

# THE KING OF FIGHTERS XV Patch Ver.1.32

Changed Area	Description of Change
<b>■ System</b>	
Rollback behavior	<ul style="list-style-type: none"> <li>Improved rollback performance when lag occurs.</li> </ul>
Room Search	<ul style="list-style-type: none"> <li>Can now search again when looking for a room.</li> </ul>
Results	<ul style="list-style-type: none"> <li>Can now select Order Select on the results screen in Rank Match, Casual Match, Room Match (excluding PARTY VS).</li> </ul>
Training Mode Play Side (Offline)	<ul style="list-style-type: none"> <li>Added "Play Side (Normal / Inverted)" in the pause menu.</li> <li>Normal: P1 character is controlled by Player 1 controller when training begins or when it is restarted.</li> <li>Inverted: P2 character is controlled by Player 1 controller when training begins or when it is restarted.</li> </ul> <p>*Recording information is reset when changing the Play Side.</p>
Training Mode Restart (Both Online and Offline)	<ul style="list-style-type: none"> <li>Changed specifics that will now allow players to change their character's position when restarting.</li> <li>← + Restart Button : Restart on left side of stage (Player 1 character is on the left)</li> <li>↓ + Restart Button : Restart in middle of stage (Player 1 character is on the left)</li> <li>→ + Restart Button : Restart on right side of stage (Player 1 character is on the left)</li> <li>↙ + Restart Button : Restart on left side of stage (Player 1 character is on the right)</li> <li>↑ + Restart Button : Restart in middle of stage (Player 1 character is on the right)</li> <li>↘ + Restart Button : Restart on right side of stage (Player 1 character is on the right)</li> <li>Restart Button: Restarts to position set in the pause menu.</li> </ul>
Assigning the Restart button	<ul style="list-style-type: none"> <li>Assign the Restart Button through BUTTON CONFIG in the Options menu. Players can assign a different button to restart during Training Mode.</li> </ul>
Mission Mode	<ul style="list-style-type: none"> <li>Can now toggle display keys on and off during demo play.</li> </ul>
Training Mode Controller recognition (Both Online and Offline)	<ul style="list-style-type: none"> <li>A controller recognition screen now pops up when heading to Training Mode. If a controller is not connected, then pressing the [Space] key can be used to confirm.</li> </ul> <p>*Only on STEAM / Epic Games Store / Windows10</p>
Video Decoder	<ul style="list-style-type: none"> <li>Added Video Decoder settings under GRAPHICS in the Options Menu. Please change the settings in the Software/Hardware tab if you experience trouble playing videos.</li> </ul> <p>*Only on STEAM / Epic Games Store / Windows10</p>

Changed Area	Description of Change
<b>■ General</b>	
Hurtbox during jumps for all characters	<ul style="list-style-type: none"> <li>The lower portion of the body hurtbox is now invulnerable to projectiles during jumps.</li> <li>*This does not apply to jump-based attacks from Command Moves or Air Dashes</li> <li>*This does not apply to jump attacks that do not have the normal size of hurtbox.</li> </ul>
Crouching LK for all characters	<ul style="list-style-type: none"> <li>Reduced damage from 30→15.</li> <li>Reduced stun frames from 30→15.</li> <li>Reduced Guard Crush damage from 60→30.</li> </ul>
Blocking	<ul style="list-style-type: none"> <li>Increased Power Gauge earned 10→20 when blocking immediately before getting hit with an opponent's attack.</li> </ul>
Easing command input window	<ul style="list-style-type: none"> <li>Some command moves can now be executed even if the button is pressed 1F before the last directional key input.</li> </ul>
<b>■ SHUN'EI</b>	
Close Standing LK	<ul style="list-style-type: none"> <li>Reduced overall frames by 2.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>Now cancellable by Command Moves and above.</li> <li>Reduced attack startup from 11F to 9F.</li> <li>Expanded attack hitbox forward.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>Reduced hurtbox size.</li> </ul>
Jump HP	<ul style="list-style-type: none"> <li>Reduced hurtbox size.</li> </ul>
Target Combo 1	<ul style="list-style-type: none"> <li>2nd hit now cancellable by Special Moves and above.</li> </ul>
Sky Axe (Normal Ver.)	<ul style="list-style-type: none"> <li>Now cancellable from Thruster Vision (Normal Ver.).</li> </ul>
Aqua Spear (EX)	<ul style="list-style-type: none"> <li>Expanded area that knocks down opponents on hit. (Expanded area is only for when the opponent is in a hit state.)</li> </ul>
Rising Efreet (HP Ver.)	<ul style="list-style-type: none"> <li>Now Blow Backs when hit in-air.</li> <li>Now invulnerable to in-air attacks.</li> <li>Reduced knockback distance on block.</li> </ul>
Thruster Vision · Slant, Under	<ul style="list-style-type: none"> <li>Now cancellable from Blau Wing.</li> <li>Blau Wing in this instance has a different behavior and landing recovery than the normal version on hit.</li> </ul>
Gaianic Burst (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced attack startup from 10F to 7F.</li> <li>Now has invulnerability.</li> </ul>
Gaianic Burst (MAX)	<ul style="list-style-type: none"> <li>Increased time invulnerable.</li> </ul>
Specter Extension (Normal Ver.)	<ul style="list-style-type: none"> <li>Can no longer be Advanced / Climax Cancelled from any hit but the last.</li> </ul>

■ MEITENKUN	
Shatter Strike	<ul style="list-style-type: none"> <li>• Reduced distance travelled backward after attack finishes.</li> </ul>
Nezou Rangeki (Cancel)	<ul style="list-style-type: none"> <li>• ← +LK now connects with only the Cancel Version.</li> </ul>
Sen-Siss Hou (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased follow-up attack window after opponent is hit with the route follow-up attack.</li> </ul>
Hakuchuu Musou	<ul style="list-style-type: none"> <li>• Increased distance travelled on first hit.</li> </ul>
■ BENIMARU NIKAIDO	
Dash	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 5F to 4F.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward and downward.</li> <li>• Expanded hurtbox forward and downward.</li> <li>• Reduced attack startup from 13F to 11F.</li> <li>• Now cancellable by Super Special Moves and above.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 6F to 4F.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 7F to 6F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> <li>• Can now be whiff cancelled.</li> <li>• Increased cancel window.</li> </ul>
Hop / Hyper Hop HP	<ul style="list-style-type: none"> <li>• Increased attack frames from 5F to 7F.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Reduced forward-facing hurtbox.</li> </ul>
Inazuma Sandan-Geri (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 40/50 to 60/30.</li> <li>• Increased route buffer input window duration.</li> </ul>
Raimeitou (EX)	<ul style="list-style-type: none"> <li>• Increased projectile speed.</li> </ul>
Raijinken (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 40/40 to 50/50.</li> </ul>
Super Jinrai Kick (HK, EX)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 10.</li> </ul>

Super Jinrai Kick (EX)	<ul style="list-style-type: none"> <li>• Increased distance travelled forward.</li> </ul>
Benimaru Rising Shot	<ul style="list-style-type: none"> <li>• Changed the blow back on hit, and can now OTG.</li> <li>• Now pulls opponents closer on first hit.</li> <li>• Increased distance travelled on second hit.</li> <li>• Changed damage.(180 to 140 for Normal Ver., 310 to 270 for MAX)</li> <li>• Increased combo scaling value.</li> <li>• Can now be both Advanced Cancelled and Climax Cancelled on second hit.</li> </ul>
<b>■ ISLA</b>	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 5F to 4F.</li> <li>• Reduced overall frames by 2.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 6F to 4F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 9F to 7F.</li> </ul>
Jump LK	<ul style="list-style-type: none"> <li>• Reduced body hurtbox.</li> <li>• Expanded attack hitbox backwards. (Normal and Hyper Jumps only)</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Reduced body hurtbox.</li> </ul>
Designs (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 15F to 12F.</li> </ul>
Fill-In (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Fill-In (EX)	<ul style="list-style-type: none"> <li>• Increased projectile speed after it hits the ground.</li> </ul>
Scribe (EX)	<ul style="list-style-type: none"> <li>• Increased buffer input window duration going into the Special Move.</li> </ul>
To Front	<ul style="list-style-type: none"> <li>• Can now cancel the startup without having to touch the opponent.</li> </ul>
Throwie A (EX) LP during To Front	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> <li>• Reduced knockback duration when blocking the last hit.</li> <li>• Reduced combo scaling value.</li> </ul>
Throwie B (EX) LK during To Front	<ul style="list-style-type: none"> <li>• Increased knockback distance on block.</li> </ul>
Throwie C (Normal Ver.) HP during To Front	<ul style="list-style-type: none"> <li>• Can now Jump Attack during movement.</li> <li>• Increased frames necessary for attack activation.</li> </ul>
Throwie C (EX) HP during EX To Front	<ul style="list-style-type: none"> <li>• Can now cancel into Drips.</li> </ul>

