

Character balance, bug fixes

► General

- Fixed an issue allowing to keep charging charged special moves if a direction key was pressed at a certain timing after special moves successfully charged .
- Throws don't work anymore from the beginning of a guard stance and until blocking any opponent attack.
- Emergency Evasion, Guard Cancel Emergency Evasion, and Moving Distance properties have been standardized for all characters.
- Hit Stop duration on guard stances specific to guard points against certain projectiles has been changed.
- Collision coefficients for opponents stunned in the air have been changed.

► Characters changelog

KYO KUSANAGI

BALANCED MOVE	DESCRIPTION
Backstep	Fastened startup. Reduced distance. Changed hurtbox. Changed collision box.
Close Light Punch	Fixed an issue where Rush combo could be activated regardless of the situation (no hit / no guard).
Far Heavy Kick	Reduced hitbox. Expanded hurtbox.
Ge-Shiki • Naraku Otoshi	Reduced recovery time on hit.
R.E.D. Kick	Shortened overall recovery frames.
114 Shiki • Aragami	Reduced guard point. Reduced guard point active frames.
Ge-Shiki • Migiri Ugachi	Changed low attack box.
115 Shiki • Dokugami	Reduced guard point.
Ura 108 Shiki • Orochinagi	Reduced damage.
Ura 108 Shiki • Orochinagi (MAX ver.)	Increased damage.
182 Shiki	Increased damage.

BENIMARU NIKAIDO

BALANCED MOVE	DESCRIPTION
Far Heavy Kick	Delayed start-up frames. Reduced hitbox. Expanded hurtbox. Extended overall recovery frames.
Jump Heavy Kick	Expanded hurtbox.
lai-Geri	Limited attack follow-ups.
lai-Geri (EX ver.)	Limited attack follow-ups.
Inazuma Sandan-Geri (EX ver.)	Reduced damage. Reduced attack follow-up window.
Raijinken (light ver.)	Shortened active frames. Shortened Super Cancel possible time.
Raijinken (heavy ver.)	Shortened Super Cancel possible time.
Raijinken (EX ver.)	Increased hit stun decay.
Rai-Kou Ken (light ver.)	Reduced hurtbox.
Raiha Jin-Ou Ken	Increased invincibility.

GORO DAIMON

BALANCED MOVE	DESCRIPTION
Backstep	Extended landing recovery.
Far Light Kick	Delayed start-up frames. Shortened active frames.
Jiraishin	Hits forward and backward Emergency Evasions.
Kirikabu-Gaeshi	Changed hurtbox.
Kumo-Tsukami Nage	Extended active frames.
Kumo-Tsukami Nage (EX ver.)	Extended active frames. Reduced hurtbox.

RYO SAKAZAKI

BALANCED MOVE	DESCRIPTION
Short / mid jumps	Changed collision box.
Far Light Kick	Expanded hitbox. Expanded hurtbox.
Crouching Heavy Punch	Changed the opponent's behavior on hit.
Jump Light Kick	Fixed an issue where the hurtbox was incorrect during a few frames after attack.
Short / Mid Jump Heavy Punch	Fixed an issue where attack data for normal and high jumps were the same.
Jump Blow Back	Expanded hitbox.
Short / Mid Jump Blow Back	Fixed an issue where attack data for normal and high jumping blow backs were the same.
Ko-Ou Ken	Increased damage.
Ko-Ou Ken (EX ver.)	Increased damage.
Kohou (EX ver.)	Increased damage.
Ryuuko Ranbu (MAX ver.)	Climax Cancel is now possible on the last hit. Reduced minimum damage.
Shin • Tenchi Haoh Ken	Fixed an issue where this move was considered airborne at a certain timing.

ROBERT GARCIA

BALANCED MOVE	DESCRIPTION
Blow Back	Expanded hitbox. Expanded hurtbox.
Ryuuga (light ver.)	Reduced hitbox.
Hien Senpuu Kyaku (light ver.)	Increased time until entering airborne state.
Hien Senpuu Kyaku (heavy ver.)	Changed the opponent's behavior on hit.

YURI SAKAZAKI

BALANCED MOVE	DESCRIPTION
Backstep	Extended landing recovery.
Crouching Heavy Punch	Delayed start-up frames. Extended overall recovery frames.
Hien Houou Kyaku	Delayed start-up frames.
Hien Houou Kyaku (MAX ver.)	Reduced landing recovery on hit.

TERRY BOGARD

BALANCED MOVE	DESCRIPTION
Normal / High Jumps	Changed trajectory. Changed collision box.
Rising Upper	Expanded hitbox.
Burning Knuckle (light ver.)	Extended overall recovery frames.
Crack Shoot (EX ver.)	Increased guard crush value.
Buster Wolf	Increased invincibility.

