

Character balance, bug fixes

► General

- The command input buffer at reversal timing except during guard recovery has been extended by 4 frames.
- Life value has been updated for all characters.




Character	Stamina	Character	Stamina	Character	Stamina	Character	Stamina	Character	Stamina
Kyo	1000	Iori	1000	Kim	1000	Ramon	1000	Antonov	1100
Benimaru	950	Mature	950	Gang-Il	1000	Angel	950	Verse	1000
Daimon	1100	Vice	1000	Luong	950	Dinosaurs	1100	Rock	1000
Ryo	1000	K'	950	Athena	950	shun'ei	1000	Yamazaki	1050
Robert	950	Kula	900	Kensou	1000	Tung	1000	Vanessa	950
Yuri	950	Maxima	1100	Chin	950	Meitenkun	950	Whip	1000
Terry	1000	Geese	1000	Xanadu	1100	Zarina	950	Oswald	950
Andy	950	Billy	1000	Chang	1100	Bandeiras	1000	Heidern	1000
Joe	1000	Hein	1000	Choi	950	Nelson	1050	B.Mary	1000
Leona	900	King	950	Nakoruru	900	Sylvie	1000	Najd	950
Ralf	1050	Mai	950	Muimui	1000	Kukri	1000		
Clark	1000	Alice	1000	Love	1000	Mian	950		

► Characters changelog

KYO KUSANAGI

BALANCED MOVE	DESCRIPTION
Backstep	Changed to an airborne move on start-up.
Blow Back	Overall recovery has been shortened by 6 frames.
Ge-shiki·Gofu Yo	Start-up has been delayed by 3 frames. Overall recovery has been extended by 3 frames.

BENIMARU NIKAIDO

BALANCED MOVE	DESCRIPTION
Spinning Knee Drop	Can be now confirmed even from low and mid jumps.
Flying Drill	The command is now easier to pull out (accepts  or  or )
Raijinken (EX Ver.)	Active frames have been shortened by 6 frames. Hitstop on guard has been shortened by 4 frames.
Benimaru Rising Shot	Hitbox has been extended forward.
Benimaru Rising Shot (MAX Ver.)	Hitbox has been extended forward.

GORO DAIMON

BALANCED MOVE	DESCRIPTION
Crouching Light Punch	Overall recovery has been shortened by 1 frame.
Tenchi-Gaeshi	Damage changed from 30+50 to 70+110. Fixed hurtbox position on hit.
Tenchi-Gaeshi (EX Ver.)	Increased damage scaling. Fixed hurtbox position on hit.

RYO SAKAZAKI

BALANCED MOVE	DESCRIPTION
Close heavy Kick	Increased damage from 70 to 80.
Hyochuu Wari	Active frames have been delayed by 2 frames. Overall recovery has been extended by 1 frame.
Zanretsuken (EX Ver.)	Overall recovery on hit has been shortened by 1 frame.

ROBERT GARCIA

BALANCED MOVE	DESCRIPTION
Kouryuu Koukyaku-Geri	Active frames have been delayed by 2 frames. Overall recovery on hit has been shortened by 2 frames.
Kouryuu Koukyaku-Geri (cancel Ver.)	Overall recovery on hit has been shortened by 2 frames.

YURI SAKAZAKI

BALANCED MOVE	DESCRIPTION
Hyakuretsu Binta (EX Ver.)	Etended throw range. Hitstop on hit has been extended by 6 frames. Pushback on guard has been shortened.

TERRY BOGARD

BALANCED MOVE	DESCRIPTION
Far Heavy Kick	Overall recovery has been extended by 3 frames.
Far Heavy Kick	Hitbox has been extended backward.
Rising Tackle (light Ver.)	Moves less further.
Rising Tackle (heavy Ver.)	The collision box has been extended upward. The hitbox on the 1st hit has been extended upward.
Crack Shoot (light Ver.)	Hitbox has been extended backward.

Power Charge (light Ver.)	Overall recovery has been extended by 2 frames.
Power Charge (heavy Ver.)	Hitback on guard has been extended. Overall recovery has been extended by 2 frames.
Power Geyser	Hitbox has been reduced backward.
Power Geyser (MAX Ver.)	Hitbox on the 1st hit has been reduced backward.
Buster Wolf (MAX Ver.)	Minimum damage on the last hit has been reduced from 100 to 70.