Drips (Forward, Backward, Vertical)	<ul style="list-style-type: none"> <li>• Reduced body hurtbox when going up in the air.</li> </ul>
Piecing B	<ul style="list-style-type: none"> <li>• Increased attack frames by 2F.</li> <li>• Changed the Blow Back for in-air hits when the opponent is in a hit state.</li> </ul>
Back to Back	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Wild Style	<ul style="list-style-type: none"> <li>• Changed the damage on the final hit. (50 to 70 for Normal, 80 to 100 for MAX)</li> </ul>
<b>■ DOLORES</b>	
Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced upper-side hitbox.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Reduced front-side hitbox.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>• Reduced upper-side hitbox.</li> </ul>
Qafas Qabl (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased attack frames by 2F. (The frames increased are only for when the opponent is in a hit state.)</li> </ul>
Qafas Khalfi (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Altariq (B Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> </ul>
Nesh (Normal Ver.)	<ul style="list-style-type: none"> <li>• Decreased throw damage from 120 to 80.</li> </ul>
Khalaq al'ard	<ul style="list-style-type: none"> <li>• Greatly increased overall frames.</li> </ul>
<b>■ HEIDERN</b>	
Blow Back	<ul style="list-style-type: none"> <li>• Reduced overall frames by 4.</li> </ul>
Jump LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards.</li> </ul>
Storm Bringer	<ul style="list-style-type: none"> <li>• Added HP Verson.</li> <li>*HP Ver. has physical properties.</li> </ul>
Stinger (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 18F to 12F.</li> <li>• Expanded attack hitbox.</li> <li>• Reduced opponent knockback duration by 2F on block.</li> <li>• Reduced opponent knockback distance on block.</li> <li>• Behavior on counter hit is now the same as a normal hit.</li> <li>• Now moves forward.</li> </ul>

Stinger (HP Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> </ul>
Heidern Slash (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced attack startup from 37F to 35F.</li> </ul>
<b>■ KYO KUSANAGI</b>	
Rush	<ul style="list-style-type: none"> <li>Resolved an issue where this couldn't be Super Cancelled.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>Reduced attack startup from 9F to 6F.</li> </ul>
115 Shiki • Dokugami	<ul style="list-style-type: none"> <li>Expanded hitbox upward for the follow-up attack 100 Shiki • Oniyaki.</li> </ul>
<b>IORI YAGAMI</b>	
Dash	<ul style="list-style-type: none"> <li>Increased movement speed.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Reduced overall frames by 2.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>Reduced cancel window going into Rush Combo.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>Now cancellable by Special Moves and above.</li> <li>Expanded attack hitbox forward.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>Reduced attack startup from 9F to 7F.</li> <li>Can now be whiff cancelled.</li> <li>Increased cancel window by 2F.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>Reduced upper-side hurtbox on the legs.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>Increased cancel window by 4F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>Reduced overall frames by 6.</li> </ul>
Jump LK	<ul style="list-style-type: none"> <li>Increased attack frames by 2F.</li> </ul>
Ge-Shiki • Gofu In "Shinigami" (Cancel)	<ul style="list-style-type: none"> <li>Reduced knockback distance on hit.</li> </ul>
100 Shiki • Oniyaki (LP Ver.)	<ul style="list-style-type: none"> <li>Reduced attack startup from 6F to 4F.</li> <li>Expanded hitbox upwards on beginning of attack.</li> <li>Startup attack damage carries over for an additional 2F.</li> </ul>
108 Shiki • Yamibarai (LP Ver.)	<ul style="list-style-type: none"> <li>Reduced projectile speed.</li> </ul>

127 Shiki • Aoihana1,2	<ul style="list-style-type: none"> <li>• Increased route buffer input window duration.</li> </ul>
127 Shiki • Aoihana1 (LP Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward. (Expanded area is only for when the opponent is in a hit state.)</li> </ul>
127 Shiki • Aoihana1,2,3 (EX)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards. (Expanded area is only for when the opponent is in a hit state.)</li> </ul>
212 Shiki • Kototsuki In (LK Ver.)	<ul style="list-style-type: none"> <li>• Is now a move that does not have a hitbox and is used for movement only.</li> <li>• Greatly reduced overall frames.</li> <li>• Increases Power Gauge by 0.</li> </ul>
212 Shiki • Kototsuki In (HK Ver.)	<ul style="list-style-type: none"> <li>• Decreased 5F for OTG startup.</li> </ul>
311 Shiki • Tsumakushi (HK Ver.)	<ul style="list-style-type: none"> <li>• Can now be cancelled into by EX Special Moves other than 311 Shiki • Tsumakushi.</li> <li>• Went from Overhead to High.</li> <li>• Removed physical attack invulnerability on startup.</li> <li>• Increased damage from 50→80.</li> </ul>
311 Shiki • Tsumakushi (EX)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 31F to 28F.</li> </ul>
<b>■ CHIZURU KAGURA</b>	
Dash	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 1.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox downward.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>• Now cancellable by Command Moves and above.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack startup from 18F to 12F.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Now moves forward on startup.</li> <li>• Reduced forward-facing hurtbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Reduced downward-facing hurtbox while in motion.</li> </ul>
Jump LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Jump LK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>

Jump HP	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> <li>• Increased attack frames by 2F.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack startup from 15F to 12F.</li> </ul>
Jumping Blow Back (Hop, Hyper Hop)	<ul style="list-style-type: none"> <li>• Resolved an issue where counters would not trigger during the second half of the attack.</li> </ul>
Jo Katsu Cang Cang (Cancel)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Jo Katsu Zheng Zheng (Cancel)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
212 Katsu Otsu Shiki Choumon no Isshin (Norm. Ver.)	<ul style="list-style-type: none"> <li>• Changed behavior when it lands on-ground.</li> <li>• Reduced overall frames by 1F for LK and HK versions.</li> </ul>
212 Katsu Shinsoku no Norito (LP, LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced leftover player hurtbox frames by 5F.</li> </ul>
212 Katsu Shinsoku no Norito (HP, HK Ver.)	<ul style="list-style-type: none"> <li>• Increased knockback distance on block.</li> <li>• Reduced overall frames by 1.</li> </ul>
212 Katsu Shinsoku no Norito Ten Zui (Norm. Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
100 Katsu Tenjin no Kotowari (LP Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 40/40 to 50/50.</li> <li>• Reduced attack startup from 9F to 7F.</li> </ul>
100 Katsu Tenjin no Kotowari (HP Ver.)	<ul style="list-style-type: none"> <li>• Now Super Cancellable except on the first hit of Uramen 1 katsu San Rai no Fujin.</li> <li>• Changed the blow back on the first hit.</li> <li>• Increased hitstop on the first hit.</li> <li>• Changed the damage from 60/60 to 90/60.</li> </ul>
100 Katsu Tenjin no Kotowari (EX)	<ul style="list-style-type: none"> <li>• Now hard knockdowns on hit.</li> </ul>
108 Katsu Tamayura no Shitsune (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced recovery duration by 8F when reflecting a projectile.</li> </ul>
108 Katsu Tamayura no Shitsune (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 32F to 28F.</li> </ul>