ANDY BOGARD

BALANCED MOVE	DESCRIPTION
Backstep	Reduced landing recovery.
Shouryuu Dan (heavy ver.)	Increased invincibility.
Shouryuu Dan (EX ver.)	Cannot follow up anymore after hit.
Chou Reppa Dan	Reduced damage.
Chou Reppa Dan (MAX ver.)	Increased damage.

JOE HIGASHI

BALANCED MOVE	DESCRIPTION
Backstep	Reduced distance. Shortened landing recovery.
Hiza-Jigoku	Shortened overall recovery frames.
Joe Special 2	Shortened overall recovery frames.
Crouching Light Kick	Can now be canceled into a Super Special Move.
Baku-Sla Golden Tiger	Increased distance. Expanded hitbox. Increased invincibility.
Baku-Sla Golden Tiger (MAX ver.)	Increased distance. Expanded hitbox. Increased invincibility.
Screw Upper (MAX ver.)	Increased invincibility.
Bakuretsu Screw Premium	Increased invincibility.

LEONA HEIDERN

BALANCED MOVE	DESCRIPTION
Close Heavy Kick	Changed to grounded damage motion on hit.
Strike Arch	Delayed start-up frames.
Grand Saber (EX ver.)	Reduced guard recovery.

RALF JONES

BALANCED MOVE	DESCRIPTION
Backstep	Delayed startup. Shortened landing recovery.
Jump	Changed collision box.
Close Heavy Kick	Changed behavior on hit on crouching opponents.

Jump Heavy Punch	Expanded hitbox.
Jet Upper	Active frames start faster.
Ralf Kick	Increased damage. Shortened landing recovery. Can now be canceled into a Super Special Move.
Ralf Kick (EX ver.)	Reduced damage. Changed behavior on hit on crouching opponents between the 1st and the 3rd hits.
Gatling Attack (light ver.)	Reduced hit back on guard / hit.
Gatling Attack (EX ver.)	Added invincibility against projectiles. Reduced damage.
Bareback Vulcan Punch	Increased invincibility.
Bareback Vulcan Punch (MAX ver.)	Increased invincibility.
Galactica Phantom (MAX ver.)	Increased invincibility on Level 3 and Level 4.
Ralf Super Phalanx	Increased invincibility.

CLARK STILL

BALANCED MOVE	DESCRIPTION
Backstep	Delayed startup. Shortened landing recovery.
Far Light Kick	Expanded hitbox. Expanded hurtbox.
Fisherman Buster	Shortened overall recovery frames.

IORI YAGAMI

BALANCED MOVE	DESCRIPTION
Kuzukaze (EX)	Fixed an issue where this move could be canceled at its startup with specific actions.
Far Light Punch	Extended overall recovery frames.
Far Heavy Kick	Reduced hitbox. Expanded hurtbox. Extended overall recovery frames.
Jump Blow Back	Expanded hurtbox.
Ge-Shiki • Yuriori	Increased collision box.
100 Shiki • Oniyaki	Can no more be Super Canceled on the 2nd hit.
Kin 1211 Shiki • Yaotome	Delayed Climax Cancel reception starting time.
Kin 1211 Shiki • Yaotome (MAX ver.)	Delayed Climax Cancel reception starting time.
Ura 1018 Shiki • Yashiori	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Ura 1019 Shiki • Yashiori (MAX ver.)	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)

MATURE

BALANCED MOVE	DESCRIPTION
Close Heavy Kick	Reduced stun on the 1st hit. Reduced damage on the 2nd hit. Increased stun on the 2nd hit.
Crouching Heavy Punch	Reduced hitbox. Reduced hurtbox.
Short / Mid Jump Blow Back	Fixed an issue where attack data for normal and high jumps were the same.

Backlash	Adjusted stance after confirmation.
Deathrow	Reduced damage.
Deathrow (EX ver.)	Increased damage.
Despair	Increased hurtbox.

VICE

BALANCED MOVE	DESCRIPTION
Short / Mid Jump Blow Back	Fixed an issue where attack data for normal and high jumps were the same.
Backlash	Adjusted stance after confirmation.
Splash (EX ver.)	Added invincibility against projectiles. Reduced overall recovery on hit.

KIM

BALANCED MOVE	DESCRIPTION
Backstep	Extended landing recovery.
Far Heavy Kick	Expanded hurtbox.
Houou Kyaku (MAX ver.)	Increased invincibility.
Zero-Shiki Houou Kyaku	Increased invincibility.