ANDY BOGARD

BALANCED MOVE	DESCRIPTION
Crouching Light Kick	The collision box has been extended upward. The hitbox on the 1st hit has been extended upward.
Hirate Uchi	Hitbox has been extended backward.
Genei Shiranui	The command is now easier to pull out (accepts ↙ or ↓ or ↘)
Zan-ei Ken (heavy Ver.)	The moving distance has been extended. Overall recovery frames has been extended by 4 frames.
Zan-ei Ken (EX Ver.)	Opponents hit in the air behave differently. The input window for his follow-up attack has been extended by 3 frames.
Zetsu-Hishou Ken (MAX Ver.)	Damage on last hit has been increased from 60 to 65.

JOE HIGASHI

BALANCED MOVE	DESCRIPTION
Crouching Light Punch	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames.
Crouching Light Kick	Hitbox has been extended forward.
Crouching Heavy Punch	Active frames start 1 frame earlier. Overall recovery has been shortened by 1 frame.

Baku-Sla Golden Tiger	Collision box on the 4 hit has been extended upward. Hitbox on the 4 hit has been extended upward and forward. Active frames on the 4 hit have been extended by 3 frames.
Baku-Sla Golden Tiger (MAX Ver.)	Collision box on the 4 hit has been extended upward. Hitbox on the 4 hit has been extended upward and forward. Active frames on the 4 hit have been extended by 3 frames.

LEONA HEIDERN

BALANCED MOVE	DESCRIPTION
Close heavy Kick	Recovery on the 1st hit on hit and guard has been shortened by 6 frames.
Strike Arch	Active frames have been delayed by 2 frames. Hitbox has been reduced downward. Hurtbox on the body part has been extended downward. Overall recovery has been extended by 3 frames.
Grand Saber (light Ver.)	Overall recovery during attack has been shortened by 3 frames.
Grand Saber (heavy Ver.)	Hitback on guard has been extended. Overall attack recovery has been extended by 1 frame.
Baltic Launcher (light Ver.)	Damage has been reduced from 20x9 to 16x9.
Baltic Launcher (heavy Ver.)	Damage has been reduced from 20x12 to 16x12.
Baltic Launcher (EX Ver.)	Damage has been reduced from 25x12 to 20x12.
Moon Slasher	An hurtbox has been added to the head part after active frames end.
Moon Slasher (EX Ver.)	An hurtbox has been added to the head part after active frames end.

RALF JONES

BALANCED MOVE	DESCRIPTION
Far Heavy Punch	Hitbox has been extended upward.
Jump Heavy punch	Hitbox has been extended backward.
Ralf Impact (EX Ver.)	Opponent behavior on hit has been changed. Damage has been reduced from 110 to 100. Increased damage scaling.

CLARK STILL

BALANCED MOVE	DESCRIPTION
Death Lake Driver	Can be now confirmed from low and mid jumps.
Stomping (cancel Ver.)	Changed to an high attack.

IORI YAGAMI

BALANCED MOVE	DESCRIPTION
Jump Heavy Kick	Hitbox has been reduced downward.
Ge-Siki-Yuriori	Hitbox has been reduced downward.
Kuzukaze	Increased damage scaling.
Kuzukaze (EX Ver.)	Invincibility frames have been reduced by 7 frames. Increased damage scaling.
311 Shiki-Tsumakushi (heavy Ver.)	Hurtbox on the body part has been extended downward.
311 Shiki-Tsumakushi (EX Ver.)	Hurtbox on the body part has been extended downward.
Ura 316 Shiki-Saika	Can be now Advance Cancelled. Can be now Climax Cancelled.
Kin 1211 Shiki-Yaotome (MAX Ver.)	Damage per hit has been changed as follows: 20+20+40+50+50+50+20+15+15+15+15+70 → 25+25+30+40+40+40+24+10+10+10+10+140. Increased damage scaling.

MATURE

BALANCED MOVE	DESCRIPTION
Close Heavy Punch	Overall recovery has been shortened by 4 frames.
Short / Mid Jump Blow Back	Active frames will start 2 frames later now.
Deathrow (EX Ver.)	Command is now easier to pull out between the 2nd and 5th hits (either Light or Heavy Punch can now be pressed).
Ebony Tears (EX Ver.)	Hitback on guard on the 1st and 2nd hits has been reduced. Hitstop on guard on the 1st and 2nd hits against opponents has been shortened by 4 frames.

Despair (EX Ver.)

Overall recovery on guard has been extended by 4 frames.

