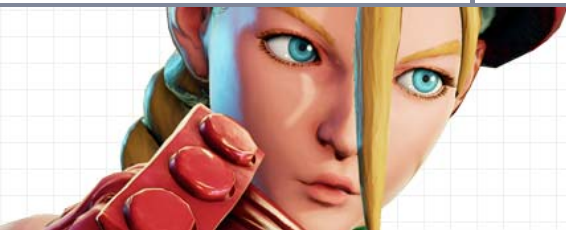
Adjustment	Description
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 1000.
Forward Dash	Changed to be in close contact with the opponent after the move ends. Note: No change to movement distance.
Standing LP	Reduced the pushback on hit for the rapid cancel version.
Standing MP	①Changed so that the opponent blocking the active frames will give an advantage in recovery. ②Increased the hit and block stop. ③Increased the cancel timing window by 3F.
Standing MK	①Changed so that the opponent blocking the active frames will give an advantage in recovery. ②Increased the blowback time for an opponent on mid-air hit. ③Changed so that a V-Trigger cancel can be performed on the 4th active frame.
Standing HP	Changed so that the opponent blocking the active frames will give an advantage in recovery.
Standing HK	①Reduced the recovery on hit from 15F to 14F. Note: Also changes to the advantage/disadvantage on hit and block. ②Increased the blowback time for an opponent on mid-air hit.
Rapid Punch	①Changed so that the opponent blocking the active frames will give an advantage in recovery. ②Increased the hit and block stop.
Chopping Assault	①Increased the hit and block stop. ②Disadvantage on block increased from -6F to -7F.
Wind Shear	Made the behavior of the second hit on counter hit the same as for a regular hit.
Down Burst	①Increased the hit and block stop. ②Disadvantage on block increased from -6F to -7F.
Sonic Boom	Damage increased from 50 to 60.

Adjustment	Description
M Tragedy Assault	<ul style="list-style-type: none"> ①Addressed the phenomenon where Nash would trade places with an opponent who is in the corner. ②Eased the ability for follow-up attacks.
M Sonic Scythe	Eased the ability for follow-up attacks.
H Sonic Scythe	<ul style="list-style-type: none"> ①Startup reduced from 17F to 13F. ②Given invincibility to airborne attacks from the attack startup to the end of the active frames.
EX Sonic Scythe	<ul style="list-style-type: none"> ①Given invincibility to airborne attacks from 2F of the attack startup to the end of the active frames. ②Expanded the height of the collision box when the first and second hits connect.
Moonsault Slash	Expanded the downward collision box when descending.
EX Moonsault Slash	<p>Fixed the phenomenon where the recovery would change depending on where the move began.</p> <p>Note: In accordance with the above, the opponent will have an extra frame of recovery added, but there are no changes to the advantage/disadvantage.</p>
Bullet Clear (V-Skill)	<ul style="list-style-type: none"> ①Increased the active frames from 2F to 4F. ②Recovery increased from 23F to 21F. ③Changed so that hitting the active frames on hit or block will give an advantage in recovery.
Sonic Move (V-Trigger I)	Reduced the combo scaling from 20% to 10% when performed as a cancel.
Sonic Move - Hide (V-Trigger I)	Added 2F of throw invincibility after the complete invincibility ends.
Justice Shell (V-Trigger II)	Eased the ability for follow-up attacks for the second attack.
Judgement Saber (CA)	<ul style="list-style-type: none"> ①Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50. ②For 2F onwards, expanded the forward hitbox to be the same size as the hurtbox. ③Expanded the upwards hitbox for the canceled version.



M. BISON

Adjustment	Description
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.
Standing HP	①Reduced the hitbox. ②Expanded the hurtbox.
Psycho Axe	①Reduced the size of the box that triggers the opponent's block. ②Expanded the hurtbox. ③Increased the recovery on whiff by 5F.
M/H Psycho Blast	Changed the voice.
Double Knee Press (Normal/V-Trigger I)	Reduced the pushback on hit for the first attack.
EX Psycho Blast (Normal/V-Trigger I)	Fixed a bug where the combo count changed on counter hit.
Psycho Burst (V-Reversal)	①Reduced the pushback on block. ②Increased the recovery on block and whiff from 20F to 23F. Note: No changes in advantage/disadvantage on block.
Psycho Crusher (V-Trigger II)	Changed the motion before attack startup, and adjusted the hurtbox accordingly.
Ultimate Psycho Crusher (CA)	①Changed the amount of EX Meter gain that the opponent gets on block from 0 to $15 \times 2 + 20$ (50 total). ②Added 10F of landing recovery if the mid-air version whiffs.



CAMMY

Adjustment	Description
Vitality	Increased from 900 to 925.
Stun	Increased from 900 to 925.
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.

Adjustment	Description
Neck Spiral (Air Throw)	Reduced the recovery on hit by 13F.
Crouching LK	Changed the hurtbox for the rapid cancel version to be the same as that of the normal version.
Knee Bullet	<ul style="list-style-type: none"> ①Changed the mid-air hit properties to blowback knockdown. ②Reduced the downwards hitbox for the first attack. ③Changed so that it cannot hit opponents who are behind Cammy.
Lift Combination	<ul style="list-style-type: none"> ①Limited the combo count. ②Can now be canceled into V-Trigger.
Spiral Arrow	Eased the ability for follow-up attacks.
EX Spiral Arrow	Eased the ability for follow-up attacks.
Cannon Spike	Eased the ability for follow-up attacks.
EX Cannon Spike	Eased the ability for follow-up attacks when performed from Lift Combination → EX Hooligan Combination
Axel Spin Knuckle (V-Skill)	The hurtbox and throw hurtbox have expanded forward during frames 1F - 3F.
Reverse Edge (V-Trigger II)	<ul style="list-style-type: none"> ①Reduced the attack active frames from 5F to 4F for the first attack. ②Reduced the startup from 15F to 14F for the second attack. ③Increased the attack active frames from 2F to 3F for the second attack. ④Advantage on hit decreased from +5F to +3F. ⑤Disadvantage on block decreased from -7F to -2F. ⑥Reduced the pushback on hit. ⑦Increased the blowback time for a mid-air hit. ⑧Eased the combo count for the first attack.
Cross Stinger Assault (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50.



Adjustment	Description
Vitality	Increased from 1025 to 1050.
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.

Adjustment	Description
Standing MP	<ul style="list-style-type: none"> ①Delayed the timing at which the downward hurtbox begins moving down during recovery. ②Added 4F of recovery on whiff. ③Expanded the hurtbox during recovery.
Standing HP	Expanded the hurtbox during recovery.
Crouching MP	Changed so that it cannot hit opponents who are behind
Crouching HP	Stun decreased from 150 to 120.
Bull Drop	Disadvantage on block increased from -6F to -7F.
Bull Horn	<ul style="list-style-type: none"> ①Changed the projectile invincibility timing from 3F to 6F. ②Changed the timing at which the backwards hurtbox begins moving down from 3F to 5F.
Bull Horn (V-Trigger I)	<ul style="list-style-type: none"> ①Changed the timing at which the backwards hurtbox begins moving down from 3F to 5F. ②Reduced the opponent's block recovery by 6F. ③Increased the disadvantage on block from -12F to -18F. ④Shortened the airborne interval, from 18F - 42F, to 18F - 37F.
M Hanging Chain	<ul style="list-style-type: none"> ①Reduced the recovery on hit (10F for close-range, 7F for long-range). ②There was a difference in the situation on hit depending on whether it hits close or long range, so this has been unified.
H Hanging Chain	Reduced the recovery on hit by 5F.
Bull Head(Normal/V-Trigger I)	Stun decreased from 200 to 150.
L/M Bull Head (Normal/V-Trigger I)	Delayed the timing at which the collision box moves forward.
EX Bull Head (Normal/V-Trigger I)	Stun decreased from 250 to 200.
M Killing Head (Normal/V-Trigger I)	Stun decreased from 220 to 200.
H Killing Head (Normal/V-Trigger I)	Stun decreased from 240 to 200.
EX Killing Head (Normal/V-Trigger I)	EX Killing Head (Normal/V-Trigger I)

Adjustment	Description
Pepper Pot (V-Reversal)	Recovery increased from 19F to 23F. Note: No changes in advantage/disadvantage on block.
Skip to My Chain (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50.



Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Standing HP	Reduced the throw hurtbox from 1F to 7F.
Crouching LP (Rapid Cancel Ver. Included)	Throw forward hurtbox will not be expanded.
Crouching MP	Reduced the pushback on hit.
Crouching MK	Increased the advantage on hit from 0F to 2F.
Crouching HP	Throw forward hurtbox will not be expanded.
Chin Buster	Expanded the forward hitbox.
Inazuma Kick	Disadvantage on block increased from -6F to -7F.
Thunder Kick	Disadvantage on block increased from -6F to -7F.
M Shoryuken (Normal/V-Trigger I)	Invincibility period to mid-air attacks changed from 1F - 6F to 1F - 7F.
H Shoryuken (Normal/V-Trigger I)	①Reduced the pushback on hit for the first hit. ②Changed to expand the hitbox of the final attack on hit.
EX Shoryuken	Expanded the upwards collision box when performed as a cancel from Shinryuken.
H Tatsumaki Senpukyaku (Normal/V-Trigger I)	Expanded the hitbox of the first attack, except when performed as a cancel from Standing HP.

Adjustment	Description
Senpu Nataotoshi (V-Reversal)	Changed so that Ken will be in a grounded state until the conclusion of the move.
Shinryuken, All Levels (V-Trigger II)	<ul style="list-style-type: none"> ①Changed so that Ken can cancel the landing recovery into V-Skill on hit. ②Changed so that EX special moves performed from canceling the landing recovery can be performed with offset inputs (input timing does not have to be precise). ③Eased the combo count. ④Changed the cancel timing from EX Shoryuken to until the 2nd attack.
Shinryuken, Lv1 (V-Trigger II)	<ul style="list-style-type: none"> ①Reduced the damage from 140 to 110. ②Stun decreased from 200 to 150. ③Reduced the horizontal blowback distance. ④Extended the landing recovery cancel time on hit. ⑤Changed the projectile invincibility window at start from 1F to 4F for the special move version. <p>Note: No changes to the V-Trigger activation version.</p>
Shinryuken, Lv2 (V-Trigger II)	<ul style="list-style-type: none"> ①Reduced the damage from 170 to 140. ②Stun decreased from 200 to 150. ③Reduced the horizontal blowback distance. ④Increased the blowback time. ⑤Extended the landing recovery cancel time on hit.
Guren Enjinkyaku (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50.



Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Crouching LP (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Adjusted so that there will be no changes in the spacing interval if the active frames hit against an opponent in close quarters. ②Delayed the timing at which the collision box expands on whiff by 3F.
Standing HP (Normal/V-Trigger)	Crush Counter hit changed to crumple knockdown.
Opening Dagger (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Increased the disadvantage on block from -6F to -7F. ②Changed the airborne status from 12F - 19F to grounded, throw invincible.

Adjustment	Description
Opening Dagger (Max Charge) (V-Trigger)	Changed the airborne status from 23F - 34F to grounded, throw invincible.
The Disc's Guidance (Normal)	Reduced the pushback on hit for the second hit.
Valiant Rebellion (Normal/V-Trigger)	Changed the timing at which the backwards hurtbox begins moving down from 2F to 5F.
Valiant Rebellion (Normal)	<ul style="list-style-type: none"> ①Changed the advantage on block from -2F to +2F. ②Reduced the recovery from 24F to 21F. ③Reduced the pushback on hit for the first hit.
EX Valiant Rebellion (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Changed the advantage on block from -2F to +2F. ②Reduced the recovery from 23F to 20F.
M. Raging Light (Normal/V-Trigger)	<ul style="list-style-type: none"> ①Expanded the hitbox. ②Normal version only: Extended the attack active frames for the first hit from 3F to 4F.
EX Mask of Tlalli (Normal/V-Trigger)	Expanded the upwards collision box on hit.
Ceremony of Honor/Soul Offering (Normal/V-Trigger) (CA)	<ul style="list-style-type: none"> ①Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50. ②Expanded the upwards collision box during screen freeze.



Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 950 to 975.
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.
Crouching State	Expanded the upwards hurtbox.
Standing LP (Claw)	Increased the advantage on hit from +5F to +7F.
Standing MP (Claw)	Expanded the forward hitbox.

Adjustment	Description
Crouching HK	Eased the ability for follow-up attacks.
Buster Claw	Expanded the forward hitbox.
Mercury Shard	<ul style="list-style-type: none"> ①Disadvantage on block increased from -6F to -7F. ②Given throw invincibility from 13F to 19F.
Sky High Claw (New)	Added a new special move, performed with the command ↓ (charge) ↑ + P.
Switch Claw	Reduced the recovery by 1F when performed as a cancel from C.HP (bare-handed).
M Aurora Spin Edge	Restricted the combo count.
H Crimson Terror	Restricted the combo count.
EX Flying Barcelona	<ul style="list-style-type: none"> ①Increased the blowback time when it hits an airborne opponent. ②Expanded the hitbox when used in a combo, and changed so that Vega can hit opponents who are behind him.
EX Flying Barcelona Attack	<ul style="list-style-type: none"> ①Expanded the upwards hitbox for the final hit. ②Expanded the upwards hitbox for the first hit when used in a combo. ③Reduced the upwards blowback for the opponent on the first hit.
Bloody Kiss (V-Trigger I)	Can be canceled into from Aurora Spin Edge and Crimson Terror.
Bloody Kiss - Azul (V-Trigger I)	<ul style="list-style-type: none"> ①On hit and block, sped up the timing at which Vega can move by 3F. ②Changed the advantage on block from -2F to +2F. ③Expanded the downward collision box of the movement after the projectile hits. ④Increased the blowback time on hit. ⑤Restricted the combo count.
Flash Arch - Granate (V-Trigger II)	<ul style="list-style-type: none"> ①Expanded the forward hitbox. ②Reduced the startup from 18F to 17F.
Bloody Rain (CA)	<ul style="list-style-type: none"> ①Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50 for the descending attack portion. ②Changed so that the descent attack will not whiff when performed facing an opponent in the corner.



R. MIKA

Adjustment	Description
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.
Standing LK	Changed so that the hurtbox will not move backwards.
Standing MP	Changed so that the opponent blocking the active frames will give an advantage in recovery.
Crouching MP	①Reduced the backwards hitbox. ②Expanded the upwards and backwards hurtbox for frames 8F - 21F.
Stomp Chop	Changed so that H Shooting Peach will combo from Stomp Chop.
Mic Performance (V-Skill)	Added a forward input version.
Nadeshiko (V-Trigger I) (All Versions) Fightin' Dirty (V-Trigger II)	Changed so that if Nadeshiko's attack and Mika's throw hit the opponent at the same time, Nadeshiko's attack will take priority.



RASHID

Adjustment	Description
Standing MP	Expanded the forward hurtbox that appears before the attack active frames begin.
Standing HP	Expanded the backwards hurtbox during recovery.
Crouching LP	Made the hurtbox for the rapid cancel version the same as the normal version.
Crouching LK	①Reduced the backwards hitbox. ②Increased the startup of the rapid cancel version from 2F to 4F. ③Increased the pushback distance on block.

Adjustment	Description
Crouching MP	<ul style="list-style-type: none"> ①Reduced the startup from 7F to 6F. ②Changed to move forward slightly during the move. ③Advantage on hit decreased from +3F to +2F. ④Changed the advantage on block from +1F to -2F. ⑤Grounded hit forces stand. ⑥Increased the blowback distance for mid-air hit. ⑦Delayed the special move cancel timing. ⑧Reduced the pushback on hit for a grounded hit.
Crouching MK	Expanded the forward hurtbox at the body to match his crouching posture.
Crouching HP	<ul style="list-style-type: none"> ①Added 4F of recovery on whiff. ②Expanded the hurtbox.
Beak Assault	<ul style="list-style-type: none"> ①Disadvantage on block increased from -6F to -7F. ②Changed the airborne status from 7F - 20F to grounded, throw invincible.
L Whirlwind Shot	Increased the pushback distance on hit.
L Spinning Mixer	Stun decreased from 150 to 125.
M Spinning Mixer	<ul style="list-style-type: none"> ①Stun decreased from 175 to 150. ②Increased the blowback distance for the maximum enhanced version, and reduced the blowback time. ③Reduced Rashid's forward movement distance and descent speed on hit for the maximum enhanced version.
M Airborne Eagle Spike	Fixed the camera's behavior on hit and block.
Altair (CA)	Opponent will gain 50 EX Meter on block.