GANG-IL

BALANCED MOVE	DESCRIPTION
Backstep	Reduced distance.
Ushiro-Geri	Increased hit recovery.
Double Twi Chagi	Increased damage.
Ap Chagi	Increased damage.
Houou Kyaku	Increased invincibility.

LUONG

BALANCED MOVE	DESCRIPTION
Tei (MAX ver.)	Reduced mimum damage.

ATHENA ASAMIYA

BALANCED MOVE	DESCRIPTION
Far Heavy Kick	Expanded hurtbox.
Phoenix Bomb (Ground)	Increased overall landing recovery when the move didn't hit or was not blocked.
Phoenix Arrow (heavy ver.)	Increased follow up possible time.
Crystal Shoot (MAX ver.)	Increased damage.
Shining Crystal Bit (MAX ver.)	Reduced invincibility.
Athena Explosion	Expanded hitbox.

SIE KENSOU

BALANCED MOVE	DESCRIPTION
Far Light Kick	Expanded hitbox.
Crouching Heavy Kick	Extended overall recovery frames.
Kobokushu (Cancel)	Expanded hitbox.
Ryuurenga • Chiryu	Fastened startup.
Senkyuu-Tai	Expanded hitbox on the 2nd hit.
Senkyuu-Tai (EX ver.)	Expanded hitbox on the 2nd hit.
Shinryuu • Choukyuudan	Extended overall recovery frames.
Shinryuu Seio Rekkyaku (Rush ver.)	Fixed an issue where there was no hurtbox when landing.
Shinryuu Seio Rekkyaku	Increased invincibility. Expanded hitbox.

Shinryuu Seio Rekkyaku (MAX ver.)	Increased invincibility.
Zesshou Chirinshouha	Increased invincibility.

CHIN GENTSAI

BALANCED MOVE	DESCRIPTION
Backstep	Reduced distance.
Far Light Punch	Expanded hitbox.
Close Light Kick	Increased damage.
Crouching Light Punch	Expanded hitbox.
Hougeki	Can no more be recovered.
Getsuga Chougeki	Can no more be canceled into Drinking (EX ver.).
Getsuga Chougeki (EX ver.)	Can no more be canceled into Drinking (normal and EX ver.).
Kaitenteki Kuutotsu Ken	Can no more be canceled into Drinking (EX ver.).
Kaitenteki Kuutotsu Ken (EX ver.)	Can no more be canceled into Drinking (normal and EX ver.).
Toukuu Hiten Hou	Increased invincibility. Increased damage. Increased hit back on guard.
Toukuu Hiten Hou (MAX ver.)	Increased hit back on guard.
Gouran Ennhou	Increased damage.

XANADU

BALANCED MOVE	DESCRIPTION
Backstep	Extended landing recovery.
Short / mid jumps	Changed collision box.
Mid Jump	Changed trajectory.

Close Heavy Kick	Increased stun on the 1st hit. Reduced hit back on the 1st hit. Reduced damage on the 2nd hit. Reduced stun on the 2nd hit.
Jump Light Punch	Increased active frames. Expanded hurtbox.
Dust Shoot	Adjusted stance after confirmation.
The • Rapture	Reduced hurtbox.
The • Pleasure (EX ver.)	Active frames start faster. Shortened overall recovery frames.
The • Sorrow (EX ver.)	Expanded hitbox. Reduced hurtbox. Shortened overall recovery frames.
The • Distress	Increased damage.
The • Satisfaction	Increased invincibility.
The • Satisfaction (MAX ver.)	Increased invincibility.
The • Wisdom	Increased invincibility.

CHANG KOEHAN

BALANCED MOVE	DESCRIPTION
Backstep	Extended landing recovery.
Far Heavy Punch	Reduced an issue where the overall recovery time was different if a direction key was held down or not.
Tekkyuu Daikaiten (Cancel)	Reduced an issue where the overall recovery time was different if a direction key was held down or not.
Dai Hakai Nage (EX ver.)	Reduced damage.
Tekkyuu Funsai Geki (EX ver.)	Enlarged guard point.
Tekkyuu Dai Bousou	Reduced hurtbox. Damage on the 12th hit is now a fixed value.
Tekkyuu Dai Ousatsu	Increased invincibility.

CHOI BOUNGE

BALANCED MOVE	DESCRIPTION
Far Heavy Punch	Expanded hitbox. Expanded hurtbox.
Zujou Sashi	Shortened overall recovery frames.
Kyoushuu Shitotsu (EX ver.)	Active frames start faster.
Shissou Kyoujinzan	Increased invincibility. Increased damage.
Shissou Kyoujinzan (MAX ver.)	Increased invincibility. Increased minimum damage.
Shin! Chouzetsu Tatsumaki Shinkuzan (MAX ver.)	Increased invincibility. Active frames start faster.
Shin! Chouzetsu Senpoo Hien Shitotsu	Added invincibility against projectiles.