VICE

BALANCED MOVE	DESCRIPTION
Dash	The moving speed has been slightly reduced.
Close heavy Kick	Increased damage from 70 to 80.
Far Heavy Kick	Active frames have been delayed by 2 frames. Overall recovery has been extended by 7 frames.
Short/Mid Jump Heavy punch	Active frames have been shortened by 2 frames.
Monstrosity	Start-up has been delayed by 3 frames. Overall recovery has been extended by 3 frames.
Gorefest (EX Ver.)	Increased damage scaling.
Deicide (EX Ver.)	Increased damage scaling.

KIM

BALANCED MOVE	DESCRIPTION
Jump Heavy punch	Hitbox has been reduced downward.
Naeryo Chagi	Start-up has been delayed by 3 frames. Overall recovery has been extended by 3 frames.

GANG-IL

BALANCED MOVE	DESCRIPTION
Close Heavy Punch	Active frames start 3 frames earlier. Overall recovery has been shortened by 3 frames.
Hangetsuzan	Overall recovery on guard has been extended by 3 frames.
Hangetsuzan (EX Ver.)	Invincibility frames have been reduced by 5 frames.
Ressen Kyaku (heavy Ver.)	The moving distance has been extended. Hitbox has been extended forward.
Hienzan	Added a hitbox to the 9th hit.

LUONG

BALANCED MOVE	DESCRIPTION
Far Heavy Kick	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames.
Crouching Light Kick	Hurtbox on the body part has been reduced downward.
Crouching Heavy Punch	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames.
Crouching Heavy Kick	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames.
Tsui	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Tou	Added 9 frames of invincibility.
Tou (MAX Ver.)	Added 3 frames of invincibility.

ATHENA ASAMIYA

BALANCED MOVE	DESCRIPTION
Close Light Punch	Hitbox has been extended forward.
Psychic Shoot	Can be now confirmed even from low and mid jumps.
Psycho Ball Attack (EX Ver.)	Hitback on hit and guard on the 1st and 2nd hits has been reduced. Hitstop on guard on the 1st and 2nd hits has been reduced.
Psycho Sword (heavy Ver.)	Hurtbox on the body part has been reduced downward.
Phoenix Arrow (EX Ver.)	Guard recovery has been shortened by 3 frames.
Super Psychic Throw	Increased damage scaling.
Super Psychic Throw (EX Ver.)	Increased damage scaling.

SIE KENSOU

BALANCED MOVE	DESCRIPTION
Far Light Punch	Hitbox has been extended forward.
Far Light Kick	Active frames have been extended by 1 frame.

Crouching Light Punch	Hitbox has been extended forward.
Crouching Light Kick	Hitbox has been extended forward. Hurtbox on the body part has been reduced downward. Can no more be cancelled into Kobokushu and Kosentai.
Kobokushu	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Kosentai	Hitback on hit and guard has been shortened.
Ryuurenga-Tenryu (EX Ver.)	Hitbox on the 3rd hit has been extended upward.

CHIN GENTSAI

BALANCED MOVE	DESCRIPTION
Rush	Hitback on hit has been shortened.
Crouching Light Kick	Hurtbox on the body part has been reduced downward.
Uron Kouchuu	Overall recovery has been shortened by 18 frames. Hitback on guard has been extended. Can now OTG (= hit an opponent down to the ground).
Gestsuga Chougeki (heavy Ver.)	Damage has been increased from 70 to 90.
Kaitenteki Kuutotsu Ken (heavy Ver.)	Overall recovery has been shortened by 3 frames.
Drinking (EX Ver.)	Drinking counter has been increased from 2+1 to 2+2 when confirmed.

XANADU

BALANCED MOVE	DESCRIPTION
The·Pleasure	Overall recovery when confirmed has been reduced by 22 frames.
The·Pleasure (EX Ver.)	Overall recovery when confirmed has been reduced by 11 frames.
The·Sorrow (EX Ver.)	Overall recovery on hit has been shortened by 10 frames. Damage per hit has been changed from 20+20+20+20+20+60 to 15+15+15+15+15+50. Opponent behavior on hit has been changed.
The·Rage	Guard recovery has been shortened by 6 frames.

The•Distress	Opponent behavior on hit has been changed.
The•Distress (MAX Ver.)	Opponent behavior on hit has been changed.

CHANG KOEHAN

BALANCED MOVE	DESCRIPTION
Short /Mid Jump Light Punch	Active frames have been shortened by 7 frames.
Normal / High Jump Light punch	Active frames have been shortened by 5 frames.
Hiki Nige	Overall recovery has been shortened by 4 frames.
Tekkyuu Daikaiten (EX Ver.)	Fixed an issue where the attack would start with a delay after pulling in the opponent. Opponent behavior on hit has been changed.