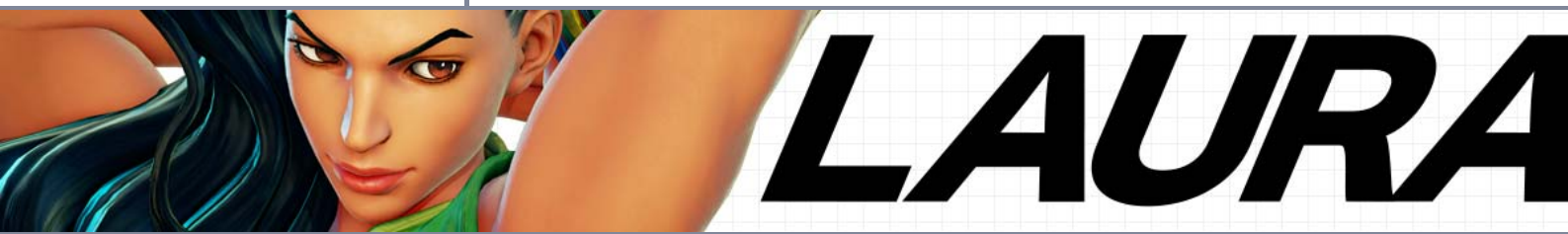
Adjustment	Description
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.
Hajotsui (Forward Throw)	Increased the separation distance for a throw in the corner.
Standing LK	Changed so that the hurtbox will not move backwards.

Adjustment	Description
Standing MP	Increased the pushback distance on block.
Crouching MK	Changed the motion during recovery, and adjusted the hurtbox accordingly.
Jumping HP	①Expanded the downwards hitbox. ②Reduced the hurtbox that appears after the attack active frames end.
Jumping HK	Reduced the hurtbox that appears after the attack active frames end.
Tsumujigari	①Disadvantage on block increased from -6F to -7F. ②Changed the airborne status from 11F - 18F to grounded, throw invincible. ③Decreased the movement value for the latter half of the move.
Tenko (Normal/Fastest)	Stun decreased from 100 to 80.
EX Tenko	Stun decreased from 150 to 120.
Orochi	Reduced the pushback on block.
EX Orochi	Stun decreased from 200 to 150.
EX Ressenha	Stun decreased from 200 to 150.
Ressencho (V-Reversal)	①Increased the attack startup from 16F to 17F. ②Increased the recovery on hit by 6F.
Kanzuki-Ryu Hadorokushiki Hasha No Kata (CA)	①Changed the amount of EX Meter gain that the opponent gets on block from 0×3 to $15 \times 2 + 20$. ②Expanded the upwards collision box on hit.



Adjustment	Description
Vitality	Increased from 1050 to 1075.
Stun	Increased from 1050 to 1100.

Adjustment	Description
Standing MP	<ul style="list-style-type: none"> ①Delayed the timing at which the hurtbox disappears during the recovery by 3F. ②Made the V-Trigger cancel timing on hit and block the same between V-Triggers I and II.
Standing MK	Reduced the backwards hurtbox at the legs during the attack active frames.
Knee Hammer	<ul style="list-style-type: none"> ①Reduced the backwards hitbox for active frames 1F - 2F. ②Increased the movement amount.
Double Lariat	Changed the timing at which the hurtbox moves backwards from 3F to 5F.
Muscle Explosion (V-Reversal)	Changed the attack and projectile invincibility window from 1F - 14F to 1F - 25F.
Iron Muscle (V-Skill)	Changed the backwards dash cancel to a priority input.



Adjustment	Description
Vitality	Increased from 1000 to 1025
Forward Walk	Increased the movement speed.
Standing LK	Changed so that the hurtbox will not move backwards.
Standing HP	Moved the collision box that appears before the attack active frames backwards to match the visuals.
Crouching LK	Made the hurtbox for the rapid cancel version the same as the normal version.
Crouching MP	Extended the cancel window by 2F.
Crouching MK	<ul style="list-style-type: none"> ①Increased the cancel timing window by 3F. ②Advantage on hit increase from 0 to +2F. ③Delayed the cancel timing for M Bolt Charge by 2F.
Jumping HP	Reduced the hurtbox that appears after the attack active frames end.
Jumping HK	Reduced the hurtbox that appears after the attack active frames end.

Adjustment	Description
Dual Crash	The second hit can now be special move canceled.
L Bolt Charge (Normal)	<ul style="list-style-type: none"> ①Reduced the pushback on hit. ②Eased the ability for follow-up attacks. ③Startup decreased from 13F to 12F.
L Bolt Charge (V-Trigger I)	<ul style="list-style-type: none"> ①Reduced the pushback on hit. ②Eased the ability for follow-up attacks. ③Startup decreased from 13F to 12F. ④Can now be canceled into CA.
M Bolt Charge (Normal/V-Trigger I)	<p>Fixed a bug where the follow-up move would not come out in certain conditions on a grounded hit.</p> <p>Note: In accordance with the fix, changed the distance from the opponent on hit.</p>
EX Bolt Charge (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Changed to cause spinning blowback damage on mid-air hit. ②Restricted the combo count. ③Fixed a bug where the follow-up move would not come out in certain conditions on a grounded hit.
EX Thunder Clap (Normal/V-Trigger I)	Changed so that the properties will change depending on the strength of the button pressed.
Sunset Wheel (Normal)	Reduced the recovery by 1F on hit.
L Sunset Wheel (Normal/V-Trigger I)	<ul style="list-style-type: none"> ①Startup increased from 5F to 9F. <p>Note: 4F added to the move's total frames.</p> <ul style="list-style-type: none"> ②Increased the throw distance.
M Sunset Wheel (Normal)	<ul style="list-style-type: none"> ①Reduced the damage from 180 to 170. ②Increased the throw distance.
M Sunset Wheel (V-Trigger I)	<ul style="list-style-type: none"> ①Reduced the damage from 200 to 190. ②Increased the throw distance.
Double Slap (V-Reversal)	Fixed a bug where the hit effects would be lost on counter hit.
Volty Line (Normal) (V-Skill)	<ul style="list-style-type: none"> ①Reduced the pushback on hit. ②Increased the blowback distance on mid-air Crush Counter hit. ③Increased the blowback time on mid-air Crush Counter hit. ④Changed so that the first active frame will hit an opponent who is behind her.
Volty Line (V-Trigger I) (V-Skill)	<ul style="list-style-type: none"> ①Increased the blowback distance on mid-air Crush Counter hit. ②Increased the blowback time on mid-air Crush Counter hit. ③Changed so that the first active frame will hit an opponent who is behind her.

Adjustment	Description
Linear Movement - Avante (Normal/V-Trigger I) (V-Skill Attack)	Changed so that the first active frame will hit an opponent who is behind her.
Linear Movement - Finta (Normal/V-Trigger I) (V-Skill Attack)	Changed so that the first active frame will hit an opponent who is behind her.
Linear Movement - Esquiva (Normal/V-Trigger I) (V-Skill Movement)	Can now cancel into Sunset Wheel (all strengths).
Shock Stance (V-Trigger II)	<p>①Changed so that Laura will turn to face an opponent behind her when performed from Linear Movement - Avante (from Matsuda Sway).</p> <p>②Changed so that she can still perform the move from Matsuda Sway or Linear Movement - Avante (from Matsuda Sway) even if the V-Timer reaches 0 during the move.</p>



Adjustment	Description
Vitality	Increased from 925 to 950.
Standing MP	Increased the advantage on hit from +2F to +4F.
EX Yoga Fire	<p>①Increased the pushback distance on hit for the first hit.</p> <p>②Increased the stagger time for the first hit.</p> <p>③Reduced the hitbox for the second hit.</p> <p>④Overall movement frames decreased from 44F to 42F.</p> <p>⑤Increased the advantage on hit from +4F to +5F.</p>
Yoga Float (V-Skill)	Can now be canceled into from C.MP and Yoga Anvil.
Yoga Sansara (V-Trigger II)	Can now be canceled into from a mid-air normal move.
Yoga Sunburst (CA) (Grounded/Airborne)	<p>Changed the amount of EX Meter the opponent gains on block to the following.</p> <p>Before firing: 0 to 4</p> <p>Lv1: 0 to $9 \times 4 + 10$</p> <p>Lv2: 0 to $6 \times 6 + 10$</p> <p>Lv3: 0 to $4 \times 9 + 10$</p> <p>Explosion upon contact: 0 to 30</p>



F.A.N.G

Adjustment	Description
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 1000.
Standing LP	Changed so that the upwards hitbox for active frames 2F - 3F will not expand.
Standing MK	Can now special move cancel the second hit.
Crouching MP	Expanded the internal hitbox.
Jumping MP	①Mid-air hit changed to blowback knockdown. ②Can cancel into Nikyoushu.
Nirenko	Can now special move cancel the first hit.
Nikyoushu	Eased the mid-air combo count for jump attacks performed from Nikyoushu.
M Sotoja	Reduced the recovery from 23F to 22F. Note: No changes in advantage/disadvantage on block.
H Sotoja	Reduced the recovery from 24F to 23F. Note: No changes in advantage/disadvantage on block.
EX Sotoja	①Reduced the recovery from 19F to 18F. ②Reduced the disadvantage on block from -3F to -2F.
Shishiruirui (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50 (knee hit part).



ALEX

Adjustment	Description
Vitality	Increased from 1025 to 1050.

