

# THE KING OF FIGHTERS XV Patch Ver.1.62

## ■ Patch Ver.1.62 Refinement Intentions

Overall, we have made gameplay adjustments by increasing the performance of less frequently used characters, slightly reducing the performance of more powerful characters and moves, and also making changes to some systems to make KOF XV slightly easier to play.

In addition, the performance of some characters have been refined by increasing their combo scaling values because their Blow Back attacks had a higher return on hit than other techniques and its frequency of use was skewed.

For more details on what was changed, please reach each character's individual page.

## ■ System

Changed Area	Description of Change
Member Selection	<ul style="list-style-type: none"><li>Renewed design.</li></ul>
Room Match	<ul style="list-style-type: none"><li>Can now change the Battle Settings from within the room before confirming to fight.</li></ul>
DJ STATION	<ul style="list-style-type: none"><li>Added the jacket for KOF Staff Roll BGM Collection.</li><li>Added the track Still Green -KOF XV ver. to THE KING OF FIGHTERS XV jacket.</li></ul>
Battle Announcer	<ul style="list-style-type: none"><li>Resolved an issue where, under certain circumstances, the commentator would say something different than what was happening during the match.</li></ul>
Other	<ul style="list-style-type: none"><li>Resolved various minor issues.</li></ul>

## ■ ALL CHARACTERS

Changed Area	Patch Notes
MAX Mode	<ul style="list-style-type: none"> <li>• Power gauge now accumulates during MAX mode.</li> </ul>
Dashing	<ul style="list-style-type: none"> <li>• The hurtbox for characters' heads no longer move forward.</li> <li>• Resolved an issue that prevented some characters from guarding immediately after stopping at a certain time during a dash.</li> </ul>
Crouching LK for All Characters	<ul style="list-style-type: none"> <li>• No longer hits in-air opponents.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Increased combo scaling value.</li> </ul>
Guard Cancel Blow Back	<ul style="list-style-type: none"> <li>• Cannot be followed up.</li> </ul>
Counter Throw	<ul style="list-style-type: none"> <li>• Counter throws are no longer possible to be performed during normal attacks, command moves, and blow back recovery.</li> <li>• Distance between characters after a counter throw is now the same for all characters.</li> </ul>
Normal Air Throws	<ul style="list-style-type: none"> <li>• All characters, besides Clark, have the same horizontal grab range.</li> <li>*Clark has a larger horizontal grab range than each of the other characters.</li> </ul>
Special Moves (moves with → ↓ ↘ inputs) for all characters	<ul style="list-style-type: none"> <li>• Reduced command input window duration.</li> <li>*This adjustment will make it harder for accidental → ↓ ↘ inputs.</li> </ul>
Special Moves (throws) for all characters	<ul style="list-style-type: none"> <li>• Except for some techniques, the power gauge now increases by 50 on throw startup.</li> <li>• Increased all recovery frames on whiff except for some techniques.</li> </ul>

Changed Area	Patch Notes
Far Standing LP	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Reduced knockback distance.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 9F to 7F.</li> </ul>
Jump Attack	<ul style="list-style-type: none"> <li>• Combo scaling value is now larger when performing Thruster Vision · Front (EX) or Thruster Vision · Back (EX).</li> </ul>
Sky Axe (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be cancelled before attack occurs.</li> </ul>
Sky Axe (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> <li>• Can now be cancelled into Thruster Vision (Normal Ver.).</li> </ul>
Ground Hammer (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased knockback duration.</li> <li>• Increased all recovery frames.</li> </ul>
Ground Hammer (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced distance travelled.</li> <li>• Increased all recovery frames.</li> </ul>
Scarlet Phantom (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased attack startup from 10F to 16F.</li> <li>• Reduced distance travelled.</li> <li>• Increased opponent guard recovery.</li> <li>• Increased knockback distance on block.</li> </ul>
Aqua Spear (Normal Ver.)	<ul style="list-style-type: none"> <li>• The power gauge now increases more on startup.</li> <li>• Expanded attack hitbox.</li> </ul>
Aqua Spear (EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 14F to 12F.</li> </ul>
Rising Efrete (LP Ver.)	<ul style="list-style-type: none"> <li>• The power gauge now increases more on startup.</li> <li>• Now invulnerable to aerial attacks.</li> <li>• Now invulnerable to throws.</li> <li>• Cannot be followed up.</li> <li>• Increased all recovery frames.</li> </ul>
Blau Wing (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced power gauge increase on startup.</li> <li>• The power gauge now increases more on hit or block.</li> <li>• Reduced landing recovery when followed after either Thruster Vision · Slant or Thruster Vision · Under.</li> </ul>
Blau Wing (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced power gauge increase on startup.</li> <li>• The power gauge now increases more on hit or block.</li> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Thruster Vision · Front (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced the timing for the attack to come out.</li> <li>• Reduced landing recovery when NOT followed by Blau Wing.</li> </ul>
Thruster Vision · Back (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced the timing for the attack to come out.</li> <li>• Increased fall speed.</li> <li>• Reduced landing recovery when NOT followed by Blau Wing.</li> </ul>
Thruster Vision · Slant	<ul style="list-style-type: none"> <li>• Removed push box.</li> <li>• Reduced landing recovery frames.</li> </ul>
Gaianic Burst (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> <li>• Increased all recovery frames.</li> </ul>
Gaianic Burst (MAX Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>