K'

BALANCED MOVE	DESCRIPTION
Backstep	Shortened landing recovery.
Far Heavy Kick	Expanded hitbox.
Second Knuckle	Increased damage. Changed the opponent's behavior on hit.
Crow Bite (heavy ver.)	Can no more be Super Canceled on the 2nd hit.
Heat Drive (MAX ver.)	Increased invincibility.

KULA DIAMOND

BALANCED MOVE	DESCRIPTION
Backstep	Delayed startup.
One Inch (cancel ver.)	Fixed an issue where damage on opponents hit in the air was considered as grounded damage.
Diamond Breath	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)

Diamond Breath (EX ver.)	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Ray Spin (Stand)	Reduced recovery time when projectile hits.
Counter Shell	Fixed an issue where it was possible to Super Cancel a reflected projectile into Diamond Edge (MAX ver.)
Frozen Arena	Increased invincibility.
Frozen Arena (MAX ver.)	Increased invincibility.
Diamond Edge	Increased invincibility. Expanded hurtbox.
Diamond Edge (MAX ver.)	Expanded hurtbox.
Glacier Ridge	Increased invincibility. Reduced hurtbox.

MAXIMA

BALANCED MOVE	DESCRIPTION
Backstep	Extended distance. Extended landing recovery. Changed collision box and hurtbox.
Jump	Changed trajectory. Reduced floating time.
Far Light Kick	Reduced hurtbox.
Far Heavy Kick	Fixed an issue where guard points would not confirm on low and projectile attacks.
Maxima Press (light ver.)	Expanded hurtbox.
Maxima Press (Follow-Up)	Shortened overall recovery frames. Fixed an issue where certain opponent characters wouldn't reach the screen edge at the end of Maxima Press and if its follow-up attack was not used.
Maxima Press (Follow-Up / EX ver.)	Shortened overall recovery frames. Fixed an issue where certain opponent characters wouldn't reach the screen edge at the end of Maxima Press and if its follow-up attack was not used.

Doubel Vapor Cannon (MAX ver.)	Increased invincibility. Increased damage.
M24 Atomic Laser	Shortened overall recovery frames.
M24 Atomic Laser (MAX ver.)	Shortened overall recovery frames.
MX-III CIWS Launcher	Increased invincibility.

GEESE HOWARD

BALANCED MOVE	DESCRIPTION
Crouching Heavy Kick	Active frames start faster. Expanded hitbox. Shortened overall recovery frames.
Reppuu Ken (heavy ver.)	Increased projectile nullifying active frames on the 1st hit.
Reppuu Ken (EX ver.)	Increased projectile nullifying active frames on the 1st hit.
Jyoudan Atemi	Fixed an issue where it couldn't confirmed on certain command moves. Expanded counter box.
Jyoudan Atemi (EX ver.)	Fixed an issue where it couldn't confirmed on certain command moves. Expanded counter box.
Chuudan Atemi	Fixed an issue where it couldn't confirmed on certain command moves. Expanded counter box.

BILLY KANE

BALANCED MOVE	DESCRIPTION
Far Heavy Punch	Reduced hitbox.
Crouching Heavy Kick	Can now be canceled into a Super Special Move.
Chokka Uchi	Increased hit recovery.
Boutakatobi-Geri	Reduced hit back on guard.
Guren Sakkon (MAX ver.)	Reduced damage. Increased hit stun decay.

HEIN

BALANCED MOVE	DESCRIPTION
Dash	Increased movement speed.
Backstep	Extended distance. Extended landing recovery.
Close Heavy Punch	Active frames start faster. Shortened overall recovery frames.
Close Heavy Kick	Increased damage.
Skewer	Adjusted stance after confirmation.
Bayonet	Expanded hitbox. Expanded hurtbox.
Rook (light ver.)	Changed projectile activation location. Expanded hitbox.
Rook (heavy ver.)	Changed projectile activation location.
Castling (heavy ver.)	Increased invincibility.
Pawn (EX ver.)	Changed the opponent's behavior on hit.
Queen	Set minimum damage on the 8th hit.
Domination	Increased invincibility.

KING

BALANCED MOVE	DESCRIPTION
Far Light Kick	Can now be canceled into a Super Special Move.
Tornado Kick (light ver.)	Changed hitbox.
Silent Flash	Extended active frames on the 2nd hit.
Silent Flash (MAX ver.)	Fixed an issue where damage was counted twice on crouching opponents.
Illusion Dance	Fixed an issue where this move wouldn't end properly on hit and under certain conditions.