CHOI BOUNGE

BALANCED MOVE	DESCRIPTION
Close Light Punch	Can be now cancelled into standing and crouching Light punch.
Crouching Light Punch	Can be now cancelled into standing and crouching Light punch.
Crouching Light Kick	Hurtbox on the body part has been reduced downward.
Jump Heavy punch	Startup has been delayed by 1 frame. Hitbox has been reduced downward.
Tatsumaki Shippuzan (Rush Ver.)	Hitbox on the 5th and 7th hits has been extended.
Tatsumaki Shippuzan (EX Ver.)	Changed to jump vertically. Damage has been reduced from 175 to 168.

K'

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Jump Blow Back	Startup has been delayed by 4 frames.

Knee Assault	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Ein Trigger	Damage has been reduced from 50 to 40.
Ein Trigger (EX Ver.)	Overall recovery frames has been extended by 4 frames. Damage has been reduced from 60 to 50.
Second Shell	Increased damage scaling.
Second Shell (EX Ver.)	Guard recovery has been shortened by 6 frames. Increased damage scaling.
Minute Spike (EX Ver.)	Damage has been reduced from 90 to 80.
Air Minute Spike (EX Ver.)	Damage has been reduced from 150 to 120.

KULA DIAMOND

BALANCED MOVE	DESCRIPTION
Far Heavy Punch	Active frames have been delayed by 2 frames. Hitbox has been reduced upward. Overall recovery has been extended by 2 frames.
Diamond Breath (light Ver.)	Overall recovery has been shortened by 5 frames. Input window for follow up attack has been shortened by 6 frames.
Ray Spin (Stand)	Overall recovery has been extended by 6 frames.
Crow Bite (Rush Ver.)	Fixed an issue during which there was invincibility at landing.
Crow Bite (light Ver.)	Landing recovery has been extended by 3 frames.

MAXIMA

BALANCED MOVE	DESCRIPTION
Close Heavy Punch	Added a guard point.
Close heavy Kick	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frame

Crouching Light Punch	Can be now cancelled into standing and crouching Light Kick.
Dynamaiite Drop	Changed the opponent behavior when confirmed.
Drop Bomb	Overall recovery has been shortened by 16 frames,
M-4 Vapor Cannon	Guard recovery frames have been extended by 4 frames.
Double Vapor Cannon	Added a projectile nullifying box.
Double Vapor Cannon (MAX Ver.)	Added a projectile nullifying box.
M-24 Atomic Laser (MAX Ver.)	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames.

GEESE HOWARD

BALANCED MOVE	DESCRIPTION
Gedan Atemi	Can now OTG opponents down on the ground when confirmed.
Gedan Atemi (EX Ver.)	Can now OTG opponents down on the ground when confirmed.
Raigou Reppuu Ken	Hitbox has been extended upward.
Raigou Reppuu Ken (MAX Ver.)	Hitbox has been extended upward.

BILLY KANE

BALANCED MOVE	DESCRIPTION
Short / Mid Jump Heavy punch	Active frames have been delayed by 2 frames. Added a hurtbox to the arms part between the 3rd and 8th hits.
Normal / High Jump Heavy punch	Startup has been delayed. Added a hurtbox to the arms part between the 4th and 8th hits.
Kyoushuu Hishou Kon (EX Ver.)	Added a hurtbox to the head part at landing.

HEIN

BALANCED MOVE	DESCRIPTION
Far Light Punch	Hitbox has been extended forward. Arm hurtbox has been reduced downward and extended upward. Overall recovery has been shortened by 3 frames.
Far Light Kick	Hitbox has been reduced upward and extended forward. Leg hurtbox has been extended forward.
Far Heavy Kick	Hitbox has been extended forward.
Crouching Light Punch	Overall recovery has been shortened by 3 frames.
Crouching Light Kick	Hurtbox on the body part has been reduced downward.
Jump Heavy punch	Hitbox has been reduced upward and extended downward. Leg hurtbox has been reduced on both sides but has been extended downward.
Jump Blow Back	Hitbox has been reduced upward and extended downward. Hurtbox has been extended upward.
Pawn (light Ver.)	Active frames start 2 frames earlier.

KING

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Far Light Punch	Can be now Super Cancelled.
Far Heavy Punch	Can be now Super Cancelled.
Far Heavy Kick	Hitbox has been extended upward and forward. Can be now Super Cancelled.
Crouching Light Punch	Hitbox has been extended forward.
Crouching Light Kick	Can be now Super Cancelled.
Hold Rush	Overall recovery has been shortened by 7 frames.
Hook Buster	Overall recovery has been shortened by 13 frames.
Venom Strike (heavy Ver.)	Projectile speed has been increased.
Tornado Kick (heavy Ver.)	Hitback on guard has been shortened.