# MEITENKUN

Changed Area	Patch Notes
Shatter Strike	<ul style="list-style-type: none"> <li>Resolved an issue where the guard point box would move upwards.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>Can now be cancelled before attack occurs.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>Decreased attack startup from 5F to 4F.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>Reduced hurtbox size.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>Moved attack hitbox downward.</li> </ul>
Sen-Siss Hou (LP Ver.)	<ul style="list-style-type: none"> <li>The LVL1 version will now always trigger.</li> <li>Reduced the timing needed for a Super Cancel.</li> <li>Increased the Super Cancel input window.</li> </ul>
Sen-Siss Hou (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced the timing needed for a Super Cancel.</li> <li>Increased the Super Cancel input window.</li> </ul>
Sen-Siss Hou/Follow Up (EX Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 40 to 60.</li> </ul>
Geki Hou (LP Ver.)	<ul style="list-style-type: none"> <li>The LVL1 version will now always trigger.</li> </ul>
Ressen Kyaku (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced power gauge increase on startup.</li> <li>The power gauge now increases more on hit or block.</li> <li>Expanded attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Ressen Kyaku (EX Ver.)	<ul style="list-style-type: none"> <li>Now faces the opponent when triggered after flying overhead.</li> <li>Expanded attack hitbox.</li> <li>Expanded hurtbox.</li> <li>Expanded pushbox downwards.</li> <li>Increased damage on each hit from 30 to 40.</li> </ul>
Chou Geki Hou (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames.</li> </ul>
Chou Geki Hou (MAX Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Reduced all recovery frames.</li> </ul>
Hakuchuu Musou (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> </ul>
Seikaku Meitengyobu	<ul style="list-style-type: none"> <li>Reduced all recovery frames on hit.</li> </ul>

# ■ BENIMARU

Changed Area	Patch Notes
Far Standing HK	<ul style="list-style-type: none"> <li>• Now invulnerable to low attacks while attack is in motion.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> <li>• Reduced all recovery frames.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> </ul>
Iai-Geri (LK Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 5F.</li> <li>• Increased cancel window duration for follow-up.</li> </ul>
Iai-Geri (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased cancel window duration for follow-up.</li> </ul>
Inazuma Sandan-Geri (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> </ul>
Raimeitou (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Expanded hurtbox.</li> <li>• Increased opponent hitstop on hit.</li> </ul>
Raimeitou (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased attack startup from 21F to 25F.</li> <li>• Reduced attack hitbox.</li> <li>• Reduced distance travelled.</li> <li>• Expanded hurtbox.</li> </ul>
Raimeitou (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased the timing for startup protection.</li> <li>• Expanded hurtbox.</li> </ul>
Raijinken (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced the timing needed for a Super Cancel.</li> </ul>
Raijinken (HP Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 23F to 19F.</li> </ul>
Air · Raijinken (LP Ver.)	<ul style="list-style-type: none"> <li>• Now travels straight down when falling.</li> </ul>

Changed Area	Patch Notes
Pushbox Hurtbox	<ul style="list-style-type: none"> <li>• Reduced pushbox.</li> <li>• Reduced hurtbox size.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Cloud (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Designs (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Changed from a mid to a low attack.</li> </ul>
To Front (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames when this does not touch an opponent.</li> </ul>
Throwie C (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Pressing Backward after attack startup will now cause the character to jump vertically.</li> </ul>
Piecing A (EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased damage on all hits from 20 to 10 except the last one.</li> <li>• Increased damage on the last hit from 70 to 100.</li> </ul>
King of Piece: I&A	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>