MAI SHIRANUI

BALANCED MOVE	DESCRIPTION
Jump Light Punch	Shortened active frames.
Kachousen	Reduced hitbox.
Ryuenbu (heavy ver.)	Expanded hit box on the 1st hit.
Chou Hissatsu Shinobi-Bachi	Increased invincibility.
Kagerou no Mai (MAX ver.)	Expanded hitbox. Increased damage.

ALICE

BALANCED MOVE	DESCRIPTION
Backstep	Fastened startup. Extended distance. Extended landing recovery.
Normal / High Jumps	Reduced floating time.
Crouching Heavy Punch	Reduced hurtbox.
Crouching Heavy Kick	Expanded hitbox.
Chabudai Gaeshi	Shortened overall recovery frames.
Garnet Spin (Cancel)	Active frames start faster. Shortened overall recovery frames.
Tiger Crack (light ver.)	Changed hurtbox. Increased invincibility.
Tiger Crack (heavy ver.)	Increased invincibility.
Southtown Variation (EX ver.)	Fixed an issue where guard points would not confirm on low and projectile attacks.
Southtown Variation • Spin	Can no more be followed up with Diving Tackle (EX ver.) Limited attack follow-ups.
Southtown Variation • Spin (EX ver.)	Limited attack follow-ups.
Diving Tackle (EX ver.)	Can now be canceled into Special Moves, etc. on hit.

Special Wolf Combination (MAX ver.)	Shortened overall recovery frames.
Full Set Alice	Increased invincibility. Expanded hitbox. Extended distance.

NAKORURU

BALANCED MOVE	DESCRIPTION
Dash	Increased movement speed.
Annu Mutsube (light ver.)	Extended overall recovery frames.
Annu Mutsube (EX ver.)	Reduced hurtbox.
Rera Mutsube (EX ver.)	Increased damage. Extended overall recovery frames.
Irusuka Yatoro Rimuse	Reduced invincibility.
Kanto • Kamui • Mutsube	Increased invincibility. Expanded hitbox.

LOVE HEART

BALANCED MOVE	DESCRIPTION
Dash	Increased movement speed.
Backstep	Delayed startup.
Crouching Light Punch	Expanded hitbox. Shortened overall recovery frames.
Crouching Heavy Kick	Expanded hitbox. Expanded hurtbox.
Jump Blow Back	Reduced hurtbox.
Rising Heart (light ver.)	Reduced hurtbox.
Rising Heart (heavy ver.)	Increased invincibility.

MUIMUI

BALANCED MOVE	DESCRIPTION
Normal Jump	Changed trajectory.
Backstep	Extended distance. Changed landing collision box.
Far Heavy Punch	Expanded hurtbox.
Far Heavy Kick	Reduced distance.
Doraryutotsu	Can no more be recovered.
Enten-Gouryuha	Increased damage.
Higi • Chouryuha	Reduced damage.
Seiryutenmei	Increased invincibility.

RAMON

BALANCED MOVE	DESCRIPTION
Backstep	Shortened landing recovery. Changed hurtbox at landing.
Far Light Punch	Shortened overall recovery frames.
Crouching Light Punch	Shortened overall recovery frames.
Head Butt	Active frames start faster. Shortened overall recovery frames.
Head Butt (Cancel)	Active frames start faster. Shortened overall recovery frames.
Flying Mare	Shortened overall recovery frames.
Feint Step (light ver.)	Changed trajectory. Changed the opponent's behavior on hit.
Somersault	Can no more be recovered.
Tiger Neck Chancery	Shortened overall recovery frames.
Tiger Neck Chancery (EX ver.)	Shortened overall recovery frames.

Force of Will (EX ver.)	Expanded throw range. Reduced hurtbox.
Tiger Spin (Rush/MAX ver.)	Fixed an issue where unexpected behaviors could be seen after fulfilling specific conditions.
Hyper Sonic • Ramon	Increased invincibility.

ANGEL

BALANCED MOVE	DESCRIPTION
Jump Blow Back	Active frames start faster.
Mad Murder	Removed attack follow-up limitations. Can no more be recovered.
Real Rave (MAX ver.)	Increased invincibility.
Ascension Time	Increased invincibility.