MAI SHIRANUI

BALANCED MOVE	DESCRIPTION
Close Light Kick	Active frames start 1 frame earlier. Hitbox has been extended forward. Overall recovery has been shortened by 1 frame.
Crouching Light Kick	Hurtbox on the body part has been reduced downward.
Yume-Zakura	Can be now confirmed even from low and mid jumps.
Chou Hissatsu Shinobi-Bachi	Damage has been changed and increased from $40+(25\times 6)$ to $40+(27\times 6)$. Increased the command input buffer by 8 frames for both Advance Cancel and Climax Cancel.
Air Chou Hissatsu Shinobi-Bachi	Damage has been changed and increased from 25×8 to 27×8 . Can be now Advance and Climax Cancelled.
Chou Hissatsu Shinobi-Bachi (MAX Ver.)	Damaged has been changed and increased from $40+40+40+(25\times 10)$ to $40+40+40+(28\times 10)$.
Air Chou Hissatsu Shinobi-Bachi (MAX Ver.)	Damage has been changed and increased from 25×13 to 30×13 . Can be now Advance and Climax Cancelled.

ALICE

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Blow Back	Overall recovery has been extended by 5 frames.
Garnet Spin	Start-up has been delayed by 3 frames. Overall recovery has been extended by 3 frames.
Tiger Crack	Fixed an issue during which the middle of the landing action was considered as an airborne state (only when hit hasn't been confirmed).
Tiger Crack (EX Ver.)	Fixed an issue during which the middle of the landing action was considered as an airborne state (only when hit hasn't been confirmed).

NAKORURU

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Close Heavy Punch	Hitbox has been extended upward and forward. Hurtbox has been extended upward.
Rera Mutsube (light Ver.)	Active frames start 2 frames earlier. Hitbox has been extended downward. Landing recovery has been extended by 4 frames.
Rera Mutsube (heavy Ver.)	Hitbox has been extended downward. Landing recovery has been extended by 7 frames. Added 2 invincibility frames.
Rera Mutsube (EX Ver.)	Hitbox has been extended downward.
Annu Mutsube (Rush Ver.)	Changed to a low attack.
Annu Mutsube (light Ver.)	Overall recovery at hit has been shortened by 2 frames.
Annu Mutsube (Follow Up)	Opponent behavior on hit has been changed.
Clinging to Mamahaha	Removed invincibility. Now considered as a counter hit if Nakoruru gets hit before hanging on Mamahaha.
Kanto Kamui Mutsube	Distance until attack starts has been shortened.

LOVE HEART

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Far Heavy Kick	Overall recovery has been shortened by 4 frames.
Jump Heavy punch	Active frames start 1 frame earlier. Active frames have been extended by 1 frame.
Jump Heavy Kick	Hitbox has been extended downward. Leg hirtbox has been reduced downward, and extended upward.




MUIMUI

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Crouching Light Kick	Hurtbox on the body part has been reduced downward.
Nouten Kudaki	Active frames have been delayed by 2 frames.
Hien Nage	Distance with the opponent on confirmation has been reduced.
Doraryutotsu (EX Ver.)	Increased damage scaling.

RAMON

BALANCED MOVE	DESCRIPTION
Far Light Punch	Active frames start 1 frame earlier. Active frames have been extended by 1 frame. Overall recovery has been extended by 2 frames.
Close Light Kick	Overall recovery has been shortened by 4 frames.
Close Heavy Punch	Active frames start 1 frame earlier. Changed to move forward during attack.
Far Heavy Kick	Hitbox has been extended downward.
Head Butt	Active frames have been delayed by 2 frames. Overall recovery has been extended by 3 frames.
Rolling Sobat (heavy Ver.)	Start-up has been delayed by 3 frames. Overall recovery has been extended by 3 frames.
El·Diablo·Amarillo· Ramon·Volando	Fixed an issue during which the middle of the landing action was considered as an airborne state (only when it didn't hit or it was not blocked).

ANGEL

BALANCED MOVE	DESCRIPTION
Short / Mid Jump	Collision box has been extended downward.
Crouching Light Kick	Hurtbox has been reduced downward.
Heavy Knee Attack	The command is now easier to pull out (accepts  or  or )

Mad Murder	Increased damage scaling.
Mad Murder (EX Ver.)	Increased damage scaling.
Unchain·Heel	Start-up has been delayed by 3 frames. Overall recovery has been extended by 3 frames.
Finish·Lariat	Hitback on hit and guard has been shortened.