# HEIDERN

Changed Area	Patch Notes
Far Standing LK	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 11F to 8F.</li> </ul>
Shooter Narnagel (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 17F to 15F.</li> <li>• Reduced all recovery frames.</li> </ul>
Cross Cutter (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Moon Slasher (Normal Ver.)	<ul style="list-style-type: none"> <li>• Damage dealt when hitting the tip of the slash is now the same when hit up close.</li> <li>• Reduced knockback distance on block.</li> <li>• Increased opponent hitstop on block.</li> <li>• Increased all recovery frames on block or whiff.</li> </ul>
Moon Slasher (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> <li>• Increased opponent hitstop on block.</li> </ul>
Storm Bringer (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased damage on the first hit from 30 to 50.</li> </ul>
Stinger (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased opponent hitstop on hit.</li> <li>• Altered opponent behavior when hit in-air.</li> </ul>
Stinger (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced combo scaling value.</li> </ul>
Heidern End (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> </ul>
Heidern End (MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> </ul>

## ■ DOLORES

Changed Area	Patch Notes
Close Standing HK	<ul style="list-style-type: none"><li>• No longer travels forward during beginning of attack.</li><li>• Can now be cancelled.</li><li>• Expanded attack hitbox.</li></ul>
Crouching LK	<ul style="list-style-type: none"><li>• Increased time it takes to get lower to the ground.</li></ul>
Jumping LP	<ul style="list-style-type: none"><li>• Decreased attack startup from 5F to 4F.</li><li>• Expanded attack hitbox.</li></ul>
Qafas Qabl (LP Ver.)	<ul style="list-style-type: none"><li>• Increased opponent hitstop on hit.</li></ul>
Qafas Qabl (HP Ver.)	<ul style="list-style-type: none"><li>• Reduced all recovery frames.</li></ul>
Qafas Qabl (EX Ver.)	<ul style="list-style-type: none"><li>• Expanded attack hitbox on second hit.</li><li>• Increased distance opponent is pulled towards character on second hit.</li></ul>
Qafas Khalfi (HK Ver.)	<ul style="list-style-type: none"><li>• Reduced all recovery frames.</li></ul>
Qafas Khalfi (EX Ver.)	<ul style="list-style-type: none"><li>• Expanded attack hitbox on second hit.</li><li>• Increased distance opponent is pulled towards character on second hit.</li></ul>

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> <li>• Can no longer whiff cancel.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Expanded close proximity recognition.</li> <li>• Can now be rapid cancelled into attacks other than Close Standing LK.</li> <li>• No longer travel forward during cancel.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Increased cancel window duration.</li> </ul>
Jumping LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 4F.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Increased attack frames.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Increased attack startup from 10F to 12F.</li> </ul>
R.E.D. Kick (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
75 Shiki • Kai (Follow Up)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Reduced knockback distance on block.</li> <li>• Reduced opponent guard recovery.</li> </ul>
75 Shiki • Kai (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block of second hit.</li> <li>• Reduced opponent guard recovery on block of second hit.</li> </ul>
427 Shiki • Hikigane	<ul style="list-style-type: none"> <li>• Removed invulnerability to low attacks.</li> </ul>
Ura 1212 Shiki • Yakumo	<ul style="list-style-type: none"> <li>• Increased damage from 420 to 440.</li> <li>• Changed distance between opponent and character on hit.</li> </ul>

Changed Area	Patch Notes
Far Standing HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> <li>• Reduced all recovery frames.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Jumping LP (Normal/Hyper Jumps)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 4F.</li> </ul>
Jumping (Hop/Hyper Hops)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
127 Shiki • Aoihana2 (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased opponent hitstop on hit.</li> </ul>
212 Shiki • Kototsuki In (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
212 Shiki • Kototsuki In (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased knockback duration on first hit.</li> <li>• Increased damage on the first hit from 30 to 60.</li> <li>• Decreased damage on the second hit from 130 to 100.</li> </ul>
212 Shiki • Kototsuki In (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased damage on the second hit from 80 to 100.</li> <li>• Increased minimum guaranteed damage on the second hit from 16 to 50.</li> </ul>
311 Shiki • Tsumakushi (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced power gauge increase on startup.</li> </ul>
Kin 1211 Shiki • Yaotome (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block.</li> </ul>
Ura 1018 Shiki • Yashiori (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased damage on the last hit from 65 to 80.</li> </ul>
Ura 1018 Shiki • Yashiori (MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased damage on the last hit from 70 to 80.</li> </ul>