KING OF DINOSAURS

BALANCED MOVE	DESCRIPTION
Backstep	Reduced distance. Shortened landing recovery. Changed hurtbox at landing.
Crouching Heavy Punch	Expanded hitbox. Expanded hurtbox.
Jump Blow Back	Extended active frames.
Rex Head	Removed guard point.
Ankylo Hammer (light ver.)	Increased damage.
Ankylo Hammer (heavy ver.)	Increased damage.
Zetsumetsu Hurricane (light ver.)	Expanded throw range. Expanded hurtbox.
Zetsumetsu Hurricane (EX ver.)	Expanded throw range. Expanded hurtbox.

Super Zetsumetsu Hurricane	Expanded throw range. Expanded hurtbox.
Super Zetsumetsu Hurricane (MAX ver.)	Expanded throw range. Expanded hurtbox.

SHUN'EI

BALANCED MOVE	DESCRIPTION
Backstep	Reduced distance. Shortened landing recovery. Changed hurtbox at landing.
Far Heavy Kick	Expanded hitbox. Can now be canceled into a Super Special Move.
Crouching Light Punch	Expanded hitbox.
Crouching Light Kick	Active frames start faster. Shortened overall recovery frames.
Blow Back	Expanded hurtbox. Changed to grounded damage motion on hit.
Sky Axe	Expanded hitbox.
Aqua Spear	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Aqua Spear (EX ver.)	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Blau Wing	Shortened landing recovery.
Rising Effect (EX ver.)	Reduced hit back on guard.
Thruster Vision (EX ver.)	Reduced hurtbox.
Specter Extension	Increased invincibility.

TUNG FU RUE

BALANCED MOVE	DESCRIPTION
Close Light Punch	Shortened overall recovery frames.
Far Light Punch	Can now be canceled into Special Moves. Shortened overall recovery frames.
Far Heavy Punch	Expanded hitbox. Expanded hurtbox.
Crouching Light Punch	Shortened overall recovery frames.
Crouching Light Kick	Shortened overall recovery frames.
Jump Light Punch	Expanded hitbox.
Jump Heavy Kick	Increased active frames.
Blow Back	Fixed an issue where the hit stun decay value was incorrect when the opponent was hit in the back.
Ukouryuu	Shortened overall recovery frames.
Geki Hou	Can now be canceled into a Super Special Move.
Senshippo (light ver.)	Active frames start faster.
Ressen Kyaku	Shortened overall recovery frames.
Ressen Kyaku (EX ver.)	Shortened overall recovery frames.
Shou Ha	Expanded hitbox. Increased the projectile nullifying box. Increased projectile nullifying active frames. Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Shou Ha (EX ver.)	Expanded hitbox. Increased the projectile nullifying box. Increased projectile nullifying active frames. Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Senpuu Gou Ken	Added projectile nullifying box.
Senpuu Gou Ken (MAX ver.)	Increased movement speed. Extended active frames. Added projectile nullifying box.
Kyoku • Koureishin	Increased invincibility. Added projectile nullifying box to the 3rd hit when the 1st hit didn't hit.

MEITENKUN

BALANCED MOVE	DESCRIPTION
Backstep	Delayed startup. Shortened landing recovery. Changed hurtbox at landing.
Makura Nage	Expanded hurtbox.
Geki Hou (EX ver.)	Increased overall recovery when doesn't hit. Reduced hit back on guard.
Daimeiten Hou	Increased invincibility.

NELSON

BALANCED MOVE	DESCRIPTION
Close Heavy Kick	Expanded hitbox. Expanded hurtbox.
Crouching Light Punch	Expanded hitbox.
Crouching Light Kick	Shortened overall recovery frames.
Short / Mid Jump Heavy Punch	Extended active frames. Reduced guard crush value.
Normal / Jump Heavy Punch	Extended active frames.
Blow Back	Expanded hitbox.
Your neck!	Extended overall recovery frames.
Scoop out!	Expanded hitbox. Increased cancel-able time.
Up!	Increased cancel-able time.
Down!	Increased cancel-able time.
It's over!	Expanded hitbox.
I will hit ya until you go down!	Increased damage.
Mighty Punch	Reduced damage. Expanded hitbox. Extended overall recovery frames. Reduced hit back on guard.

Mighty Punch (MAX ver.)	Extended overall recovery frames. Reduced hit back on guard.
Victory Punch	Increased invincibility.

ZARINA

BALANCED MOVE	DESCRIPTION
Far Light Punch	Expanded hitbox. Expanded hurtbox.
Crouching Light Punch	Active frames start faster. Reduced overall recovery frames.
Crouching Light Kick	Expanded hurtbox.
Jump Light Punch	Expanded hitbox. Expanded hurtbox.
Jump Heavy Punch	Expanded hitbox. Expanded hurtbox.
Trick • R	Extended overall recovery frames.
Zarina Ton	Shortened overall recovery frames.
Peduncle Pruning	Expanded throw range.
Peduncle Pruning (EX ver.)	Expanded throw range.
Spinning Petal (light ver.)	Increased invincibility.
Spinning Petal (heavy ver.)	Increased invincibility. Expanded hit box on the 1st hit. Increased overall recovery on the 1st hit.
Hurricane Dance	Increased invincibility.
Hurricane Dance (MAX ver.)	Increased invincibility.