Adjustment	Description
Stun	Increased from 1050 to 1075.
Standing MK	Reduced the startup from 8F to 7F.
Crouching MP	Reduced the startup from 8F to 7F.
Crouching MK	Changed the motion before attack startup, and adjusted the hurtbox accordingly.
Lariat	Increased the advantage on hit from +7F to +8F.
Power Drop	<ul style="list-style-type: none"> ①Reduced the damage from 140 to 120. ②Stun decreased from 250 to 200. ③Damage decreased for the EX version from 200 to 180. ④Stun decreased for the EX version from 300 to 250. Note: No changes in the parameters when performed from Sledge Hammer.
H Flash Chop	<ul style="list-style-type: none"> ①Reduced the damage from 100 to 90. ②Increased the disadvantage on block from -4F to -6F.
M Slash Elbow	Overall movement frames decreased from 19F to 18F.
Overhaul (V-Skill)	<ul style="list-style-type: none"> ①Overall movement frames decreased from 52F to 50F. ②Increased the V-Gauge meter gain from 30 to 50. ③Changed so that Alex will not lose the effect if he takes damage.
Sledge Hammer (V-Trigger I)	Changed so that the upward collision box will be expanded on hit.
Heavy Hammer (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0×3 to $15 \times 2 + 20$ (50 total).



Adjustment	Description
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 975.
Crouching MK	Increased the advantage on hit from +1F to +2F.
Full Bullet Magnum	Disadvantage on block increased from -6F to -7F.

Adjustment	Description
Drake Fang	Disadvantage on block increased from -6F to -7F.
L Somersault Kick (Normal/V-Trigger II)	Will not trigger if LP is input at the same time as the Somersault Kick command. Note: This has no effect if the move is canceled into.
H Somersault Kick	Expanded the forward hitbox for active frames 4F - 5F.
L Sonic Boom (Normal/V-Trigger I)	Will not trigger if LK is input at the same time as the Somersault Kick command. Note: This has no effect if the move is canceled into.
Sonic Hurricane (CA)	①Expanded the upwards hitbox. ②Changed the amount of EX Meter gain that the opponent gets on block from 0 to $7 \times 5 + 15$.
Sonic Tempest (V-Trigger I) (CA)	①Expanded the upwards hitbox. ②Changed the amount of EX Meter gain that the opponent gets on block from 0 to $3 \times 14 + 8$.



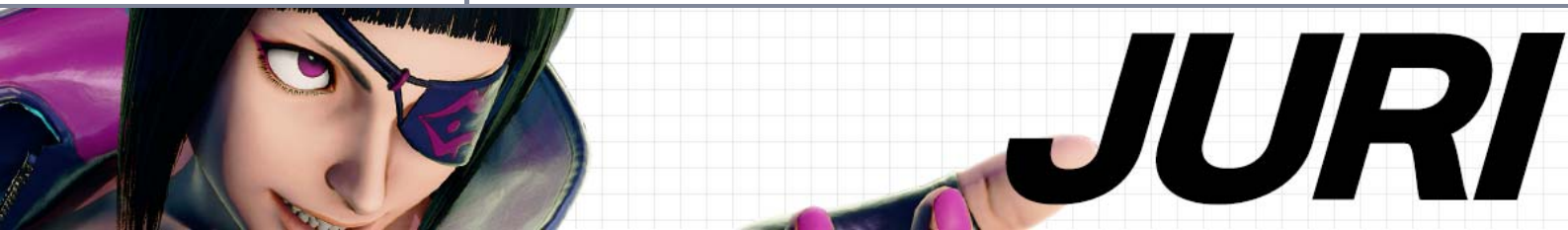
Adjustment	Description
Kubiori (Back Throw)	Added 5F of recovery after a successful throw.
Jumping HK	Reduced the hurtbox from the third active frame.
Shinten	①Increased recovery by 4F. ②Increased the disadvantage on hit from 0 to -4F. ③Increased the disadvantage on block from -5F to -9F.
EX Airborne Kunai	①Reduced the Kunai's advantage frames on hit by 4F. ②Reduced the Kunai's advantage frames on block by 4F.
Kunai Ikkinage (Grounded)	①Changed so that the special move cancel priority input will take effect on close-range hit. ②Changed so that she cannot perform the special move cancel when she only has one Kunai.
Tenrai (V-Skill)	①Moved forward the collision box for frames 2F - 4F. ②Expanded the forward hurtbox and throw hurtbox for frames 2F - 4F.

Adjustment	Description
Rokushaku Horokudama (All Versions) (V-Trigger I)	Eased the mid-air combo count.
Fuma Shuriken - Haku (V-Trigger II)	①Unified the hit count to be the same regardless of the timing when the move hits. ②Increased the disadvantage on block for the first hit from -2F to -4F.
Kachofugetsu (CA)	①Opponent will gain 50 EX Meter on block. ②Changed the camera's behavior during the screen freeze. ③Changed so that the forward collision box will not expand during the screen freeze. ④Expanded the upward collision box from immediately after the screen freeze, up to the attack startup.



Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Forward Dash	Changed to be in close contact with the opponent after the move ends. Note: No change to movement distance.
Standing LP	Expanded the forward hitbox.
Under Impact	Can cancel the 2nd hit into B3.
Stomping Combo	Can cancel into B3.
Dash Straight (All Strengths)	Reduced the command charge time.
EX Dash Straight	①Can cancel into No Mercy V-Trigger II activation. ②Changed to give the V-Trigger I exclusive moves input priority on block.
Dash Grand Blow (All Strengths)	Reduced the command charge time.
EX Dash Grand Blow	Can cancel into No Mercy V-Trigger II activation.
EX Screw Smash	Can cancel into No Mercy V-Trigger II activation.

Adjustment	Description
Buffalo Pressure	Disadvantage on block increased from -6F to -7F.
(V-Trigger II) B3	①Increased the throw distance. ②Reduced the recovery after hit by 4F.



Adjustment	Description
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 1000.
Senkaikyaku	①Disadvantage on block increased from -6F to -7F. ②Changed the airborne status from 16F - 21F to grounded, throw invincible.
M Tensenrin	①Increased the active frames for the first hit from 2F to 3F. ②Increased the airborne attack invincibility window from 1F - 7F to 1F - 8F.
M/H Tensenrin	Expanded the forward hitbox for active frame 2F of the first hit.
Fuharenkyaku (Charge)	Expanded the forward hitbox when performed as a cancel from standing or crouching LP.
Fuharenkyaku (Normal/V-Trigger I) (All Strengths)	When canceling from Fuharenkyaku into Fuharenkyaku of other strengths, changed to give input timing and command priority.
M Fuharenkyaku (Normal/V-Trigger I)	Reduced the pushback on hit.
EX Fuharenkyaku	①The first and second hits have been changed to stagger damage. ②The second hit can now be canceled into V-Trigger.
Kaisenrenkyaku (V-Reversal)	①Increased the active frames from 1F to 2F. ②Reduced the recovery from 28F to 24F. Note: No changes to the advantage/disadvantage on block. ③Increased the block stop.
Feng Shui Engine alpha (V-Trigger I)	If the V-Timer runs out while performing a chain combo, Juri will be able to perform a normal Fuharenkyaku by using stock if she has it.

Adjustment	Description
Feng Shui Engine beta (V-Trigger II)	<ul style="list-style-type: none"> ①Increased the active frames for the first hit at the legs from 2F to 5F. ②Expanded the range at which she can absorb EX Meter. ③Changed so that the activation attack will not consume V-Timer. <p>Note: Has been changed so that the V-Timer will begin to decreased immediately after activation, but there are no changes to the amount of EX Meter that can be absorbed from the opponent, or the time.</p>
Sakkai Fuhazan (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to $9 \times 4 + 14$.



URIEN

Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Knockdown	When getting up from a face-down knockdown, changed his collision box to be the same height as that of other characters.
Standing HP	<ul style="list-style-type: none"> ①Expanded the backwards hurtbox during recovery. ②Eased the ability for follow-up attacks. ③Reduced the pushback on block and hit.
Standing HP (Charge)	<ul style="list-style-type: none"> ①Expanded the backwards hurtbox during recovery. ②Eased the ability for follow-up attacks.
Quarrel Kick	<ul style="list-style-type: none"> ①Increased the pushback distance on block. ②Reduced the hurtbox at the foot.
EX Metallic Sphere (L/M Versions)	Increased the advantage on block from +1F to +2F.
Metallic Aura (V-Skill)	<ul style="list-style-type: none"> ①Overall movement frames decreased from 52F to 50F. ②Changed so that a special move performed while Metallic Aura is under effect will add to the EX Meter.
Aegis Reflector (High) (V-Trigger I)	Fixed the phenomenon where the VT activation mirror would not disappear even after reflecting a projectile 3 times.
Tyrant Blaze (V-Trigger II)	Damage increased from 100 to 120.