Changed Area	Patch Notes
Far Standing HK	<ul style="list-style-type: none"> <li>• Expanded hurtbox before attack startup.</li> <li>• Increased all recovery frames.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Expanded hurtbox.</li> <li>• Moved pushbox back.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Expanded hurtbox before attack startup.</li> <li>• No longer travels forward.</li> </ul>
Jo Katsu Cang Cang (Normal Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to low attacks while attack is in motion.</li> </ul>
100 Katsu Tenjin no Kotowari (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased time it takes for clone to disappear.</li> </ul>
100 Katsu Tenjin no Kotowari (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased opponent hitstop on block.</li> </ul>
108 Katsu Tamayura no Shitsune (HP Ver.)	<ul style="list-style-type: none"> <li>• Can now OTG.</li> </ul>
108 Katsu Tamayura no Shitsune (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased combo scaling value.</li> </ul>
Uramen 85 Katsu Reigi no Ishizue (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Sealed timer no longer starts during Uramen 31 Katsu Kyuusen no Jouhari attack animation.</li> </ul>

Changed Area	Patch Notes
Close Standing LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Floreal	<ul style="list-style-type: none"> <li>• Reduced stun value.</li> </ul>
Floreal · Instant	<ul style="list-style-type: none"> <li>• Now invulnerable to low attacks while attack is in motion.</li> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> <li>• Reduced stun value.</li> </ul>
Ventose (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced stun value.</li> <li>• Increased chip damage.</li> <li>• Increased Guard Crush value.</li> </ul>
Ventose (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased Guard Crush value.</li> </ul>
Nivose (Normal Ver.)	<ul style="list-style-type: none"> <li>• Resolved an issue where the counter hitbox was left after the attack finished.</li> </ul>
Nivose (EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 4F.</li> <li>• Expanded attack hitbox on first and second hit. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> <li>• Expanded attack hitbox on third and fourth hit.</li> <li>• Increased damage on the first hit from 50 to 70.</li> <li>• Decreased damage on the second hit from 40 to 20.</li> <li>• Resolved an issue where the counter hitbox was left after the attack finished.</li> </ul>
Genie (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox horizontally.</li> <li>• Increased damage from 50 to 70.</li> <li>• Increased chip damage.</li> </ul>
Genie (LP + HP Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Increased damage from 70 to 90.</li> <li>• Increased chip damage.</li> <li>• Increased Guard Crush value.</li> </ul>
Genie (LK + HK Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 35F to 30F.</li> <li>• Expanded attack hitbox.</li> <li>• Increased damage from 70 to 90.</li> <li>• Increased chip damage.</li> <li>• Increased Guard Crush value.</li> </ul>
Thermidor (MAX Ver.)	<ul style="list-style-type: none"> <li>• Pressing Backward after attack startup will now change projectile speed.</li> <li>• Reduced attack startup when performing an Advanced Cancel.</li> <li>• Projectile can no longer be reflected.</li> <li>• Projectile is now at max level.</li> <li>• Expanded attack hitbox.</li> <li>• Increased chip damage.</li> <li>• Reduced all recovery frames.</li> </ul>
Sans-culotte	<ul style="list-style-type: none"> <li>• Increased invulnerability.</li> <li>• Decreased minimum guaranteed damage from 150 to 100.</li> </ul>