108 Katsu Tamayura no Shitsune (EX)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 22F to 20F.</li> <li>• Went from High to Overhead.</li> <li>• Reduced overall frames by 2.</li> <li>• Changed the blow back on hit.</li> <li>• Changed damage from 120 to 80.</li> <li>• Reduced traveled distance.</li> <li>• Reduced front-side hitbox.</li> </ul>
Uramen 85 Katsu Reigi no Ishizue (MAX)	<ul style="list-style-type: none"> <li>• Increased opponent "lock state" duration from 350F to 400F.</li> </ul>
Uramen 1 katsu San Rai no Fujin	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>
<b>■ ASH CRIMSON</b>	
Far Standing HP	<ul style="list-style-type: none"> <li>• Now cancellable by Special Moves and above.</li> <li>• Expanded attack hitbox downward.</li> <li>• Expanded hurtbox downward.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Reduced knockback distance on hit.</li> <li>• Reduced attack startup from 4F to 6F.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 5F to 4F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Now drops lower to the ground partway through the attack</li> </ul>
Jump LP	<ul style="list-style-type: none"> <li>• Increased duration by 2F.</li> </ul>
Jump D (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>
Ventose (HP Ver.)	<ul style="list-style-type: none"> <li>• Projectile level set to 2 upon firing.</li> </ul>
Nivose (HP, EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded hitbox on the first hit. (Expanded area is only for when the opponent is in a hit state.)</li> <li>• Greatly increased landing recovery frames when it doesn't hit.</li> </ul>
Genie (EX)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backward and forward. (Expanded area is only for when the opponent is in a hit state.)</li> </ul>
Germinal Caprice (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>
Germinal Caprice (EX)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block for the first hit.</li> </ul>
Pluiose	<ul style="list-style-type: none"> <li>• Expanded hitbox forward on the first hit.</li> </ul>
Sans-culotte	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>

■ ELISABETH BLANCTORCHE	
Close Standing LK	<ul style="list-style-type: none"> <li>• Now cancellable by Command Moves and above.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>• Now cancellable by Command Moves and above.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 5F to 4F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 9F to 7F.</li> </ul>
Jump HP	<ul style="list-style-type: none"> <li>• Increased attack frames from 3F to 6F.</li> </ul>
Éclair (Cancel)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 16F to 15F.</li> </ul>
Coup · de · Vent (EX)	<ul style="list-style-type: none"> <li>• Increased overall frames by 6 when this doesn't hit.</li> <li>• Reduced knockback distance on block.</li> </ul>
Illusion (EX)	<ul style="list-style-type: none"> <li>• Increased invulnerability duration when triggered.</li> </ul>
Grêle (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced upper-side hitbox.</li> <li>• Increased overall frames by 2.</li> <li>• Increased knockback distance on block.</li> </ul>
Grêle (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>
Grêle (EX)	<ul style="list-style-type: none"> <li>• Decreased damage from 120→80.</li> </ul>
Aurore (Normal Ver.)	<ul style="list-style-type: none"> <li>• Greatly increased overall frames on block.</li> <li>• Reduced knockback distance on block.</li> <li>• Increased overall frames by 10.</li> <li>• Added an LK version.</li> </ul> <p>*The LK version does not reflect projectiles, but instead nulls them.</p>
Grand Rafale	<ul style="list-style-type: none"> <li>• Expanded pushbox upwards.</li> </ul>
■ KUKRI	
Far Standing HK	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced upper and forward-facing side of hitbox.</li> <li>• Added a hurtbox for the arms.</li> <li>• Reduced traveled distance.</li> </ul>
Fussa Ken (Cancel)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 6.</li> </ul>
Nessa Jin (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced upper-side hitbox. (Hitbox is the same as when the opponent is in a hit-state.)</li> <li>• Increased flying distance of projectile.</li> </ul>

Nessa Jin (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback duration by 2F when blocking.</li> </ul>
Nessa Senpuu	<ul style="list-style-type: none"> <li>• Now considered on-ground.</li> </ul>
Nessa Senpuu (HP, HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>
Nessa Senpuu (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback duration by 2F when blocking.</li> </ul>
Nessa Senpuu (EX)	<ul style="list-style-type: none"> <li>• Decreased damage from 145→105.</li> <li>• Increased combo scaling value.</li> </ul>
Air • Bossa-Shougeki (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased landing recovery by 4F.</li> <li>• Changed behavior when it lands.</li> </ul>
Air • Bossa-Shougeki (HK Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to projectiles during attack.</li> </ul>
Air • Bossa-Shougeki (EX)	<ul style="list-style-type: none"> <li>• Decreased damage from 120→100.</li> <li>• Changed trajectory.</li> <li>• Decreased landing recovery by 8F.</li> </ul>
Genei Sajin (Normal Ver.)	<ul style="list-style-type: none"> <li>• Removed projectile startup protection. (Projectile will now disappear when hit during startup)</li> </ul>
Nessa Chugeki (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed the projectile position.</li> <li>• Increased damage from 65→80.</li> <li>• Can now OTG.</li> </ul>
Nessa Goku Totsuha	<ul style="list-style-type: none"> <li>• Increased invulnerability duration.</li> </ul>
Goku Nessa Housairyu	<ul style="list-style-type: none"> <li>• Decreased the minimum damage from 330 to 245.</li> </ul>
<b>■ KROHNEN</b>	
Shatter Strike	<ul style="list-style-type: none"> <li>• Changed the motion.</li> </ul>
Hyper Hop	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox downward.</li> <li>• Expanded hurtbox downward.</li> <li>• Now cancellable by Special Moves and above.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Now cancellable until the 3rd hit.</li> <li>• Increases Power Gauge more.</li> </ul>

Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack startup from 16F to 12F.</li> </ul>
Jump HP (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Jump HP (Hop, Hyper Hop)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 15F to 10F.</li> <li>• Expanded attack hitbox forward.</li> </ul>
Emergency Slide (Cancel)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on hit.</li> <li>• Reduced overall frames by 2.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>• Increased attack frames by 2F.</li> </ul>
Jump HK (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>
Blaze Thrower (LP Ver.)	<ul style="list-style-type: none"> <li>• Now blows back on hit.</li> </ul>
Heat Shield (LP Ver.)	<ul style="list-style-type: none"> <li>• Changed the blow back on hit.</li> <li>• Increased damage from 75→90.</li> </ul>
Heat Shield (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed the blow back on hit.</li> <li>• Now moves forward on startup.</li> </ul>
Heat Shield (EX)	<ul style="list-style-type: none"> <li>• Now moves forward on startup.</li> </ul>
Strike Slash (EX)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 28F to 26F.</li> </ul>
Infernal Prominence (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards.</li> </ul>
Fusion Blaster (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 13F to 9F.</li> <li>• Increased projectile speed.</li> <li>• Greatly increased knockback duration on hit.</li> <li>• Expanded attack hitbox.</li> </ul>
<b>■ ÁNGEL</b>	
Far Standing LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 9F to 7F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 12F to 10F.</li> </ul>
Red Sky	<ul style="list-style-type: none"> <li>• Reduced overall frames on block by 2.</li> <li>• Added an HK version.</li> </ul>
Red Sky (EX)	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> <li>• Increased projectile invulnerability duration.</li> </ul>

Mad Murder (EX)	<ul style="list-style-type: none"> <li>• Now shortens the distance from the opponent when it connects.</li> </ul>
Circle • Sobat	<ul style="list-style-type: none"> <li>• Lower body now invulnerable to projectiles.</li> </ul>
Circle • High	<ul style="list-style-type: none"> <li>• Reduced above-facing hurtbox.</li> </ul>
Circle • Feint	<ul style="list-style-type: none"> <li>• Now invulnerable to projectiles.</li> </ul>
Circle • Feint (Forward)	<ul style="list-style-type: none"> <li>• Now invulnerable to projectiles.</li> </ul>
Circle • Feint (Backward)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> <li>• Now invulnerable to projectiles.</li> </ul>
Finish • Rolling	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> </ul>
Finish • Neck Cutter	<ul style="list-style-type: none"> <li>• Increased damage from 80→100.</li> </ul>
Finish • Grapple Kick	<ul style="list-style-type: none"> <li>• Increased damage from 60→80.</li> <li>• Expanded forward-facing grab hitbox.</li> </ul>
<b>■ KULA DIAMOND</b>	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>• Resolved an issue where the cancellable version couldn't cancel into One Inch.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Now cancellable by Special Moves and above.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Now able to rapid cancel.</li> <li>• Reduced overall frames by 2.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Now cancellable by Special Moves and above.</li> </ul>
Jump LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>
Slider Shoot	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> </ul>
Crow Bite (HP Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to in-air attacks.</li> <li>• Expanded hitbox upward on the first hit.</li> <li>• Unable to recover on first hit.</li> <li>• Greatly increased landing recovery frames when it doesn't hit.</li> </ul>
Crow Bite (EX)	<ul style="list-style-type: none"> <li>• Greatly increased landing recovery frames when it doesn't hit.</li> </ul>