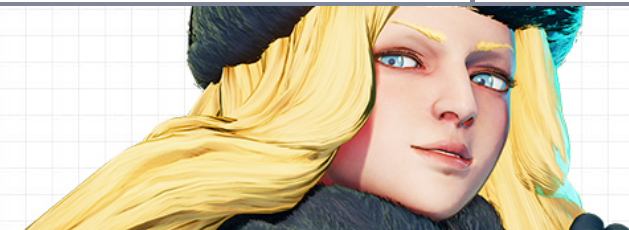
Adjustment	Description
Tyrant Blaze (Charge) (V-Trigger II)	①Damage increased from 120 to 140. ②Changed the advantage on block for the 4th attack from -2F to +4F.
Dominant Crush (CA)	①Expanded the upwards hitbox. ②Changed the amount of EX Meter gain that the opponent gets on block from 0 to $4 \times 9 + 14$.



AKUMA

Adjustment	Description
Goshoha (Forward Throw)	Added 3F of recovery after a successful throw.
Standing MK	Expanded the backwards hurtbox during recovery.
Standing HP	Expanded the forward hurtbox at the feet during recovery.
Crouching MP	Increased the pushback distance on block.
Kongoken	Eased the combo count.
Sekiseiken	①Reduced the pushback on block. ②Added a projectile invincible hurtbox under the hurtbox that appears from 8F - 28F.
Zugaihasatsu	Disadvantage on block increased from -6F to -7F.
L Sekia Goshoha	Reduced the pushback on block.
Goshoryuken/Tatsumaki Zankukyaku/Hyakki Gozan/Hyakki Goshu/Hyakki Gojin	Changed so that the amount of EX Meter given to opponents on hit and block is the same as other characters.
EX Hyakkishu	①Reduced the hitbox. ②Expanded the hurtbox.
H/EX Hyakki Gozan	Fixed a bug where he would not turn to face the opponent in certain conditions.
Rakan Goshu (V-Skill)	Can now cancel into V-Trigger II-exclusive special moves.

Adjustment	Description
Gosenkyaku (V-Reversal)	①Added 8F of recovery on hit. ②Changed to blowback the opponent on hit.
Dohatsu Shoten (V-Trigger I)	Changed so that it cannot be activated from canceling Gohadoken and Sekia Goshoha on whiff.
Goshoryuken (V-Trigger I)	①Reduced the EX Meter gain from 40 to 20 for the first hit. ②Increased the EX Meter gain for subsequent hits from 0 to 20.



KOLIN

Adjustment	Description
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.
Forward Dash → Jump (V-Trigger II)	Changed so that Avalanche Lock (air throw) can be performed with offset inputs (input timing does not have to be precise).
Standing HP (Normal/V-Trigger II)	Expanded the backwards hurtbox during recovery.
Sniping Kick	Expanded the backwards hurtbox during recovery.
Blizzard Heel	①Disadvantage on block increased from -6F to -7F. ②Reduced the pushback on block for the first hit. ③Expanded the forward hitbox for 1F of the second hit.
EX Silver Edge	Can now cancel into Diamond Dust.
EX Hailstorm (Normal/V-Trigger II)	①The first hit has been given an attack hitbox. ②Reduced the downward hurtbox for the first hit until the end of the active frames. ③Increased the blowback time when the first hit connects on an airborne opponent. ④Stun decreased for the projectile when the first hit connects on an airborne opponent from 100 to 50. ⑤Changed so that the first hit eliminates up to two of the opponent's projectiles.
M Vanity Step (V-Trigger II)	Changed so that Inside Slash (V-Skill) and Frost Edge can be performed with offset inputs (input timing does not have to be precise).
H Vanity Step (Normal/V-Trigger II)	Changed so that Avalanche Lock (air throw) can be performed with offset inputs (input timing does not have to be precise).

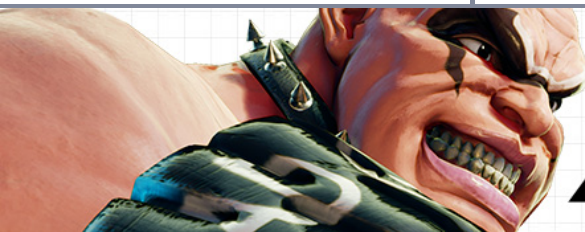
Adjustment	Description
Diamond Dust (Special Move Version) (V-Trigger I)	Reduced the startup from 19F to 17F.
Frost Tower (CA)	Opponent will gain 50 EX Meter on block.



ED

Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Backwards Walk	Increased the movement speed.
Standing HP	<ul style="list-style-type: none"> ①Reduced the hurtbox during the active frames, and at the arms for a 2F window after the active frames end. ②Expanded the hurtbox at the arms after the active frames end for a 3F - 5F window.
Crouching LK	<ul style="list-style-type: none"> ①Reduced the pushback on hit. ②Increased the pushback distance on hit when rapid canceling C.LK from C.LK.
Crouching MK	Reduced the startup from 8F to 7F.
Psycho Knuckle	Increased the hit stop and the camera shake if the 1st active frame hits.
Psycho Flicker	<ul style="list-style-type: none"> ①Reduced the disadvantage on block from -3F to -2F. ②Increased the hit stop for the final hit. ③The second hit can now be canceled into Enhanced Snatcher. ④Expanded the hitbox for the second and third hits if the first hit connects. ⑤Increased the forward movement distance. ⑥Changed the input command priority to address the phenomenon where Ed would perform Psycho Upper instead of Psycho Flicker. ⑦Reduced the EX Meter gain on whiff from 10 to 5, and on hit from 28 to 25. ⑧Reduced the backwards hitbox for the 3rd hit on whiff. ⑨Reduced the chip damage from 20 to 12.
Psycho Rising	Expanded the horizontal hitbox.
Psycho Splash	Restricted the combo count.

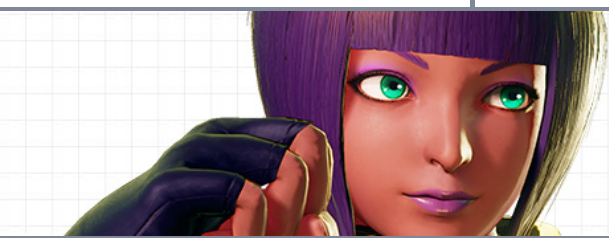
Adjustment	Description
Psycho Upper	<ul style="list-style-type: none"> ①Increased the screen shake on hit. ②Damage increased from 100 to 120. ③Eased the ability for follow-up attacks. ④Changed the timing at which Ed's character presence (center axis), hurtbox, and collision box move backwards from 2F to 5F.
EX Psycho Upper	<ul style="list-style-type: none"> ①Increased the screen shake on hit. ②Increased the movement value for the cancel version from a normal move. ③Expanded the hitbox for the second hit when the first hit connects.
Psycho Snatcher - Air (V-Skill)	<ul style="list-style-type: none"> ①Eased the ability for follow-up attacks. ②Changed so that Ed turns to face the opponent on hit. ③Expanded the upwards collision box on hit.
Psycho Cannon (V-Trigger I)	<ul style="list-style-type: none"> ①Startup decreased from 13F to 12F for the forward-input version. ②Eased the combo count.
Ultra Snatcher – Ground (V-Trigger II)	<ul style="list-style-type: none"> ①Increased the advantage on block from +2F to +3F. ②Advantage on hit decreased from +7F to +6F.
Ultra Snatcher – Air (V-Trigger II)	<ul style="list-style-type: none"> ①Changed so that Ed will turn to face the opponent on hit. ②Expanded the upwards collision box on hit.
Psycho Barrage (CA)	<ul style="list-style-type: none"> ①Made it easier for all hits to combo until the end when performed as a CA cancel. ②Changed the amount of EX Meter gain that the opponent gets on block from $1 \times 5 + 3 \times 2$ to $7 \times 6 + 8$.



ABIGAIL

Adjustment	Description
Knockdown	Unified his collision box height when knocked down to be the same as that of other characters.
Vitality	Increased from 1075 to 1100
Stun	Increased from 1000 to 1050
Crouching HK	Eased the ability for follow-up attacks for the first hit.