BANDEIRAS HATTORI

BALANCED MOVE	DESCRIPTION
Crouching Light Punch	Shortened overall recovery frames.
Crouching Heavy Punch	Active frames start faster. Shortened overall recovery frames.
Jump Heavy Kick	Expanded hitbox. Expanded hurtbox.
Reverse Ippon Throw	Shortened overall recovery frames.
Kabutowari (Cancel)	Expanded hitbox.
Shining Ninja Arts (light ver.)	Increased collision box. Expanded hitbox.
Shinobiashi (EX ver.)	Can now be canceled into Iguazu Otoshi (EX ver.)
Tatami Gaeshi	Increased overall recovery when doesn't hit. Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Tatami Gaeshi (MAX ver.)	Increased overall recovery when doesn't hit. Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Kage Bunshin	Increased invincibility.

SYLVIE PAULA PAULA

BALANCED MOVE	DESCRIPTION
Backstep	Delayed startup. Extended distance.
Far Heavy Kick	Active frames start faster. Shortened overall recovery frames.
Crouching Light Kick	Expanded hurtbox. Shortened overall recovery frames.
Crouching Heavy Punch	Expanded hitbox. Expanded hurtbox.

Crouching Heavy Kick	Active frames start faster. Expanded hitbox. Shortened overall recovery frames.
Jump Heavy Kick	Expanded hitbox.
Jump Blow Back	Increased active frames.
Guillo-Ton!	Active frames start faster. Shortened overall recovery frames.
Guillo-Ton! (Cancel)	Expanded hitbox.
Bootie Bootie (EX ver.)	Reduced hurtbox.
Kaiten Coil (EX ver.)	Increased invincibility.
Dischar-Jing! (EX ver.)	Fixed an issue where guard point didn't confirm properly. Expanded hitbox. Increased the projectile nullifying box.
Denki Kaijin	Reduced projectile nullifying active frames. Increased the projectile nullifying box.
Denki Kaijin (EX ver.)	Reduced projectile nullifying active frames. Increased the projectile nullifying box.
Mechahaya Reboot	Increased invincibility.

KUKURI

BALANCED MOVE	DESCRIPTION
Backstep	Reduced landing recovery. Changed hurtbox at landing.
Short / mid jumps	Changed collision box.
Close Heavy Punch	Active frames start faster. Expanded hitbox. Shortened overall recovery frames.
Crouching Light Punch	Shortened overall recovery frames.
Crouching Light Kick	Shortened overall recovery frames.
Jump Blow Back	Extended active frames.
Fussa Ken	Extended distance.

Bakkonsai	Can no more be recovered.
Genei Sajin	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Genei Saijin (EX ver.)	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Bossa -Shougeki (EX ver.)	Increased invincibility.
Nessa Goku Fujin (MAX ver.)	Increased damage.
Goku Nessa Housairyu	Increased invincibility.

MIAN

BALANCED MOVE	DESCRIPTION
Backstep	Fastened startup. Extended distance.
Far Heavy Kick	Changed to grounded damage motion on hit.
Crouching Light Kick	Changed hitbox.
Crouching Heavy Punch	Active frames start faster. Expanded hitbox. Shortened overall recovery frames. Can now be canceled into Ouka-Shu.
Jump Heavy Punch	Changed hitbox.
Bienkyu • Attack (EX ver.)	Reduced hurtbox.
Zesshou Shisen Enbu	Increased invincibility.

ANTONOV

BALANCED MOVE	DESCRIPTION
Far Light Punch	Expanded hitbox.
Jump Blow Back	Can now be canceled into Bering Wave (EX ver.)
Vertical Macho (EX ver.)	Can now be canceled into Bering Wave (EX ver.)
Bering Wave	Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)
Bering Wave (EX ver.)	"Faces the opponent at activation. Changed to hit airborne opponents. Limited attack follow-ups. Can no more be reflected by Athena's Psycho Reflector or Vanessa's Parrying Puncher (heavy ver.)"
Gigantic Back (EX ver.)	Reduced hurtbox.
Kamchatka Collapse (MAX ver.)	Increased invincibility.
Tunguska Bomber (MAX ver.)	Increased invincibility.