# ■ ELISABETH

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 10F to 8F.</li> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> <li>• Increased cancel window duration.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Jumping LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> <li>• Reduced front-facing hurtbox after attack startup.</li> </ul>
Jumping LK	<ul style="list-style-type: none"> <li>• Expanded hurtbox.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Reduced hurtbox before attack startup.</li> <li>• Expanded hurtbox during attack startup.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Expanded hurtbox before attack startup.</li> <li>• Expanded hurtbox after attack startup.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced distance travelled.</li> <li>• Expanded hitbox downwards.</li> <li>• Reduced upward-facing hitbox.</li> <li>• Expanded hurtbox downwards.</li> <li>• Reduced upward-facing hurtbox.</li> </ul>
Éclair (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased opponent hitstop on hit.</li> </ul>
Étincelle (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased Guard Crush value.</li> <li>• Increased stun value.</li> <li>• Reduced all recovery frames.</li> </ul>
Étincelle (EX Ver.)	<ul style="list-style-type: none"> <li>• Pressing Forward or Backward after attack startup will now change the trajectory of the projectile.</li> <li>• Increased Guard Crush value.</li> <li>• Reduced all recovery frames.</li> </ul>
Coup · de · Vent (LP Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 14F to 12F.</li> </ul>
Illusion (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded counter hitbox for physical attacks.</li> <li>• Counter no longer triggers when hit from behind.</li> </ul>
Illusion (EX Ver.)	<ul style="list-style-type: none"> <li>• Counter no longer triggers when hit from behind.</li> </ul>
Grêle (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed from an overhead to a mid attack.</li> <li>• Increased attack startup from 22F to 26F.</li> <li>• Increased knockback distance on block.</li> <li>• Reduced all recovery frames.</li> </ul>
Aurore (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced projectile reflect hitbox from behind.</li> </ul>
Grand Rafale (MAX Ver.)	<ul style="list-style-type: none"> <li>• Reduced combo scaling value when this anywhere juggle lands.</li> </ul>
Fête de la Lumière	<ul style="list-style-type: none"> <li>• Decreased minimum guaranteed damage from 290 to 240.</li> </ul>

Changed Area	Patch Notes
Dashing	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Jumping LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 4F.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> </ul>
Fussa Ken (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
On Ground Bossa-Shougeki (HK Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 35F to 32F.</li> <li>• Reduced knockback distance on block.</li> </ul>
Nessa Goku Fujin (MAX Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup when performing an Advanced Cancel.</li> </ul>
Goku Nessa Housairyu	<ul style="list-style-type: none"> <li>• Expanded attack hitbox when performing a Climax Cancel.</li> </ul>

Changed Area	Patch Notes
Far Standing LK	<ul style="list-style-type: none"> <li>• Can now be cancelled into Command Moves.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Increased attack frames.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 7F to 4F.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Increased attack startup from 9F to 12F.</li> <li>• Expanded hurtbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 10F to 8F.</li> <li>• Now travels forward.</li> </ul>
Emergency Slide (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Reduced opponent guard recovery.</li> </ul>
Blaze Thrower (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced combo scaling value.</li> <li>• Can now OTG.</li> </ul>
Heat Shield (Normal Ver.)	<ul style="list-style-type: none"> <li>• No longer hits opponents behind the character.</li> <li>• Increased all recovery frames on block and whiff.</li> <li>• Reduced attack frames.</li> <li>• Reduced Super Cancel window.</li> </ul>
Heat Shield (EX Ver.)	<ul style="list-style-type: none"> <li>• No longer hits opponents behind the character.</li> <li>• Altered opponent behavior on hit.</li> <li>• Increased damage on the first hit from 85 to 115.</li> <li>• Increased all recovery frames on block and whiff.</li> </ul>
Strike Slash (LK Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> <li>• Reduced knockback distance on block.</li> </ul>
Fusion Blaster (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> <li>• Increased all recovery frames.</li> </ul>
Fusion Blaster (MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased time needed for full charge.</li> </ul>

Changed Area	Patch Notes
Far Standing LK	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Increased all recovery frames.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 15F to 13F.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased time it takes to get lower to the ground.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Increased attack startup from 6F to 8F.</li> <li>• Reduced attack hitbox.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Crow Bite (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> </ul>
Crow Bite (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased attack startup from 4F to 5F.</li> </ul>
Crow Bite (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Altered opponent behavior on hit.</li> </ul>
Diamond Breath (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced power gauge increase on startup.</li> <li>• Increased the timing for startup protection.</li> <li>• Increased projectile nullifying hitbox startup.</li> </ul>
Ray Spin (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced power gauge increase on startup.</li> </ul>
Ray Spin (EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased damage from 40/40 to 30/30.</li> <li>• Reduced knockback distance on block.</li> <li>• Increased all recovery frames on block or whiff.</li> <li>• Can no longer be followed up when guarded.</li> </ul>
Ray Spin (Stand) (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased projectile damage from 40 to 80.</li> <li>• Altered opponent behavior on hit while grounded.</li> </ul>
Ray Spin (Sit) (EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased damage from 40 to 30.</li> </ul>
Falling Snowman (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Frozen Arena (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>(Expanded area for attack can only land when opponent is in an in-hit state.)</li> </ul>
Frozen Arena (MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased invulnerability.</li> </ul>