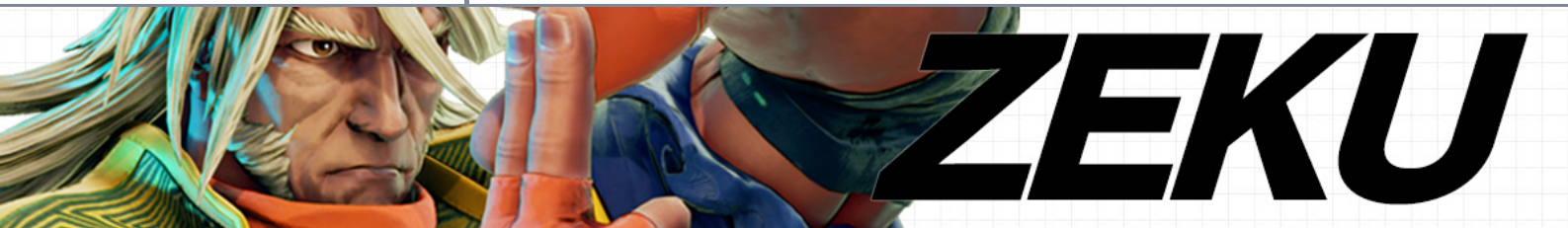
Adjustment	Description
Abigail Punch	<ul style="list-style-type: none"> ①Disadvantage on block decreased for the L version from -16F to -12F. ②Increased the float time on hit (regardless of rapid button press inputs) ③Increased the pushback distance on hit for the rapid button press version.
EX Abigail Punch	<ul style="list-style-type: none"> ①Increased the float time for the rapid button press version. ②Expanded the forward hitbox for 2F of the first hit. ③Changed the float for the opponent on the first hit.
EX Nitro Charge	<ul style="list-style-type: none"> ①Reduced the damage from 20 to 10. ②Stun decreased from 40 to 20. ③Added 5F of recovery to the stomping part on hit. ④Reduced the recovery of the stomping part by 3F on block. ⑤Changed so that it can hit airborne opponents. ⑥Expanded the upwards hitbox. ⑦Changed so that the first frame of the first hit only can hit a downed opponent.
Ontario Drop (V-Reversal)	<p>Reduced the recovery on whiff and block from 26F to 24F. Note: No changes in advantage/disadvantage on block.</p>
Crouching HP (Charge) (V-Trigger I)	<p>Increased the float on grounded hit.</p>
EX Nitro Charge (V-Trigger I)	<ul style="list-style-type: none"> ①Damage increased from 34 to 11. ②Stun reduced from 40 to 20. ③Added 3F of recovery to the stomping part on hit. ④Reduced the recovery of the stomping part by 3F on block. ⑤Changed so that it can hit airborne opponents. ⑥Expanded the upwards hitbox. ⑦Changed so that the first frame of the first hit only can hit a downed opponent.
Metro Crash (V-Trigger II)	<ul style="list-style-type: none"> ①Reduced the damage for the level 2 version from 200 to 170. ②Reduced the charge time to reach level 2 by 1F.
Abigail Special (CA)	<p>Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50.</p>



MENAT

Adjustment	Description
Knockdown	<p>Unified her collision box height when knocked down to be the same as that of other characters.</p>

Adjustment	Description
Standing HP/Crouching LP/Crouching MP/Crouching HK (w/Crystal Ball)	Can now cancel into V-Trigger and V-Trigger-specific moves up to the final active frame.
Standing MP (w/Crystal Ball)	Disadvantage on hit reduced from -3F to -2F.
Soul Sphere (All Strengths)	Can now cancel into Judgement of Thoth and Prophecy of Thoth (special move version).
Soul Sphere (EX H)	Can now cancel into Judgement of Thoth and Prophecy of Thoth (special move version) on grounded hit.
Soul Spark	Can now cancel into Judgement of Thoth and Prophecy of Thoth (special move version).
Guardian of the Sun	Eased the ability for follow-up attacks.
Wisdom of Thoth (V-Trigger I)	Increased the V-Timer from 1000F to 2000F.
The Nefertem (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 3 to 50.



Adjustment	Description
[Old]Crouching MK	Can now be canceled into a special move.
[Old]Nouten Wari	Disadvantage on block increased from -6F to -7F.
[Old]Toushi (V-Reversal)	Increased the attack and projectile invincibility window from 1 - 16F to 1F - 25F.
[Old]Karura Tenzan (V-Trigger II)	<ul style="list-style-type: none"> ①Changed so that the landing recovery can be canceled into an EX special move on hit. ②Stun decreased for the special move version from 150 to 100. ③Expanded the upwards collision box for the EX Bushin Gram - Ban performed from Karura Tenzan. ④Adjusted the combo count on hit.
[Old]Batsuzan Gaisei (CA)	<ul style="list-style-type: none"> ①Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50. ②Restricted the combo count after the first hit.

Adjustment	Description
[Young]Knockdown	<ul style="list-style-type: none"> ①Unified his collision box height when knocked down to be the same as that of other characters. ②Deleted an unnecessary throw hurtbox that appeared at his back during a specific get-up motion.
[Young]Standing LP	Made the hurtbox for the rapid cancel version the same as the normal version.
[Young]Standing LK	<ul style="list-style-type: none"> ①Reduced the active frames from 4F to 3F. ②Recovery increased from 7F to 10F. ③Changed the advantage on block from +3F to -2F. ④Delayed the Hozanto cancel timing window by 1F. ⑤Increased the pushback distance on hit and block.
[Young]Standing HP	Expanded the backwards hurtbox during recovery.
[Young]Kaeshi Saiha	<ul style="list-style-type: none"> ①Increased the disadvantage on block from -8F to -12F. ②Reduced the pushback on block. ③Expanded the backwards hurtbox during recovery.
[Young]Kubi Kudaki	Disadvantage on block increased from -6F to -7F.
[Young]Bushin Shidenkyaku	Moved the hitbox location to the backwards and upwards directions.
[Young]Hayagake (Normal/EX)	Zeku will take counter damage if he is hit during the part of the move where it is possible to perform an attack.
[Young]Toushi (V-Reversal)	Increased the attack and projectile invincibility window from 1 - 16F to 1F - 25F.
[Young]Karura Tenzan (V-Trigger II)	<ul style="list-style-type: none"> ①Changed so that the landing recovery can be canceled into an EX special move on hit. ②Stun decreased for the special move version from 150 to 100. ③Adjusted the combo count on hit.
[Young]Batsuzan Gaisei (CA)	<ul style="list-style-type: none"> ①Changed the amount of EX Meter gain that the opponent gets on block from 0 to 50. ②Restricted the combo count after the first hit.



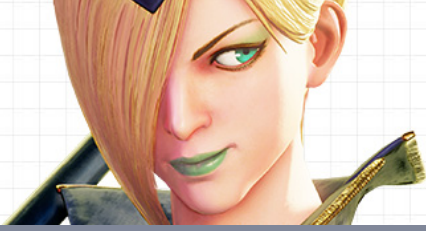
SAKURA

Adjustment	Description
Vitality	Increased from 950 to 975.

Adjustment	Description
Stun	Increased from 950 to 1000.
Standing MK	①Reduced the recovery on hit and block from 19F to 17F. Note: No changes to the advantage/disadvantage on hit or block, but the advantage/disadvantage on V-Trigger cancel has been changed.
Crouching HK	Startup reduced from 9F to 8F.
Chin Buster Kick	①Reduced the recovery from 22F to 20F. ②Increased the advantage on hit from +3F to +4F.
L Shouoken	Decreased the blowback distance on hit.
Tengyo Hadoken (Charge)	Increased the active frames by 10F.
EX Shunpukyaku	①Reduced the startup from 15F to 12F when performed as a cancel from S.LP, C.MK. ②Fixed the bug where the active frames of the final hit would be reduced by 1F.
Sakura Otoshi (V-Skill)	①Increased by recovery on block by 3F. ②Expanded the downwards hitbox.
Oukakyaku (V-Skill)	Reduced the upwards hurtbox at the feet.
Kashinfu (V-Skill)	Reduced the recovery by 2F on hit.
Floral Spin (V-Reversal)	Reduced the recovery from 27F to 24F on block and whiff. Note: No changes to the advantage/disadvantage on block.
Hadoken (V-Trigger I)	Eased the combo count.
Tengyo Hadoken (V-Trigger I)	①Increased the active frames by 5F. ②Made the hitbox the same as EX Tengyo Hadoken. ③Eased the combo count. ④Increased the blowback distance on hit. ⑤Increased the blowback time on hit.
Tengyo Hadoken (Charge) (V-Trigger I)	Increased the active frames by 5F.
Hogasho (V-Trigger I)	Decreased the blowback distance on mid-air hit.
Sakura Rain (Normal/V-Trigger I) (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to $7 \times 5 + 15$.