Diamond Breath (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 20F to 15F.</li> </ul>
Diamond Breath (EX)	<ul style="list-style-type: none"> <li>• Increased damage from 80→100.</li> </ul>
Counter Shell (LP Ver.)	<ul style="list-style-type: none"> <li>• Now does not reflect projectiles, but instead nulls them.</li> </ul>
Counter Shell (HP Ver.)	<ul style="list-style-type: none"> <li>• Now hits players who were hit in-air.</li> </ul>
Ray Spin (Sit) (EX)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 10.</li> <li>• Reduced block recovery by 2F.</li> <li>• Increased opponent hitstop by 2F on hit.</li> <li>• Reduced knockback distance on block.</li> </ul>
Falling Snowman (Normal version)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 5.</li> <li>• Expanded attack hitbox forward and backward.</li> </ul>
<b>■ YASHIRO NANAKASE</b>	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 1.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded distance recognition.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 1.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Expanded hitbox forward on beginning of attack.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Is now lower to the ground.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack startup from 16F to 14F.</li> <li>• Reduced overall frames by 4.</li> <li>• Increased distance travelled.</li> </ul>
Regret Bash (Cancel)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Jump LP	<ul style="list-style-type: none"> <li>• Reduced downward-facing hurtbox.</li> <li>• Expanded attack hitbox downward.</li> </ul>
Jump HP	<ul style="list-style-type: none"> <li>• Increased attack frames by 2F.</li> </ul>
Jump HP (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>
Jump LK	<ul style="list-style-type: none"> <li>• Added a hitbox for the legs.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>• Moved hitbox and hurtbox downward.</li> <li>• Added a hitbox for the legs.</li> </ul>

Jump HK (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>• Increased attack frames by 1F.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Reduced body hurtbox. (Now the same hurtbox as during a normal jump.)</li> <li>• Reduced forward-facing hurtbox.</li> <li>• Reduced attack startup from 14F to 12F.</li> </ul>
Missile Might Bash (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced combo scaling value.</li> </ul>
Missile Might Bash (EX)	<ul style="list-style-type: none"> <li>• Increased damage for hits other than the last from 20 to 30.</li> <li>• Reduced combo scaling value.</li> </ul>
Upper Duel (LP Ver.)	<ul style="list-style-type: none"> <li>• Startup now has a guardpoint.</li> <li>• Reduced attack startup from 7F to 6F.</li> <li>• Can now Super Cancel from the first hit.</li> <li>• Increased damage of first hit from 40 to 60.</li> <li>• Now moves forward.</li> <li>• Can no longer Super Cancel from the second hit.</li> </ul>
Upper Duel (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased damage of first hit from 40 to 60.</li> <li>• Now moves forward.</li> <li>• Overall frames reduced when nulling projectiles.</li> </ul>
Upper Duel (EX)	<ul style="list-style-type: none"> <li>• Expanded the guardpoint downward.</li> <li>• Reduced attack startup from 7F to 6F.</li> <li>• Increased damage of third hit from 40 to 70.</li> <li>• Increased command priority over Genocide Cutter (EX).</li> </ul>
Jet Counter	<ul style="list-style-type: none"> <li>• Increased route buffer input window duration.</li> </ul>
Jet Counter (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Jet Counter (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 5.</li> <li>• Reduced knockback duration by 5F on hit or block.</li> </ul>
Jet Counter Still (LP Ver.)	<ul style="list-style-type: none"> <li>• Can follow up with an attack when hit in-air.</li> </ul>
Sledgehammer (EX)	<ul style="list-style-type: none"> <li>• Increased projectile invulnerability duration.</li> <li>• Reduced attack startup from 31F to 28F.</li> <li>• Reduced overall frames by 6.</li> <li>• Expanded pushbox downward.</li> </ul>
Final Impact	<ul style="list-style-type: none"> <li>• Now invulnerable to projectiles.</li> <li>• Increased distance travelled.</li> </ul>
<b>■ SHERMIE</b>	
Dash	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>• Now cancellable by Command Moves and above.</li> </ul>

Far Standing LK	<ul style="list-style-type: none"> <li>• First hit now cancellable by Special Moves and above.</li> <li>• Reduced knockback distance for the second hit.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 7F to 5F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Now moves forward.</li> </ul>
Jump HP (Hop, Hyper Hop)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>
Jump HK (Vertical Jump)	<ul style="list-style-type: none"> <li>• Reduced forward-facing hurtbox.</li> </ul>
Front Flash	<ul style="list-style-type: none"> <li>• Resolved an issue that caused unnatural behavior when attack connects in certain situations.</li> </ul>
Shermie Stand (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> </ul>
Shermie Stand (Cancel)	<ul style="list-style-type: none"> <li>• Reduced knockback distance for the first hit.</li> </ul>
Shermie Spiral (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced recovery after connecting.</li> </ul>
Shermie Whip	<ul style="list-style-type: none"> <li>• Reduced recovery after connecting.</li> </ul>
Shermie Whip (EX)	<ul style="list-style-type: none"> <li>• Reduced distance traveled backward.</li> <li>• Expanded attack hitbox forward.</li> </ul>
Shermie Clutch (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 11F to 8F.</li> </ul>
Shermie Clutch (EX)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 8F to 6F.</li> <li>• Increased distance travelled forward.</li> <li>• Greatly increased landing recovery.</li> </ul>
Shermie Shoot	<ul style="list-style-type: none"> <li>• Greatly increased recovery on whiff.</li> </ul>
Accel Spin Kick (Normal Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to projectiles during attack.</li> <li>• Travels slightly forward until attack startup begins.</li> <li>• Changed damage. (65 to 80 for the LK version, 65 to 100 for the HK version.)</li> </ul>
Shermie Carnival (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased opponent knockdown duration.</li> <li>• Expanded grab box forward.</li> </ul>



■ CHRIS	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced knockback distance.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• 2nd hit now cancellable by Special Moves and above.</li> <li>• Reduced startup for second hit from 18F to 15F.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced knockback distance.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 5F to 4F.</li> <li>• Expanded attack hitbox forward.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Can now be whiff cancelled.</li> </ul>
Aerial Drop	<ul style="list-style-type: none"> <li>• Resolved an issue that caused unnatural behavior when attack connects in certain situations.</li> </ul>
Shooting Dancer Thrust (EX)	<ul style="list-style-type: none"> <li>• Second hit now hard knockdowns.</li> </ul>
Direction Change (EX)	<ul style="list-style-type: none"> <li>• Increased damage from 140→160.</li> </ul>
■ K'	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 1.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upward and forward.</li> <li>• Expanded hurtbox forward.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 10F to 8F.</li> <li>• Can now be whiff cancelled.</li> <li>• Increased cancel window by 4F.</li> <li>• Now moves forward on startup.</li> <li>• Expanded attack hitbox forward.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> <li>• Reduced overall frames by 1.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Now moves forward on startup.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Now moves forward on startup.</li> </ul>
Jump HP (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 8F to 6F.</li> </ul>
Jump HP (Hop, Hyper Hop)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 9F to 6F.</li> <li>• Increased attack frames by 2F.</li> </ul>
Sniner Side (Cancel)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 17F to 15F</li> </ul>