KING OF DINOSAURS

BALANCED MOVE	DESCRIPTION
Rex Head	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Ankylo Hammer (Brake)	Command input buffer has been extended by 4 frames. Command input priority has been updated to the highest one.
Tyra Mosa Dread Carno Gaoh!	Attack starts 4 frames earlier. Overall recovery has been reduced by 21 frames.

SHUN'EI

BALANCED MOVE	DESCRIPTION
Far Heavy Kick	Overall recovery has been extended by 6 frames.
Crouching Light Kick	Can no longer be cancelled into Sky Attack.
Jump Heavy Kick	Hitbox has been reduced backward.
Sky Axe	Cancel window has been reduced by 3 frames.
Sky Axe (cancel Ver.)	Damage has been changed and reduced from 45 to 35. Cancel window has been reduced by 3 frames.
Sky Axe (cancel Ver.)	Damage on the 2nd hit has been changed and reduced from 70 to 60.
Rising Efreat (light Ver.)	Guard recovery has been shortened by 2 frames.
Scarlet Phantom (light Ver.)	Opponent behavior on hit has been changed.
Scarlet Phantom (heavy Ver.)	The moving distance on attack has been extended.
Specter Extension	Overall recovery has been extended by 6 frames. Hitback on guard has been extended.

Gaianic Burst	Hitbox has been extended upward.
----------------------	----------------------------------

TUNG FU RUE

BALANCED MOVE	DESCRIPTION
Crouching Heavy Kick	Overall recovery has been reduced by 14 frames.
Jump Light Punch	Fixed an issue during which it was possible to cancel into Senpoo Ken outside of hit and guard situations.
Jump Heavy Kick	Hitbox on the 1st hit has been extended forward. Attack on the 2nd hit start 2 frames earlier.
Dai Geki Hou	Added 2 invincibility frames. Is now invincible against throws until active frames end.
Dai Geki Hou (MAX Ver.)	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames.

MEITENKUN

BALANCED MOVE	DESCRIPTION
Ressen Kyaku (heavy Ver.)	The moving distance has been extended.

NELSON

BALANCED MOVE	DESCRIPTION
Crouching Light Kick	Hitbox has been reduced upward. Arm hurtbox has been reduced on both lateral sides.
Your Neck!	Startup has been delayed by 1 frame. Overall recovery has been extended by 1 frame.
I will hit ya until you go down! (EX Ver.)	Increased damage scaling.

ZARINA

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Far Light Kick	Hitbox has been extended forward. Hurtbox has been extended downward.
Jump Light Kick	Hitbox has been reduced upward and extended downward.
Jump Heavy Kick	Active frames have been extended by 1 frame.
Peduncle Pruning (EX Ver.)	Increased damage scaling.
Growing Flower (light Ver.)	Overall recovery has been shortened by 7 frames.

BANDEIRAS HATTORI

BALANCED MOVE	DESCRIPTION
Crouching Light Kick	Hitbox has been extended forward.
Far Heavy Kick	Active frames have been extended by 1 frame.
Jump Blow Back	Hitbox has been extended downward. Hurtbox has been extended downward.
Kabutowari	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Kawarimi	Opponent behavior on hit has been changed. Recovery on landing when confirmed has been shortened by 11 frames.
Shinobiashi	Can be now cancelled into either Kawarimi, Shining Ninja Arts, or Tengu no Tobikiri during the 2nd part of that move. Iguazu Otoshi now behaves the same as during a dash when being cancelled in the 2nd part of that move. The 2nd part of that move can no longer be cancelled into Iguazu Otoshi (EX ver.)..

SYLVIE PAULA PAULA

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Far Heavy Kick	Changed to move forward during attack.
Crouching Light Kick	Leg hurtbox has been reduced backward.
Guillo-Ton!	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.

KUKURI

BALANCED MOVE	DESCRIPTION
Close Heavy Punch	Hitbox of the 1st hit has been extended upward, and the 2nd one has been extended forward. Overall recovery has been shortened by 9 frames.
Far Heavy Kick	Active frames start 3 frames earlier. Overall recovery has been shortened by 8 frames.
Crouching Light Kick	Hitbox has been extended forward.
Genei Sajin	Upward hurtbox has been shortened.

MIAN

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Backstep	Changed to be considered as an airborne move at start-up.
Far Light Punch	Overall recovery has been shortened by 1 frame.
Ouka-Shu (cancel Ver.)	Overall recovery has been shortened by 13 frames.
Hiyoushou (light Ver.)	Overall recovery has been extended by 2 frames.