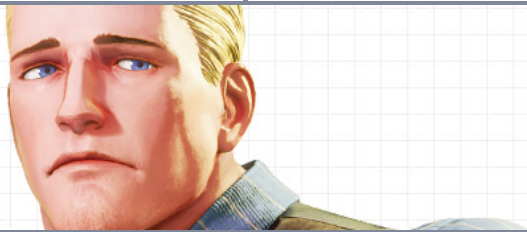
Adjustment	Description
Knockdown	Unified his collision box height when knocked down to be the same as that of other characters.
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Surprise Forward	Overall movement frames decreased from 30F to 28F.
Surprise Back	Overall movement frames decreased from 31F to 29F.
Rock Crusher	Disadvantage on block increased from -6F to -7F.
M Rolling Attack	Increased the movement speed.
EX Rolling Attack	Disadvantage on block decreased from -21F to -18F.
EX Vertical Rolling	Increased the hitbox when used in a combo, so that Blanka can hit opponents who are behind him.
Raid Jump (V-Skill)	①Reduced the jump height. ②Reduced the upward collision box.
Quick Rolling (V-Reversal)	Increased the attack startup from 16F to 17F.
Rolling Attack (V-Trigger I)	①Increased the movement speed. ②Change the bounce back behavior on block. ③Disadvantage on block decreased from -36F to -18F.
Back Step Rolling (V-Trigger I)	Eased the ability for follow-up attacks.
Electric Thunder (V-Trigger I)	Attack startup decreased from 13F to 12F.



FALKE

Adjustment	Description
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 1000.
Zweitrit/Psycho Seele	Added a new unique move, Zwei Trittst (command: MK → HK) Added a new unique move, Psycho Seele (command: MK → HK → V-Skill 2)
Standing LP	Increased the advantage on hit from +4F to +5F.
Standing MP	Reduced the pushback on block.
Crouching MK	①Can now be canceled into CA. ②Reduced the pushback on hit.
Jumping HK	①Mid-air hit changed to blowback knockdown. ②Can now be canceled into Psycho Feder and Psycho Jaeger on hit and block.
Luftjagd	Change the bounce back behavior on hit and block.
Psycho Schneide	①Increased the active frames for the first hit from 2F to 3F. ②Expanded the upwards hurtbox during the attack active frames. ③Expanded the forward hitbox for the cancel version.
Psycho Kanonen/Psycho Feder	Reduced the move charge time from 60F to 50F.
Psycho Kugel	①Reduced the move charge time from 60F to 50F. ②Changed the staff's hurtbox to be projectile invincible. ③On counter hit, changed so that the second hit onwards will also be treated as counter hits. ④Increased the blowback time if the third hit connects in mid-air..
Psycho Trombe (V-Skill)	Can now be canceled into CA.
Psycho Schrot (V-Trigger I)	Changed the staff's hurtbox to be projectile invincible.
Psycho Angriff (V-Trigger II)	Expanded the forward hitbox on startup.

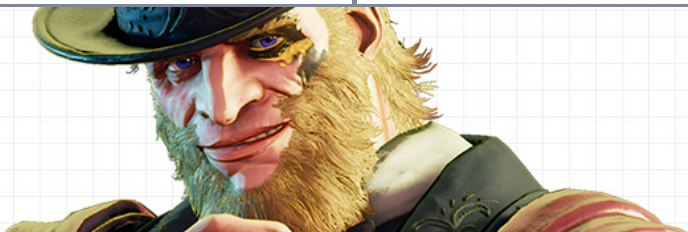
Adjustment	Description
Psycho Trombe (V-Skill) (V-Trigger II)	①Reduced the V-Timer usage from 1000F to 0F. ②Changed so that it will use 1000F of V-Timer upon the special move cancel timing on hit.
Psycho Klinge (V-Trigger II)	Increased the movement distance when forward is input.



CODY

Adjustment	Description
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Standing MK	Reduced the startup from 8F to 7F.
Standing HP	Reduced the startup from 7F to 6F.
Crouching HP	Will now trigger a Crush Counter.
Crouching HK	Reduced the recovery from 27F to 23F. Note: No changes to the advantage/disadvantage on block.
Jumping MK	Reduced the hurtbox near the feet.
Axel Knuckle	Increased the advantage on hit from 0F to +1F.
M Ruffian Kick	①Adjusted the forward movement timing. ②Disadvantage on block decreased from -10F to -8F. ③Attack active frames increased from 4F to 5F. ④Recovery decreased from 28F to 27F. ⑤Increased the blowback time on hit, reduced the blowback distance.
H Ruffian Kick	Disadvantage on block decreased from -12F to -10F.
Zonk Knuckle	Changed so that Zonk Knuckle Lv2 will be performed if a punch button is held for over 300F, then released.
Prison Breaker (V-Reversal)	①Reduced the recovery on hit by 10F. ②Reduced the opponent's blowback time on hit.
Double Kick (V-Skill)	Recover reduced from 36F to 25F.

Adjustment	Description
Standing LP (V-Trigger I)	Increased the advantage on hit from +5F to +6F.
Standing MP (V-Trigger I)	Startup decreased from 11F to 8F.
Standing HP (V-Trigger I)	Advantage on hit decreased from +8F to +7F.
Crouching LP (V-Trigger I)	Advantage on hit decreased from +6F to +5F.
Crouching MP (V-Trigger I)	Startup decreased from 8F to 6F.
Crouching HP (V-Trigger I)	①Reduced the hurtbox. ②Changed so that the active frames can also be special move canceled.
Jumping MP (V-Trigger I)	Expanded the hitbox for the second active frame.
Jumping HP (V-Trigger I)	①Expanded the hitbox. ②Expanded the hurtbox for the third active frame.
Rapid Fire (V-Trigger I)	Increased the forward movement distance on hit.
Reload (V-Trigger I)	①Decreased the V-Timer consumption from 600F to 300F. ②Changed so that he can whiff cancel from Tornado Sweep.



G

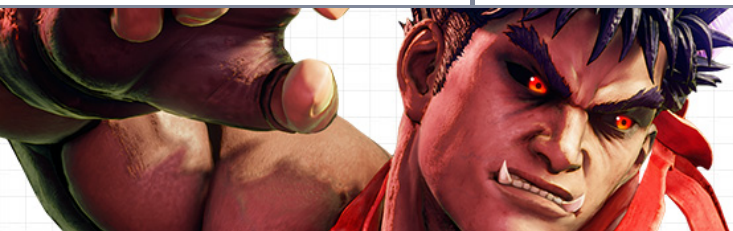
Adjustment	Description
Knockdown	Unified his collision box height when knocked down to be the same as that of other characters.
Stun	Increased from 1000 to 1050
Crouching MK	①Increased the advantage on hit from +3F to +4F. ②Disadvantage on block increased from 0F to -2F. ③Increased the pushback distance on hit. ④Increased the pushback distance on block.
Crouching HP	Crouching HP
G Burst (Lv3/EX/V-Trigger I)	①Changed the cancel timing for G Burst and Message to the People. Note: Only applies to Lv3/EX G Burst ②Increased the pushback distance on block for the second hit.

Adjustment	Description
G Smash Under (Lv3/EX)	Changed the cancel timing for G Explosion.
G Explosion (V-Trigger II)	Expanded the upward collision box during the move.
G Rage (V-Trigger II)	<ul style="list-style-type: none"> ①Reduced the damage from 250 to 200. ②Increased the recovery on hit by 2F, reduced the distance from the opponent. ③The following changes have been made to V-Timer consumption. Activation: 1500F to 1200F Successful Throw: 1500F to 300F
Pangaea Burst (CA)	Changed the amount of EX Meter gain that the opponent gets on block from $8 \times 5 + 13$ to $8 \times 5 + 10$.



Adjustment	Description
Knockdown	When getting up from a face-down knockdown, changed his collision box to be the same height as that of other characters.
Vitality	Increased from 1000 to 1025
Stun	Increased from 1000 to 1050
Standing LK	Reduced the pushback on hit.
Standing HP	Recovery on whiff decreased from 20F to 18F.
Crouching MP	Expanded the forward hitbox.
Crouching MK	<ul style="list-style-type: none"> ①Increased the advantage on hit from 0F to +1F. ②Expanded the forward hitbox.
Crouching HP	<ul style="list-style-type: none"> ①Active frames increased from 3F to 4F. ②Reduced the recovery from 19F to 18F. ③Extended the V-Trigger activation and the cancel window for V-Trigger exclusive moves by 1F.
Crouching HK	<p>Reduced the recovery from 27F to 23F.</p> <p>Note: No changes in advantage/disadvantage on block.</p>
Tiger Heavy Elbow	Disadvantage on block increased from -6F to -7F.