Changed Area	Patch Notes
Far Standing HK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 11F to 8F.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Reduced knockback distance.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased time it takes to get lower to the ground.</li> </ul>
Red Sky (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased attack startup from 21F to 25F.</li> <li>• Increased distance travelled.</li> <li>• Reduced all recovery frames on block.</li> <li>• Increased damage from 80 to 100.</li> </ul>
Unchain · Tornado	<ul style="list-style-type: none"> <li>• Added an EX version.</li> </ul>
Circle · Hammer Blow	<ul style="list-style-type: none"> <li>• Reduced combo scaling value when landed during a combo.</li> </ul>
Finish · Rolling	<ul style="list-style-type: none"> <li>• Changed from an overhead to a mid attack.</li> <li>• Altered opponent behavior when hit in-air.</li> <li>• Reduced combo scaling value.</li> <li>• Can now be Super Cancelled.</li> <li>• Increased damage on the first and second hit from 20 to 40.</li> </ul>
Finish · Grapple Kick	<ul style="list-style-type: none"> <li>• Resolved an issue where the combo scaling value was not properly working.</li> </ul>
Real Rave (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be Advanced Cancelled on hit.</li> </ul>
Blue Monday Counter (Normal Ver.)	<ul style="list-style-type: none"> <li>• Removed invulnerability.</li> <li>• Counter hitbox now triggers on the first frame.</li> <li>• Expanded counter hitbox.</li> <li>• Increased counter hitbox frames.</li> <li>• Increased all recovery frames when Counter does not trigger.</li> </ul>
Blue Monday Counter (MAX Ver.)	<ul style="list-style-type: none"> <li>• Removed throw invulnerability.</li> <li>• Expanded counter hitbox.</li> <li>• Increased counter hitbox frames.</li> <li>• Can now combo from an Advanced Cancel.</li> <li>• Can now Climax Cancel from an Advanced Cancel.</li> <li>• Increased all recovery frames when Counter does not trigger.</li> </ul>
Ascension Time	<ul style="list-style-type: none"> <li>• Increased attack frames.</li> </ul>

# YASHIRO

Changed Area	Patch Notes
Far Standing LP	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> <li>Increased all recovery frames.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>Increased attack startup from 5F to 7F.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>Reduced distance travelled.</li> <li>Increased all recovery frames.</li> </ul>
Jumping LK	<ul style="list-style-type: none"> <li>Decreased attack startup from 8F to 5F.</li> <li>Reduced hurtbox size.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Expanded hurtbox before attack startup.</li> <li>Reduced attack hitbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>Expanded hurtbox before attack startup.</li> </ul>
Step Side Kick (Cancel Ver.)	<ul style="list-style-type: none"> <li>Decreased opponent hitstop on hit.</li> </ul>
Missile Might Bash (LP/EX Ver.)	<ul style="list-style-type: none"> <li>Reduced knockback distance on block of last hit.</li> </ul>
Missile Might Bash (HP Ver.)	<ul style="list-style-type: none"> <li>Altered opponent behavior on hit.</li> <li>Reduced knockback distance on block of last hit.</li> </ul>
Upper Duel (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced knockback distance on block.</li> <li>Reduced opponent guard recovery.</li> <li>Increased all recovery frames on whiff.</li> </ul>
Upper Duel (EX Ver.)	<ul style="list-style-type: none"> <li>Now invulnerable to throws.</li> <li>Cannot be followed up.</li> <li>Increased Guard Point frames.</li> <li>Reduced hurtbox size on first hit.</li> <li>Expanded attack hitbox on second hit.</li> <li>Expanded attack hitbox on third hit.</li> <li>Reduced distance moved after second hit.</li> <li>Increased damage on the last hit from 70 to 100.</li> <li>Reduced knockback distance on block.</li> <li>Reduced opponent guard recovery.</li> <li>Increased all recovery frames on whiff.</li> </ul>
Jet Counter (LP Ver.)	<ul style="list-style-type: none"> <li>Reduced knockback duration on block.</li> </ul>
Jet Counter (HP Ver.)	<ul style="list-style-type: none"> <li>Decreased opponent hitstop on hit.</li> <li>Reduced knockback distance on hit.</li> <li>Reduced all recovery frames.</li> </ul>
Jet Counter (EX Ver.)	<ul style="list-style-type: none"> <li>Increased the follow up input window into Jet Counter Still.</li> </ul>
Jet Counter Still (LP Ver.) (When following up from the Normal Ver.)	<ul style="list-style-type: none"> <li>Decreased attack startup from 14F to 12F.</li> <li>Increased distance travelled.</li> <li>Reduced knockback duration on block.</li> <li>Reduced knockback distance on block.</li> </ul>
Jet Counter Still (LP Ver.) (When following up from the EX Ver.)	<ul style="list-style-type: none"> <li>Decreased attack startup from 14F to 12F.</li> <li>Increased distance travelled.</li> </ul>
Jet Counter Still (HP Ver.) (When following up from the Normal Ver.)	<ul style="list-style-type: none"> <li>Increased distance travelled.</li> <li>Reduced knockback duration on block.</li> <li>Reduced knockback distance on block.</li> </ul>
Jet Counter Still (HP Ver.) (When following up from the EX Ver.)	<ul style="list-style-type: none"> <li>Increased distance travelled.</li> <li>Reduced knockback distance on block.</li> </ul>
Sledgehammer (LK Ver.)	<ul style="list-style-type: none"> <li>Decreased attack startup from 26F to 24F.</li> </ul>