VERSE

BALANCED MOVE	DESCRIPTION
Backstep	Shortened landing recovery.
Jump Light Kick	Expanded hitbox. Expanded hurtbox.
Blow Back	Reduced hitbox. Expanded hurtbox.
Stray Hand	Shortened overall recovery frames. Reduced recovery time on hit. Reduced hit back on guard. Shortened Super Cancel possible time.
Hate Knuckle	Changed the opponent's behavior on hit.
Hate Knuckle (EX ver.)	Changed the opponent's behavior on hit.

Verse Ray	Expanded hitbox.
Verse Ray (EX ver.)	Expanded hitbox.

WHIP

BALANCED MOVE	DESCRIPTION
Mid Jump	Extended distance.
Crouching Heavy Punch	Expanded hitbox. Expanded hurtbox.
Jump Heavy Punch	Expanded hitbox.
Vertical Jump Heavy Kick	Expanded hitbox.
Jump Heavy Kick	Expanded hitbox on the 1st hit. Expanded hitbox on the 2nd hit. Extended active frames on the 2nd hit.
Jump Blow Back	Reduced hurtbox.
Strike Three	Adjusted stance after confirmation.
Assassin Trap	Shortened overall recovery frames.
Boomerang Shot "Code: SC" (heavy ver.)	Increased invincibility.
Strength Shot Type A "Code: Superior"	Shortened overall recovery frames.
Crescent Swatter "Code: FS"	Changed projectile level. Shortened overall recovery frames.
Crescent Swatter "Code: FS" (EX ver.)	Changed projectile level.
Sonic Slaughter "Code: KW"	Increased invincibility.

RYUJI YAMAZAKI

BALANCED MOVE	DESCRIPTION
Backstep	Extended landing recovery.
Short / mid jumps	Changed collision box.
Close Heavy Punch	Expanded hitbox.
Close Heavy Kick	Expanded hitbox. Expanded hurtbox.
Far Heavy Kick	Active frames start faster. Expanded hitbox. Expanded hurtbox. Shortened overall recovery frames.
Crouching Light Punch	Shortened overall recovery frames.
Crouching Light Kick	Shortened overall recovery frames.
Jump Light Kick	Extended active frames.
Jump Heavy Kick	Expanded hitbox.
Blow Back	Expanded hitbox.
Jump Blow Back	Expanded hitbox.
Spray Sand	Expanded hitbox.
Slam	Can now be canceled into Special Moves.
Serpent Slash (light kick)	Shortened overall recovery frames.
Pit Viper	Expanded hitbox.
Pit Viper (MAX ver.)	Expanded hitbox.

VANESSA

BALANCED MOVE	DESCRIPTION
Close Heavy Punch	Expanded hitbox.
Far Heavy Punch	Shortened overall recovery frames.
Close Heavy Kick	Shortened overall recovery frames.
Far Heavy Kick	Shortened overall recovery frames.

Crouching Light Punch	Active frames start faster. Shortened overall recovery frames.
Crouching Light Kick	Shortened overall recovery frames.
Crouching Heavy Punch	Expanded hitbox. Extended active frames.
Crouching Heavy Kick	Active frames start faster. Shortened overall recovery frames. Can now be canceled into Special Moves.
Jump Light Punch	Reduced hurtbox.
Jump Light Kick	Expanded hitbox. Reduced hurtbox.
Jump Blow Back	Extended active frames.
Clinch Puncher	Shortened overall recovery frames.
One-Two Puncher	Active frames start faster. Shortened overall recovery frames.
One-Two Puncher (Cancel)	Active frames start faster. Expanded hitbox. Shortened overall recovery frames.
Parrying Puncher (light ver.)	Changed the level of projectiles that can be nullified.
Parrying Puncher (heavy ver.)	Reduced attack follow-up window.
Parrying Puncher (EX ver.)	Changed the level of projectiles that can be nullified.
Dash Puncher (heavy ver.)	Reduced hurtbox.
Puncher Upper	Expanded hitbox on the 2nd hit. Reduced hurtbox.
Crazy Puncher (MAX ver.)	Projectiles don't hit Vanessa anymore when Crazy Puncher (MAX ver.) has been successfully confirmed on opponents.

ROCK HOWARD

BALANCED MOVE	DESCRIPTION
Crouching Heavy Punch	Expanded hitbox.
Kokusen	Shortened overall recovery frames.
Hard Edge (light ver.)	Extended distance.
Hard Edge (EX ver.)	Expanded hitbox.
Shinkuu Nage	Delayed throw start-up frames.
Shinkuu Nage (EX ver.)	Increased invincibility. Delayed throw start-up frames.
Shining Knuckle (MAX ver.)	Increased invincibility against projectiles.