ANTONOV

BALANCED MOVE	DESCRIPTION
President Binta	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames. Can be no longer cancelled into a Special Move before this attack has started.
Bering Wave (light Ver.)	Changed to be considered now as a counter hit if Antonov has received damage before the end of the active frames.
Bering Wave (EX Ver.)	Changed to be considered now as a counter hit if Antonov has received damage before the end of the active frames.
Tunguska Bomber	The behavior on hit against airborne opponents has been changed.
Tunguska Bomber (MAX Ver.)	The behavior on hit against airborne opponents has been changed.

VERSE

BALANCED MOVE	DESCRIPTION
Close Heavy Punch	Active frames have been delayed by 2 frames. Overall recovery has been shortened by 1 frame.
Far Heavy Punch	The cancel window has been extended by 4 frames.
Stray Scaffold	Increased damage scaling.
Stray Scaffold (EX Ver.)	Increased damage scaling.

WHIP

BALANCED MOVE	DESCRIPTION
Far Heavy Punch	Overall recovery has been shortened by 5 frames.
Far Heavy Kick	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames. Hitbox has been reduces upward, and extended downward.
Crouching Heavy Punch	Active frames start 2 frames earlier. Overall recovery has been shortened by 2 frames.
Strength Shot Type D "Code: Candy"	Overall recovery has been shortened by 7 frames.

Hook Shot "Code:Zephyr"	Changed to be considered as a counter hit if being hit before landing.
Hook Shot "Code:Zephyr" (EX Ver.)	Changed to be considered as a counter hit if being hit before landing.
Crescent Swatter "Code: FS"	Overall recovery has been shortened by 4 frames.

RYUJI YAMAZAKI

BALANCED MOVE	DESCRIPTION
Eviscerator	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Serpent Slash (light punch)	Active frames have been extended by 1 frame. Hitbox has been extended forward. Hurtbox has been extended forward.
Serpent Slash (light kick)	Overall recovery has been extended by 3 frames.
Double Return (light punch)	Overall recovery on hit has been shortened by 12 frames.
Bombshell Badda-Bing (EX Ver.)	Overall recovery on hit has been shortened by 55 frames.
Guillotine	Added 2 invincibility frames against physical attacks. Frames 1~9 are now invincible against throws.
Guillotine (MAX Ver.)	Added 1 frame of invincibility against physical attacks.

VANESSA

BALANCED MOVE	DESCRIPTION
Crouching Light Kick	Hitbox has been reduced upward.
Short / Mid Jump Light Punch	Active frames start 1 frame earlier.
Far Heavy Kick	Hitbox on the 1st hit has been extended forward. Lateral hurtbox on the 1st hit box has been reduced. Hitbox on the 2nd hit has been extended forward.

Crouching Heavy Kick	Active frames start 1 frame earlier. Overall recovery has been shortened by 1 frame.
Jump Heavy Kick	Hitbox has been extended forward.
Blow Back	Overall recovery has been shortened by 7 frames.
Jump Blow Back	Active frames start 1 frame earlier.
One-Two Puncher	Active frames on the 1st hit have been delayed by 2 frames.
Sliding Puncher	Overall recovery has been shortened by 7 frames.
Dash Puncher (light Ver.)	Active frames have been extended by 3 frames. Overall recovery has been shortened by 3 frames.
Dash Puncher (heavy Ver.)	Active frames have been extended by 3 frames. A time restriction has been added for follow up attacks.
Puncher Upper [Puncher Vision(Forward)]	Active frames start 1 frame earlier. Overall recovery has been shortened by 1 frame.
Champion puncher	Can be confirmed from a further distance..
Champion puncher (MAX Ver.)	Can be confirmed from a further distance.. Hitbox has been extended forward.
Crazy Puncher (MAX Ver.)	Frames 1 ~ 5 are invincible against physical attacks, and frames 1 ~ 3 against throws.

ROCK HOWARD

BALANCED MOVE	DESCRIPTION
	Changed collision box when recovering from air damage.
Elbow Spike	Hitback on hit and guard has been shortened.
Parabola Kick	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Hard Edge (heavy Ver.)	Guard recovery on the 1st hit has been extended by 6 frames.
Hard Edge (EX Ver.)	Hitbox has been extended forward. Guard recovery on the 1st hit has been extended by 6 frames.
Reppuken (EX Ver.)	Hitbox has been extended forward. Projectile nullifying box has been extended forward.