# ■ SHERMIE

Changed Area	Patch Notes
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced distance travelled before attack startup.</li> <li>• Reduced all recovery frames.</li> <li>• Reduced knockback distance.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased time it takes to get lower to the ground.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Increased attack startup from 5F to 7F.</li> <li>• Reduced attack hitbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Moved pushbox back.</li> <li>• Expanded hurtbox.</li> <li>• Increased all recovery frames.</li> </ul>
Hop/Hyper Hop attacks	<ul style="list-style-type: none"> <li>• Moved pushbox downwards.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Expanded hurtbox.</li> <li>• Expanded pushbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Expanded hurtbox before attack startup.</li> </ul>
Shermie Whip (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox before attack startup.</li> <li>• Increased damage on the first hit from 20 to 40.</li> <li>• Reduced damage on the last hit from 70 to 50.</li> <li>• Reduced combo scaling value.</li> <li>• Can now be followed up by Shermie Cute.</li> </ul>
Shermie Whip (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox before attack startup.</li> <li>• Reduced damage on the last hit from 70 to 50.</li> <li>• Reduced combo scaling value.</li> <li>• Can now be followed up by Shermie Cute.</li> </ul>
Shermie Clutch (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames on hit.</li> <li>• Increased downed duration for opponent.</li> </ul>
Shermie Clutch (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased damage from 120 to 140.</li> <li>• Reduced all recovery frames on hit.</li> <li>• Increased downed duration for opponent.</li> <li>• Increased all recovery frames on whiff.</li> </ul>

Changed Area	Patch Notes
Far Standing LK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 8F to 6F.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased time it takes to get lower to the ground.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Increased attack startup from 5F to 6F.</li> <li>• Increased all recovery frames.</li> </ul>
Jumping LP	<ul style="list-style-type: none"> <li>• Can now be cancelled into Special Moves.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Spinning Array (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 13F to 11F.</li> </ul>
Reverse Anchor Kick (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Glider Stomp (LK Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 15F to 13F.</li> </ul>
Glider Stomp (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> </ul>
Shooting Dancer Thrust (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced distance travelled on second hit.</li> <li>• Increased knockback distance on hit.</li> </ul>
Shooting Dancer Step (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased the follow up input window into Glider Stomp.</li> </ul>
Scramble Dash (HK Ver.)	<ul style="list-style-type: none"> <li>• Now faces the opponent when followed up by Glider Stomp after flying overhead.</li> </ul>
Scramble Dash (EX Ver.)	<ul style="list-style-type: none"> <li>• Attack now triggers automatically when passing by an opponent.</li> <li>• Increased all recovery frames when this attack does not pass by an opponent.</li> <li>• Removed projectile invulnerability.</li> </ul>
Chain Slide Touch (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled before first hit attack startup.</li> </ul>