Sniper Side (Counter)	Reduced attack startup from 17F to 15F.
Ein Trigger	<ul style="list-style-type: none"> <li>Increased route buffer input window duration.</li> </ul>
Ein Trigger (EX)	<ul style="list-style-type: none"> <li>Now moves forward on startup.</li> </ul>
Second Whip	<ul style="list-style-type: none"> <li>Can now reflect projectiles.</li> </ul>
Second Shoot (EX)	<ul style="list-style-type: none"> <li>Reduced overall frames by 4.</li> </ul>
Second Knuckle (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox forward.</li> </ul>
Crow Bite (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced landing recovery by 3F after a follow-up attack.</li> <li>Expanded hitbox upward and forward on the second and third hit.</li> <li>Increased follow-up attack buffer input window duration.</li> </ul>
Crow Bite (EX)	<ul style="list-style-type: none"> <li>Decreased landing recovery by 4F.</li> </ul>
Minute Spike (LK Ver.)	<ul style="list-style-type: none"> <li>Greatly reduced overall frames.</li> <li>Changed the height and travel distance.</li> <li>Moved attack hitbox downward.</li> <li>Increased opponent knockback distance on block.</li> </ul>
Minute Spike (HK Ver.)	<ul style="list-style-type: none"> <li>Now features a guard point partway.</li> </ul>
Narrow Spike (EX Ver.)	<ul style="list-style-type: none"> <li>Reduced attack startup from 9F to 7F.</li> <li>Increased overall frames by 5F on block.(No changes on block.)</li> </ul>
Air Minute Spike (Normal Ver.)	<ul style="list-style-type: none"> <li>Added a special follow-up hitbox.</li> </ul>
Chain Drive	<ul style="list-style-type: none"> <li>Now has invulnerability.</li> </ul>
<b>■ MAXIMA</b>	
Close Standing HK	<ul style="list-style-type: none"> <li>Reduced overall frames by 5.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>Reduced attack startup from 19F to 15F.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Now blow backs when hit in-air with a counter.</li> <li>Increased damage from 75→90.</li> </ul>
M-19 Blitz Cannon (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced attack startup from 7F to 6F.</li> <li>Expanded attack hitbox vertically.</li> </ul>
Maxima Press (Normal Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 100→120.</li> </ul>

Maxima Charge (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> <li>• Increased Guard Crush damage from 100→150.</li> <li>• Changed the blow back on hit.</li> </ul> <p>*There are no changes when the opponent is in a hit-state.</p> <ul style="list-style-type: none"> <li>• Reduced recovery on whiff.</li> </ul>
Maxima Charge (EX Ver.)	Increased damage from 150→180.
<b>■ WHIP</b>	
Dash	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 6F to 4F.</li> <li>• Reduced overall frames by 6.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Now whiff cancellable on first hit.</li> <li>• 2nd hit now cancellable by Special Moves and above.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 6F to 5F.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 9F to 7F.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 10F to 8F.</li> <li>• Reduced hurtbox size.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack startup from 17F to 14F.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>• Expanded hitbox forward on the first and second hit.</li> </ul>
Jump HK (Vertical Jump)	<ul style="list-style-type: none"> <li>• Increased attack frames by 2F.</li> </ul>
Whip Shot	<ul style="list-style-type: none"> <li>• Increased distance opponent travels closer on fourth hit.</li> <li>• Changed the blow back on the fifth hit.</li> </ul>
Talon Shot	<ul style="list-style-type: none"> <li>• Reduced knockback distance on hit.</li> <li>• Increased knockback duration on hit.</li> </ul>
Boomerang Shot "Code: SC"	<ul style="list-style-type: none"> <li>• Expanded hitbox on the second hit.</li> <li>• Greatly reduced recovery on hit.</li> <li>• Increased opponent knockdown duration on hit.</li> <li>• Greatly decreased recovery on whiff.</li> <li>• Changed blow back when hit in-air on first hit.</li> </ul>

Boomerang Shot "Code: SC" (LP Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to in-air attacks.</li> </ul>
Strength Shot Type A "Code: Superior"	<ul style="list-style-type: none"> <li>• Expanded hitbox on the first and second hit. (Expanded area is only for when the opponent is in a hit state.)</li> </ul>
Strength Shot Type A "Code: Superior" (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed blow back when hit in-air on second hit.</li> <li>• Can now follow up with crouching HK after hit in-air with second hit.</li> </ul>
Strength Shot Type D "Code: Candy"	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
<b>■ ANTONOV</b>	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> <li>• Broadened distance recognition.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Broadened distance recognition.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced overall frames by 5.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Reduced upper-side hitbox.</li> </ul>
Tunguska Bomber	<ul style="list-style-type: none"> <li>• Now only the first and last hit can KO.</li> <li>• Reduced recovery after hit.</li> <li>• Can no longer follow-up after block.</li> <li>• Greatly increased landing recovery.</li> </ul>
<b>■ RAMÓN</b>	
Far Standing LK	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 14F to 11F.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack startup from 20F to 17F.</li> <li>• Increased cancel window by 4F.</li> </ul>
Tiger Neck Chancery (HP Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to grabs.</li> </ul>
Feint Dash	<ul style="list-style-type: none"> <li>• Added a hitbox.</li> </ul>
Feint Step	<ul style="list-style-type: none"> <li>• Added an EX version.</li> </ul>
Feint Step (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 5.</li> </ul>
<b>■ KING OF DINOSAURS</b>	
Far Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 16F to 14F.</li> </ul>

Jump LK (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>Expanded attack hitbox backwards.</li> </ul>
Assault Raptor (HK Ver.)	<ul style="list-style-type: none"> <li>Expanded grab box.</li> </ul>
Ankylo Hammer (LP Ver.)	<ul style="list-style-type: none"> <li>Increased opponent knockback duration by 2F on the first hit.</li> </ul>
Ankylo Hammer (EX Ver.)	<ul style="list-style-type: none"> <li>Now blocks all attack stages.</li> </ul>
Chicxulub Buster (EX Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 180→200.</li> <li>Greatly increased opponent knockdown duration on hit.</li> </ul>
Super Zetsumetsu Hurricane	<ul style="list-style-type: none"> <li>Reduced recovery after hit.</li> </ul>
Super Zetsumetsu Hurricane (MAX)	<ul style="list-style-type: none"> <li>Increased opponent knockdown duration.</li> </ul>
Dinner of Dinosaur	<ul style="list-style-type: none"> <li>Now blocks all attack stages.</li> </ul>
<b>■ LEONA HEIDERN</b>	
Jump HK (Vertical Jump)	<ul style="list-style-type: none"> <li>Reduced combo scaling value.</li> <li>Cancelling into V-Slasher will now trigger a V-Slasher that has a bigger combo scaling value than normal.</li> </ul>
Moon Slasher	<ul style="list-style-type: none"> <li>Reduced knockback distance on block.</li> <li>Increased hitstop on block.</li> </ul>
Moon Slasher (HP Ver.)	<ul style="list-style-type: none"> <li>Removed invulnerability.</li> <li>Now invulnerable to in-air attacks immediately after attack startup.</li> </ul>
Grand Saber (HK Ver.)	<ul style="list-style-type: none"> <li>Changed the blow back for follow-up attacks.</li> </ul>
X-Calibur (LP Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 60→100.</li> <li>Changed the blow back.</li> <li>Reduced distance travelled backward after attack finishes.</li> <li>Reduced landing recovery by 4F.</li> </ul>
X-Calibur (EX Ver.)	<ul style="list-style-type: none"> <li>The last hit no longer hits multiple times during a combo.</li> </ul>
Slash Saber (Normal Ver.)	<ul style="list-style-type: none"> <li>Added an LK version.</li> </ul>
<b>■ RALF JONES</b>	
Far Standing HP	<ul style="list-style-type: none"> <li>Reduced upper-side hitbox.</li> <li>Reduced hitbox for the second half of the 2F attack duration.</li> <li>Reduced cancel window duration for Super Special Moves and above.</li> <li>Reduced hitstop on hit. (Now the same as other characters)</li> </ul>

Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced upper and forward-facing side of hitbox.</li> <li>• Increased attack startup from 9F to 11F.</li> <li>• Increased overall frames by 4.</li> <li>• Added a hurtbox right before attack triggers.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased attack startup from 4F to 5F.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Added a hurtbox right before attack triggers.</li> <li>• Expanded hurtbox forward.</li> </ul>
Jet Upper	<ul style="list-style-type: none"> <li>• Reduced overall frames by 4.</li> </ul>
Dynamite Ralf Punch (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded hurtbox upward.</li> </ul>
Dynamite Ralf Punch (HP Ver.)	<ul style="list-style-type: none"> <li>• Greatly increased overall frames.</li> <li>• Reduced knockback distance on block.</li> <li>• Changed follow-up attack window to 0.</li> </ul>
Dynamite Ralf Punch (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 13F to 11F.</li> </ul>
Vulcan Punch (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 14F to 8F.</li> <li>• Changed opponent blow back.</li> <li>• Increased damage from 80→100.</li> <li>• Increased input window duration.</li> </ul>
Gatling Attack (HP Ver.)	<ul style="list-style-type: none"> <li>• No longer hits multiple times during a combo.</li> </ul>
Galactica Phantom (MAX)	<ul style="list-style-type: none"> <li>• Increased hitstop on the first hit.</li> <li>• Expanded hitbox upward on the second hit.</li> </ul>
Bareback Vulcan Punch (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced cancel window when canceling into Galactica Phantom (MAX).</li> </ul>
Bareback Vulcan Punch (MAX)	<ul style="list-style-type: none"> <li>• Expanded grab box after first hit.</li> </ul>
<b>■ CLARK STILL</b>	
Death Lake Driver	<ul style="list-style-type: none"> <li>• Expanded grab box forward.</li> </ul>
Vulcan Punch (Normal Ver.)	<ul style="list-style-type: none"> <li>• Added HP Verson.</li> </ul>
Frankensteiner	<ul style="list-style-type: none"> <li>• Now considered on-ground during movement.</li> </ul>
Frankensteiner (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increases Power Gauge by 100 in the case where Flashing Elbow doesn't trigger after hit.</li> </ul>
<b>■ TERRY BOGARD</b>	
Close Standing LK	<ul style="list-style-type: none"> <li>• Now a low.</li> <li>• Reduced overall frames by 2.</li> </ul>

Close Standing HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 8F to 6F.</li> <li>• Reduced overall frames by 7.</li> <li>• Broadened distance recognition.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased attack startup from 4F to 5F.</li> <li>• Reduced front-side hitbox.</li> </ul>
Jump HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards.</li> </ul>
Jump LK (diagonal jump)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards.</li> <li>• Reduced above-facing hurtbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Added a hurtbox right before attack triggers.</li> </ul>
Crack Shoot (EX)	<ul style="list-style-type: none"> <li>• Increased attack startup from 16F to 20F.</li> <li>• Decreased damage from 120→80.</li> <li>• Reduced knockback distance on block.</li> <li>• Now moves closer to opponent upon landing.</li> <li>• Reduced traveled distance.</li> <li>• Increased overall frames by 8.</li> </ul>
Power Charge (HK Ver.)	<ul style="list-style-type: none"> <li>• Greatly increased overall frames on whiff.</li> </ul>
Power Dunk	<ul style="list-style-type: none"> <li>• Increased combo scaling value.</li> </ul>
Power Dunk (HK Ver.)	<ul style="list-style-type: none"> <li>• Removed 2F of Guard Point frames during beginning of attack.</li> </ul>
Buster Wolf (MAX)	<ul style="list-style-type: none"> <li>• Reduced physical and grab invulnerability frames.</li> <li>• Now invulnerable to projectiles during attack.</li> </ul>
<b>■ ANDY BOGARD</b>	
Crouching LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Reduced front-side hitbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Increased frames where the attack is lower.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Shortened active frames by 1F.</li> </ul>
Hirate Uchi (Cancel)	<ul style="list-style-type: none"> <li>• Now moves forward during attack.</li> </ul>
Target Combo 1	<ul style="list-style-type: none"> <li>• Changed opponent blow back on second hit.</li> </ul>

Zan-ei Ken (HP, EX Ver.)	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> <li>• Expanded attack hitbox forward.</li> <li>• Reduced knockback distance on block. (HP Ver.)</li> </ul>
Kuuha Dan (HK Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to projectiles during attack.</li> <li>• Reduced overall frames by 5.</li> </ul>
Shouryuu Dan (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed opponent blow back on first hit.</li> <li>• Increased hitstop on the first hit.</li> </ul>
Chou Reppa Dan (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded hitbox on beginning of attack.</li> </ul>
<b>■ JOE HIGASHI</b>	
Close Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 8F to 6F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 10F to 8F.</li> </ul>
Jump LK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 6F to 4F.</li> </ul>
Sliding	<ul style="list-style-type: none"> <li>• Increased frames where the attack is lower.</li> <li>• Expanded hurtbox upward. (The expanded area is now invulnerable to projectiles.)</li> </ul>
Hurricane Upper (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased overall frames by 2.</li> <li>• Increased hitstop on hit.</li> </ul>
Hurricane Upper (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> </ul>
Tiger Kick (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 8F to 6F.</li> <li>• Now invulnerable to in-air attacks.</li> <li>• Damage for hits besides startup were increased from 50 to 80.</li> </ul>
Tiger Kick (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased attack startup from 6F to 8F.</li> <li>• Increased time invulnerable.</li> </ul>
Bakuretsuken (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased opponent knockback duration during the part with multiple hits.</li> <li>• Reduced stun frames from 10→5.</li> </ul>
Screw Upper (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased time invulnerable.</li> </ul>
<b>■ RYO SAKAZAKI</b>	
Far Standing LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 5F to 4F.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Broadened distance recognition.</li> </ul>



Close Standing HK	<ul style="list-style-type: none"> <li>• Broadened distance recognition.</li> <li>• Now a low.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Reduced hurtbox size.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Increased cancel buffer by 2F.</li> </ul>
Jump LK (Jump, Hyper Jump)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox backwards.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Increased attack frames by 2F.</li> </ul>
Hyouchuu Wari (Cancel)	<ul style="list-style-type: none"> <li>• Now moves forward during attack.</li> </ul>
Jyoudan Uke	<ul style="list-style-type: none"> <li>• Increases Power Gauge from 50 to 80 upon triggering.</li> </ul>
Gedan Uke	<ul style="list-style-type: none"> <li>• Increases Power Gauge from 50 to 80 upon triggering.</li> </ul>
Kizami Duki	<ul style="list-style-type: none"> <li>• Increased Guard Crush damage from 80→120.</li> </ul>
Kohou (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased follow-up buffer by 1F after hit.</li> <li>• Increased damage from 65→80.</li> </ul>
Kohou (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 75/50 to 90/35.</li> </ul>
Ko-Ou Ken (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> <li>• Expanded attack hitbox.</li> <li>• Reduced overall frames by 6.</li> <li>• Reduced block recovery by 2F.</li> <li>• Reduced hitstop on hit.</li> <li>• Reduced float after hit.</li> </ul>
Ko-Ou Ken (EX)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 4.</li> </ul>
Hien Shippuu Kyaku (EX)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Zanretsuken (HP, EX Ver.)	<ul style="list-style-type: none"> <li>• Now moves closer to opponent after last hit.</li> <li>• Reduced recovery by 1F after hit.</li> </ul>
Ryuuko Ranbu (MAX)	<ul style="list-style-type: none"> <li>• Resolved an issue where during certain circumstances, hits wouldn't register after Climax Cancelling.</li> </ul>