Adjustment	Description
L Tiger Knee Crush	Expanded the upwards hitbox for active frames 6F - 7F.
Angry Charge (V-Skill)	<ul style="list-style-type: none"> ①Overall movement frames decreased from 55F to 50F. ②Changed so that a Tiger Uppercut performed while the effects are active to build EX Meter.
Tiger Cannon (V-Trigger I)	<ul style="list-style-type: none"> ①Increased the blowback time on hit. ②Decreased the blowback distance on hit. ③Advantage on block increased from +2F to +10F. ④Reduced the startup from 19F to 17F. ⑤Increased the V-Timer effect time from 2400F to 3000F. ⑥V-Timer consumption increased from 1200F to 1500F.
Tiger Rampage (CA)	Increased the amount of EX Meter gain that the opponent gets on block from 10 to 50.

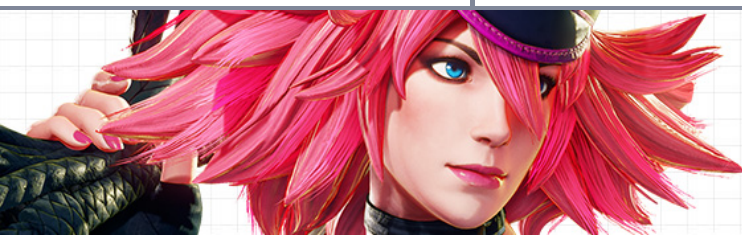


KAGE

Adjustment	Description
Vitality	Increased from 900 to 925.
Standing LP	Changed the hurtbox for the rapid cancel version to be the same as that of the normal version.
Crouching LP	<ul style="list-style-type: none"> ①Increased the advantage on hit from +2F to +3F. ②Reduced the pushback on block. ③Reduced the pushback on hit.
Crouching MK	<ul style="list-style-type: none"> ①Increased the cancel timing window by 2F. ②Reduced the hurtbox.
Kikokuduki	Changed to force stand on grounded hit.
Kikokuretsuzan	Increased the blowback time on grounded hit.
EX Hadoken	<ul style="list-style-type: none"> ①Reduced the startup from 18F to 17F. ②Changed the advantage on block from -2F to +2F. ③Changed the hurtbox at the arms to be projectile invincible. ④Reduced the hurtbox at the arms. ⑤Reduced the hitbox for the second active frame. ⑥Reduced the recovery on block by 4F.
Airborne Hadoken	<ul style="list-style-type: none"> ①Damage increased from 70 to 90. ②Increased the blowback time for a mid-air hit.

Adjustment	Description
L Kurekijin	Decreased the blowback distance on hit.
M Kurekijin	<ul style="list-style-type: none"> ①Decreased the blowback distance on hit. ②Reduced the blowback time on hit. ③Decreased the recovery by 1F. ④Disadvantage on block decreased from -11F to -10F.
H Kurekijin	<ul style="list-style-type: none"> ①Increased the blowback time on hit. ②Increased the recovery by 1F. ③Disadvantage on block increased from -9F to -10F. ④Damage increased from 50 to 60.
Airborne Kurekijin	<p>Damage increased from 70 to 90.</p> <p>Note: No changes made to amount of damage inflicted when performing a cross-up.</p>
EX Airborne Kurekijin	<p>Damage increased from 90 to 100.</p> <p>Note: No changes made to amount of damage inflicted when performing a cross-up.</p>
M Shoryuken	<ul style="list-style-type: none"> ①Expanded the forward hitbox. ②Eased the combo count. ③Increased the blowback time, and decreased the blowback distance for the 2nd hit on mid-air hit.
H Shoryuken	<p>Increased the blowback time, and decreased the blowback distance for the 3rd hit on mid-air hit.</p>
L - H Ryusokyaku	<ul style="list-style-type: none"> ①Lowered the backward hurtbox before the attack startup. ②Reduced the hurtbox at the foot before the attack startup. <p>Note: This has no effect on the special move cancel version.</p>
Senha Kassatsu (Charge)	<ul style="list-style-type: none"> ①Can now cancel on hit or block with specific steps ②Increased the blowback time, and decreased the blowback distance on hit.
Airborne Ashura Senku (Forward) (V-Trigger I)	<ul style="list-style-type: none"> ①Can now cancel into Airborne Ashura Senku (forward or backward). Note: Can only cancel once. ②Changed so that EX special moves and Airborne Ashura Senku (2nd one) can be performed with offset inputs during the move (input timing does not have to be precise). Note: Offset input does not apply to Tenmakujinkyaku.

Adjustment	Description
Airborne Ashura Senku (Backwards) (V-Trigger I)	<ul style="list-style-type: none"> ①Can now cancel into Airborne Ashura Senku (forward or backward). Note: Can only cancel once. ②Changed so that the commands will not be reversed if Kage jumps over the opponent. ③Changed so that EX special moves and Airborne Ashura Senku (2nd one) can be performed with offset inputs during the move (input timing does not have to be precise). Note: Offset input does not apply to Tenmakujinkyaku.
Misogi (V-Trigger II)	Decreased the startup from 33F to 30F.
Metsu Shoryuken (CA)	Changed the amount of EX Meter gain that the opponent gets on block from 0 to $3.5 + 5 \times 3$.



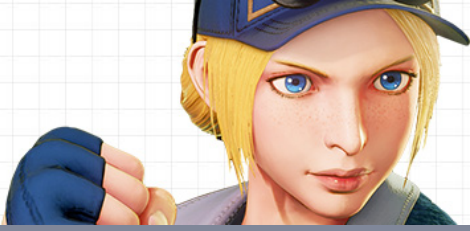
POISON

Adjustment	Description
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 975.
Standing LP	<ul style="list-style-type: none"> ①Expanded the upwards hurtbox at the arms. ②Changed so that it cannot hit opponents who are behind
Standing MK	Reduced the startup from 8F to 7F.
Standing HK	Reduced the startup from 9F to 8F.
Crouching MP	Advantage on hit decreased from +7F to +6F.
Avant Line	Expanded the forward hitbox.
EX Avant Line	<ul style="list-style-type: none"> ①Expanded the forward hitbox for all hits except the final one. ②Changed the motion on block. ③Recovery on block decreased from -16F to -2F.
Love Me Tender	Reduced the hurtbox at the foot before the attack startup.
EX Love Me Tender	<ul style="list-style-type: none"> ①Changed the attack property to hit mid. ②Disadvantage on block increased from -2F to -4F.

Adjustment	Description
Love Hurricane (CA)	<ul style="list-style-type: none"> ①Decreased the startup from 13F to 10F. ②Expanded the forward hitbox.



Adjustment	Description
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.
Vitality	Increased from 1025 to 1050.
Stun	Increased from 1050 to 1075.
Vertical Jumping HP	Increased the forward movement distance.
Harai-Geri	Increased the pushback distance on hit.
M Sumo Headbutt	<ul style="list-style-type: none"> ①Damage at the move's base increased from 120 to 140. ②Damage during the move's active frames increased from 100 to 110.
H Sumo Headbutt	<ul style="list-style-type: none"> ①Damage at the move's base increased from 120 to 160. ②Damage during the move's active frames increased from 100 to 120.
EX Sumo Headbutt	<ul style="list-style-type: none"> ①Damage at the move's base increased from 140 to 160. ②Damage during the move's active frames increased from 120 to 130.
Hundred Hand Slap	<ul style="list-style-type: none"> ①Reduced the pushback on block for the M version. ②Increased the forward movement distance for the L version. ③Increased the hitbox on hit and block for the L and M versions.
EX Sumo Smash	Reduced the pushback on block for the outer side.
Oni-Daikaku (V-Trigger I)	V-Timer consumption decreased from 1200F to 1000F.



LUCIA

Adjustment

Description

Adjustment	Description
Knockdown	Unified the collision box during a crumple knockdown to be the same height as other characters.
Vitality	Increased from 950 to 975.
Stun	Increased from 950 to 975.
EX Cyclone Spinner	Expanded the upwards collision box during the final hit.
EX Flipper Shot	L version only - Reduced the size of the backwards box that triggers the opponent's block after the bound.
Hammer Knuckle (V-Reversal)	Increased the blowback distance on hit.
Tap-Kick(V-Trigger I)	Reduced the blowback for the final hit.
Cyclone Spinner (V-Trigger I)	Expanded the upwards collision box during the final hit.
EX Cyclone Spinner	Expanded the upwards collision box during the final hit.
EX Cyclone Spinner (V-Trigger I)	Decreased the V-Timer consumption from 700F to 400F.
EX Tornado Spinner (V-Trigger I)	Decreased the V-Timer consumption from 700F to 400F.
Flipper Shot (All Strengths) (Normal/V-Trigger I)	Reduced the size of the backwards box that triggers the opponent's block after from the attack active frames.
Flipper Shot (V-Trigger I)	①Decreased the V-Timer consumption from 700F to 400F. ②L version only - Reduced the size of the backwards box that triggers the opponent's block after the bound.