Crack Counter	Follow up kick attack when Crack Counter has been confirmed is now unblockable.
Shinkuu Nage	Increased damage scaling.
Shinkuu Nage (EX Ver.)	Increased damage scaling.
Shining Knuckle (MAX Ver.)	Changed to follow the opponent's position and move forward during the 2nd hit's attack action.

OSWALD

BALANCED MOVE	DESCRIPTION
Backstep	The moving distance has been extended.
Far Light Punch	Overall recovery has been shortened by 4 frames.
Parabola Kick	Active frames start 2 frames earlier. Hitbox has been reduced downward, and extended upward.
Crouching Light Kick	Hurtbox has been reduced downward.
Jump Heavy punch	Hitbox has been extended forward.
K	Changed so that an opponent who completed a command input during K's hitstop will be placed at the same place at the end of K's starting cutscene.
K (EX Ver.)	Changed so that an opponent who completed a command input during K (EX ver.) 's hitstop will be placed at the same place at the end of K (EX ver.) 's starting cutscene.
♥	Can now reflect projectiles.
♣ (EX Ver.)	Removed invincibility.

HEIDERN

BALANCED MOVE	DESCRIPTION
Crouching Heavy Kick	Overall recovery has been extended by 5 frames. Active frames on leg hurtbox have been extended by 2 frames. Cancel window has been shortened by 5 frames.
Short / Mid Jump Heavy Kick	Lateral hitbox has been shortened. Hurtbox has been extended upward and forward.

Normal / High Jump Heavy Kick	Lateral hitbox has been shortened. Hurtbox has been extended upward and forward.
Jump Blow Back	Active frames have been delayed by 2 frames. Hurtbox has been extended upward and forward.
Lead Belcher	Opponent will recover 12 frames earlier after being thrown successfully.
Shooter Narnagel	Active frames have been delayed by 2 frames. Overall recovery has been extended by 2 frames.
Cross Cutter (light Ver.)	Overall recovery has been extended by 3 frames. Hitbox on 1st~4th hits has been reduced upward.
Cross Cutter (heavy Ver.)	Overall recovery has been extended by 3 frames. Hitbox on 1st~4th hits has been reduced upward. Projectile speed has been slowed down.
Cross Cutter (EX Ver.)	Hitstop on opponents during guard has been reduced by 2 frames.
Moon Slasher	Hitback on guard has been shortened.
Moon Slasher (EX Ver.)	An hurtbox has been added to the head part after active frames end. Overall recovery when it didn't hit has been extended by 8 frames.
Assault Saber (EX Ver.)	Overall guard recovery has been extended by 5 frames.
Stinger (EX Ver.)	Increased damage scaling.
Heidern End (MAX Ver.)	Damage has been changed and reduced from 100 to 90.
Heidern Slash	Hitstop on opponents during guard has been reduced by 2 frames.
Heidern Slash (MAX Ver.)	Hitstop on opponents during guard has been reduced by 2 frames.
Gae Bolg	No longer hits crouched opponents.

NAJD

BALANCED MOVE	DESCRIPTION
Short / Mid Jump	Collision box has been extended downward.
Far Heavy Kick	Overall recovery has been shortened by 4 frames.
Blade of Purity ^① (light Ver.)	Lateral hitbox has been shortened.
Blade of Purity ^① (heavy Ver.)	Lateral hitbox has been shortened.
Blade of Purity ^③	Increased damage scaling.
Retribution of the Unknown	Guard recovery for Level 2 has been changed from - 5F to - 10F. Guard recovery for Level 3 has been changed from - 3F to - 6F. Guard recovery for Level 4 has been changed from - 3F to - 6F. A time restriction has been added for follow up attacks. Increased damage scaling.

BLUE MARY

BALANCED MOVE	DESCRIPTION
Dash	Moving speed has been increased.
Shor Jump	Downward collision box has been reduced.
Crouching Light Kick	Hurtbox on the body part has been reduced downward.
Normal / High Jump Heavy Kick	Active frames have been extended by 1 frame. Hitbox has been reduces upward, and extended downward.
Short / Mid Jump Heavy Kick	Hitbox has been reduces upward, and extended downward.
Straight Slicer (light Ver.)	Overall recovery has been shortened by 2 frames.
Vertical Arrow (light Ver.)	Active frames start 1 frame earlier. Overall recovery has been shortened by 1 frame.
Vertical Arrow (heavy Ver.)	Active frames start 3 frames earlier. Overall recovery has been shortened by 3 frames.
Real Counter	Added 5 frames of invincibility.