■ ROBERT GARCIA	
Kouryuu Koukyaku-Geri	<ul style="list-style-type: none"> <li>Expanded attack hitbox downward.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Reduced upper-side hitbox.</li> </ul>
Hien Senpū Kyaku (HK Ver.)	<ul style="list-style-type: none"> <li>Reduced attack startup from 14F to 12F.</li> <li>Reduced float after hit in-air.</li> <li>Expanded hitbox on the fourth hit.</li> </ul>
■ KING	
Close Standing HP	Reduced attack startup from 6F to 5F.
Far Standing LK	<ul style="list-style-type: none"> <li>Now cancellable by Special Moves and above.</li> <li>Increased Guard Point frames by 1F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>Reduced attack startup from 9F to 7F.</li> </ul>
Tornado Kick (LK Ver.)	<ul style="list-style-type: none"> <li>Now cancellable from CLIMAX Super Special Moves.</li> </ul>
Trap Shot (EX)	<ul style="list-style-type: none"> <li>Increased overall frames by 10.</li> <li>Had total invulnerability, now just invulnerable to in-air attacks.</li> </ul>
■ MAI SHIRANUI	
Rush	<ul style="list-style-type: none"> <li>Resolved an issue where during certain circumstances, the entire MAX Mode Gauge would be drained.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>Reduced knockback distance on hit and block.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>Expanded pushbox and grab box forward.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>Expanded attack hitbox downward. (Expanded area is only for when the opponent is in a hit state.)</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>Reduced hurtbox size.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Reduced upper-side hitbox.</li> <li>Expanded attack hitbox downward.</li> <li>Expanded hurtbox downward.</li> <li>Increased overall frames by 2.</li> </ul>
Target Combo 1	<ul style="list-style-type: none"> <li>Increased damage of second hit from 45 to 60.</li> <li>Second hit now force-stands opponents.</li> <li>Reduced opponent knockback distance on hit.</li> <li>Increased cancel window by 10F.</li> </ul>
Kachousen (LP Ver.)	<ul style="list-style-type: none"> <li>Reduced knockback duration by 2F when blocking.</li> </ul>

Musasabi no Mai · Back, Front (Normal Ver.)	<ul style="list-style-type: none"> <li>· Can now jump attack after touching the side of the stage.</li> </ul>
Musasabi no Mai · Back, Front (EX)	<ul style="list-style-type: none"> <li>· Now has projectile immunity partway through attack.</li> </ul>
Kagerou no Mai	<ul style="list-style-type: none"> <li>· Reduced follow-up attack window besides on the last hit.</li> <li>· The normal and MAX versions of the final attack are now only able to be entered once each.</li> </ul>
<b>■ YURI SAKAZAKI</b>	
Shatter Strike	<ul style="list-style-type: none"> <li>· Changed the motion.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>· Expanded attack hitbox downward.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>· Reduced attack startup from 5F to 4F.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>· Reduced attack startup from 13F to 10F.</li> </ul>
Shien	<ul style="list-style-type: none"> <li>· Reduced opponent knockback distance on hit and block.</li> </ul>
Ko-Ou Ken	<ul style="list-style-type: none"> <li>· Reduced time necessary for a full charge by 5F.</li> </ul>
Kuuga (HP Ver.)	<ul style="list-style-type: none"> <li>· Increased damage of first hit from 65 to 80.</li> </ul>
Kuuga (EX)	<ul style="list-style-type: none"> <li>· Reduced attack startup from 6F to 4F.</li> <li>· Expanded hitbox on the first hit.</li> <li>· Expanded hitbox and pushbox on third and fourth hit.</li> </ul>
Hyakuretsu Binta (HK Ver.)	<ul style="list-style-type: none"> <li>· Increased movement speed.</li> </ul>
Haoh Shoukou Ken (HP Ver.)	<ul style="list-style-type: none"> <li>· Reduced attack startup from 17F to 11F.</li> <li>· Increased projectile speed.</li> <li>· Increased overall frames by 4.</li> </ul>
<b>■ ATHENA ASAMIYA</b>	
Shatter Strike	<ul style="list-style-type: none"> <li>· Changed the motion.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>· Reduced above-facing hurtbox.</li> <li>· Now cancellable by Special Moves and above.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>· Reduced upper-side hitbox.</li> </ul>
Jump HP	<ul style="list-style-type: none"> <li>· Increased attack frames by 2F.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>· Increased attack frames by 2F.</li> </ul>

Phoenix Bomb (Air)	<ul style="list-style-type: none"> <li>• Now possible to execute going backward when inputting from a backstep.</li> </ul>
Psycho Ball Attack (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced block recovery by 2F.</li> </ul>
Psycho Sword	<ul style="list-style-type: none"> <li>• Changed opponent blow back besides on the last hit.</li> </ul>
Psycho Reflector (Normal Ver.)	<ul style="list-style-type: none"> <li>• Added an LK version.</li> <li>*The LK version does not reflect projectiles, but instead nulls them.</li> </ul>
Phoenix Arrow (EX)	<ul style="list-style-type: none"> <li>• Attack does not hit from behind.</li> <li>• Reduced knockback distance on block.</li> <li>• Increased guard recovery for the attack in-air.</li> </ul>
Psychic Teleport (EX)	<ul style="list-style-type: none"> <li>• Had total invulnerability partway attack, but now only invulnerable to projectiles.</li> <li>• Increased overall frames by 3.</li> </ul>
Psycho Shoot (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 24F to 21F.</li> <li>• Increased projectile speed.</li> </ul>
Psycho Shoot (EX)	<ul style="list-style-type: none"> <li>• Resolved an issue where this could be Super Cancelled.</li> </ul>
Psycho Remix☆Spark!	<ul style="list-style-type: none"> <li>• Expanded attack hitbox upwards.</li> </ul>
<b>■ BLUE MARY</b>	
Far Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 14F to 12F.</li> </ul>
Straight Slicer (EX)	<ul style="list-style-type: none"> <li>• Increased guard recovery by 2F.</li> <li>• Increased overall frames by 10.</li> <li>• Reduced guard recovery by 2F on final hit for the follow-up move Stun Fang.</li> <li>• Reduced guard recovery distance for the follow-up move Stun Fang.</li> </ul>
Real Counter (EX)	<ul style="list-style-type: none"> <li>• Greatly reduced recovery after connecting.</li> </ul>
<b>■ VANESSA</b>	
Close Standing HK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 7F to 5F.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced attack startup on second hit.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Reduced upper-side hitbox.</li> <li>• Reduced front-side hitbox.</li> <li>• Increased attack startup from 4F to 5F.</li> </ul>
Jump LK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 7F to 5F.</li> </ul>

Jump HP (Hop, Hyper Hop)	<ul style="list-style-type: none"> <li>• Attack does not hit from behind.</li> <li>• Reduced downward-side hitbox.</li> <li>• Shortened active frames by 2F.</li> </ul>
Sliding Puncher	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
One-Two Puncher (Cancel)	<ul style="list-style-type: none"> <li>• Reduced upper-side hitbox.</li> <li>• Expanded hurtbox.</li> <li>• Reduced attack startup on first hit from 5F to 8F.</li> <li>• Reduced block knockback duration by 2F on first hit.</li> <li>• Reduced front-side hitbox on second hit.</li> <li>• Reduced cancel buffer by 4F for the second hit.</li> <li>• Changed opponent blow back when hit in-air on second hit.</li> <li>• Increased overall frames by 9.</li> <li>• Increased combo scaling value.</li> <li>• Reduced traveled distance.</li> </ul>
Dash Puncher	<ul style="list-style-type: none"> <li>• Expanded hurtbox upwards during attack. (The expanded area is now invulnerable to projectiles.)</li> </ul>
Dash Puncher (Normal Ver.)	<ul style="list-style-type: none"> <li>• No longer hits multiple times during a combo.</li> </ul>
Dash Puncher (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>
Dash Puncher (EX)	<ul style="list-style-type: none"> <li>• Increased combo scaling value.</li> </ul>
Parrying Puncher (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed the following properties only when following up from Puncher Weaving. (LP and HP versions are the same.)</li> <li>• Removed Guard Point and ability to reflect projectiles.(LP Ver.)</li> <li>• Reduced overall frames by 6.(HP Ver.)</li> <li>• Reduced overall frames by 7.</li> </ul>
Puncher Vision (Forward, Backward)	<ul style="list-style-type: none"> <li>• Extended projectile invulnerability to the legs only when triggered from Puncher Weaving.</li> <li>• LK version can now be triggered from Puncher Weaving.</li> </ul>
Puncher Vision (Forward) (Normal Ver.)	<ul style="list-style-type: none"> <li>• Second-half of attack can now be Super Cancelled.</li> </ul>
Puncher Weaving (EX)	<ul style="list-style-type: none"> <li>• Projectile invulnerability continues on while button is held down.</li> </ul>
<b>■ LUONG</b>	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 6F to 4F.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Reduced attack startup from 13F to 10F.</li> </ul>

Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced overall frames by 3.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced overall frames by 1.</li> </ul>
Geki (EX)	<ul style="list-style-type: none"> <li>• Expanded hitbox on the third hit.</li> </ul>
Ren (EX)	<ul style="list-style-type: none"> <li>• Increased damage from 80→120.</li> </ul>
Kou (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup from 20F to 17F.</li> </ul>
Tei (Normal Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to projectiles.</li> <li>• Reduced attack startup from 12F to 8F.</li> <li>• Increased movement speed.</li> </ul>
<b>■ ROCK HOWARD</b>	
Far Standing HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack startup from 19F to 16F.</li> </ul>
Hard Edge (LP Ver.)	<ul style="list-style-type: none"> <li>• Rising Tackle (LP Ver.) can now be cancelled on hit or block when EXT powerup is active.</li> </ul>
Hard Edge (EX)	<ul style="list-style-type: none"> <li>• Expanded hurtbox downward.</li> </ul>
Rising Tackle (LP, EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox forward.</li> </ul>
Type: Dunk (EX)	<ul style="list-style-type: none"> <li>• Decreased damage from 120→80.</li> </ul>
Type: Shift	<ul style="list-style-type: none"> <li>• Resolved an issue where under certain circumstances, Type: Shift would not behave as intended.</li> </ul>
Shinkuu Nage (EX)	<ul style="list-style-type: none"> <li>• Decreased follow-up damage from 120 to 80.</li> </ul>
<b>■ B. JENET</b>	
Rush	<ul style="list-style-type: none"> <li>• Resolved an issue where LK would come out on the second hit.</li> </ul>
Dash	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox downward.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Now moves forward.</li> </ul>

Close Standing HK	<ul style="list-style-type: none"> <li>Expanded hitbox downward on the second hit.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>Increased attack frames by 3F.</li> <li>Now moves forward.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>Reduced attack startup from 5F to 4F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>Reduced attack startup from 10F to 7F.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Reduced attack startup from 14F to 12F.</li> <li>Now cancellable by Command Moves and above.</li> <li>Increased recovery frames by 2F after attack finishes.</li> </ul>
Jump LK (Hop, Hyper Hop)	<ul style="list-style-type: none"> <li>Expanded attack hitbox backwards.</li> </ul>
Jump HP	<ul style="list-style-type: none"> <li>Increased attack frames by 2F.</li> <li>Reduced hurtbox size.</li> </ul>
Jumping Blow Back (Hop, Hyper Hop)	<ul style="list-style-type: none"> <li>Increased attack frames by 2F.</li> </ul>
Rolling Thunder	<ul style="list-style-type: none"> <li>It is now possible to hit once with the normal version and once with the canceled version during a combo.</li> </ul>
Baffrass (EX)	<ul style="list-style-type: none"> <li>Increased projectile speed.</li> <li>Can now OTG.</li> </ul>
Crazy Ivan (HP Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 80→100.</li> <li>Expanded attack hitbox upwards.</li> <li>Changed opponent blow back on hit.</li> </ul>
Gulf Tomahawk (HK Ver.)	<ul style="list-style-type: none"> <li>Reduced downward-facing hurtbox.</li> <li>Decreased landing recovery by 2F.</li> <li>Increased damage of second hit from 40 to 60.</li> <li>Changed opponent blow back when hit on-ground on second hit.</li> </ul>
Gulf Tomahawk (EX)	<ul style="list-style-type: none"> <li>Decreased damage from 120→80.</li> <li>Reduced traveled distance.</li> </ul>
Harrier Bee	<ul style="list-style-type: none"> <li>Increased cancel window into attack by 2F.</li> <li>Reduced hurtbox for first, second, and third hits.</li> </ul>
Harrier Bee (Normal Ver.)	<ul style="list-style-type: none"> <li>Increased damage of first, second, and third hits from 20 to 30.</li> </ul>
Harrier Bee (LK Ver.)	<ul style="list-style-type: none"> <li>Reduced fall speed if player chooses not to follow through.</li> </ul>
The Hind (Normal Ver.)	<ul style="list-style-type: none"> <li>Resolved an issue where under certain circumstances, damage decay would not properly apply on hit.</li> </ul>
The Hind (LK Ver.)	<ul style="list-style-type: none"> <li>Now invulnerable to in-air attacks.</li> <li>Reduced attack startup from 12F to 8F.</li> <li>Changed opponent blow back on last hit.</li> <li>Greatly increased landing recovery.</li> </ul>

The Hind (HK Ver.)	<ul style="list-style-type: none"> <li>• Changed to blow back opponent when hit on-ground on first hit.</li> <li>• Increased distance travelled.</li> <li>• Expanded hitbox forward on the first hit.</li> <li>• Increased buffer frames when breaking.</li> </ul>
The Hind (EX)	<ul style="list-style-type: none"> <li>• Increased in-air invulnerability frames.</li> <li>• Greatly increased landing recovery.</li> </ul>
<b>■ GATO</b>	
Crouching HK	<ul style="list-style-type: none"> <li>• Increased overall frames by 3.</li> <li>• No longer moves forward.</li> </ul>
Jump HP	<ul style="list-style-type: none"> <li>• Expanded body hurtbox.</li> </ul>
Jump HK	<ul style="list-style-type: none"> <li>• Reduced front-side hitbox.</li> <li>• Recued the lower hitbox for the continued final portion.</li> <li>• Added a hurtbox right before attack triggers.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Expanded hurtbox.</li> <li>• Added a hurtbox right before attack triggers.</li> </ul>
Quaking Fang	<ul style="list-style-type: none"> <li>• Reduced cancel buffer for follow-up.</li> </ul>
Quaking Fang (EX)	<ul style="list-style-type: none"> <li>• Reduced knockback duration by 2F when blocking.</li> <li>• Increased opponent hitstop by 4F on hit.</li> <li>• Increased overall frames by 4.</li> </ul>
Arrow Fang (EX)	<ul style="list-style-type: none"> <li>• Decreased damage from 120→80.</li> </ul>
Sliding Fang (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced overall frames by 2.</li> <li>• Increased attack frames by 2F.</li> </ul>
Counterattack Fang	<ul style="list-style-type: none"> <li>• Expanded hitbox of the part of the blow after a strike is made.</li> </ul>
Counterattack Fang (Normal Ver.)	<ul style="list-style-type: none"> <li>• The attack frames of the part of the strike that lands have been increased by 3F.</li> <li>• Increased invulnerability frames after landing a strike.</li> </ul>
Cipher Fang	<ul style="list-style-type: none"> <li>• Expanded grab box.</li> <li>• Expanded pushbox.</li> </ul>
Lightning Fang (LK, EX Ver.)	<ul style="list-style-type: none"> <li>• Greatly increased landing recovery.</li> </ul>
Freeze Fang (MAX)	<ul style="list-style-type: none"> <li>• Resolved an issue where during certain circumstances, hits wouldn't register after Climax Cancelling.</li> </ul>
<b>■ OMEGA RUGAL</b>	
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced attack startup from 5F to 4F.</li> </ul>
Double Tomahawk (Cancel)	<ul style="list-style-type: none"> <li>• Now moves forward.</li> </ul>



Dark Barrier (LK Ver.)	<ul style="list-style-type: none"><li>· Increased recovery on whiff.</li></ul>
Genocide Cutter (LK Ver.)	<ul style="list-style-type: none"><li>· Reduced attack startup from 9F to 6F.</li><li>· Increased recovery besides on hit.</li></ul>
Genocide Cutter (HK Ver.)	<ul style="list-style-type: none"><li>· Reduced attack startup from 11F to 9F.</li></ul>
Genocide Cutter (EX)	<ul style="list-style-type: none"><li>· Reduced attack startup from 9F to 6F.</li></ul>
Dread Fatal Wave	<ul style="list-style-type: none"><li>· Resolved an issue where under certain circumstances, damage decay would be too high on hit.</li></ul>