Changed Area	Patch Notes
Far Standing LP	<ul style="list-style-type: none"><li>• Can now cancel into standing LK.</li></ul>
Close Standing LP	<ul style="list-style-type: none"><li>• The hurtbox and pushbox no longer move.</li><li>• Expanded attack hitbox.</li></ul>
Close Standing LK	<ul style="list-style-type: none"><li>• Changed from a mid to a low attack.</li></ul>
Jumping LP	<ul style="list-style-type: none"><li>• Decreased attack startup from 8F to 4F.</li></ul>
One Inch (Cancel Ver.)	<ul style="list-style-type: none"><li>• Decreased attack startup from 15F to 12F.</li><li>• Reduced knockback distance.</li><li>• Reduced all recovery frames.</li><li>• No longer hits multiple times when in a in-hit state in air.</li></ul>
Knee Assault (Normal/Cancel Ver.)	<ul style="list-style-type: none"><li>• Expanded attack hitbox.</li><li>• Expanded hurtbox.</li></ul>
Ein Trigger (HP Ver.)	<ul style="list-style-type: none"><li>• Reduced knockback distance on hit.</li></ul>
Crow Bite (Follow Up)	<ul style="list-style-type: none"><li>• No longer hits grounded opponents.</li></ul>
Crow Bite (EX Ver.)	<ul style="list-style-type: none"><li>• Last hit no longer hits grounded opponents.</li></ul>
On Ground Minute Spike (HK Ver.)	<ul style="list-style-type: none"><li>• Increased damage from 90 to 120.</li></ul>
Air Minute Spike (Normal Ver.)	<ul style="list-style-type: none"><li>• Reduced landing recovery frames.</li></ul>
Heat Drive (Normal Ver.)	<ul style="list-style-type: none"><li>• Increased opponent hitstop on hit.</li></ul>
Chain Drive (Normal/MAX Ver.)	<ul style="list-style-type: none"><li>• Expanded attack hitbox on second hit.</li></ul>

■ MAXIMA

Changed Area	Patch Notes
Close Standing HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Added a Guard Point.</li> </ul>
M-4 Vapor Cannon (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames on hit or block.</li> </ul>
M-4 Vapor Cannon (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
M-19 Blitz Cannon (Normal EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced landing recovery frames on hit.</li> </ul>
Maxima Press (LK/EX Ver.)	<ul style="list-style-type: none"> <li>• Resolved an issue where situations were different for some characters when hit against the wall.</li> </ul>
Maxima Press (HK Ver.)	<ul style="list-style-type: none"> <li>• Resolved an issue where situations were different for some characters when hit against the wall.</li> <li>• Decreased attack startup from 31F to 26F.</li> </ul>
Maxima Charge (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> <li>• Decreased attack startup from 13F to 11F.</li> </ul>
Maxima Charge (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> <li>• Increased Guard Point frames.</li> </ul>
Maxima Charge (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> <li>• Increased Guard Point frames.</li> </ul>
Double Vapor Cannon (Normal Ver.)	<ul style="list-style-type: none"> <li>• Removed Guard Point.</li> <li>• Now has full invulnerability.</li> <li>• Increased damage from 200 to 220.</li> </ul>
Double Vapor Cannon (MAX Ver.)	<ul style="list-style-type: none"> <li>• Removed Guard Point.</li> <li>• Increased invulnerability.</li> <li>• Increased damage from 360 to 380.</li> </ul>
M-24 Atomic Laser (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased damage from 177 to 196.</li> </ul>
M-24 Atomic Laser (MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased damage from 337 to 347.</li> </ul>
MX-III CIWS Launcher	<ul style="list-style-type: none"> <li>• Removed Guard Point.</li> <li>• Now has full invulnerability.</li> </ul>

Changed Area	Patch Notes
Far Standing LK	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox on second hit.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 13F to 10F.</li> </ul>
Vertical Jump HK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 11F to 6F.</li> </ul>
Strength Shot Type B "Code: Strength"	<ul style="list-style-type: none"> <li>• Increased opponent guard recovery.</li> </ul>
Hook Shot "Code: Zephyr" (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Can now be triggered from a backwards jump.</li> </ul>
Crescent Swatter "Code: FS" (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded projectile counter hitbox.</li> <li>• Increased projectile counter hitbox frames.</li> </ul>
Crescent Swatter "Code: FS" (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded projectile counter hitbox.</li> </ul>

**■ ANTONOV**

Changed Area	Patch Notes
Far Standing HK	• Reduced all recovery frames.
Close Standing HK	• Expanded attack hitbox.
President Binta (Normal/Cancel Ver.)	• Increased cancel window duration. • Reduced all recovery frames.
Bering Wave (HP Ver.)	• Reduced landing recovery frames.
Whale Stream (EX Ver.)	• Altered opponent behavior on hit.
Vertical Macho (Normal/EX Ver.)	• Increased the follow up input window into Bering Wave.
Gigantic Back (LK Ver.)	• Increased opponent guard recovery.

# ■ RAMÓN

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> <li>• Increased all recovery frames.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> <li>• Reduced all recovery frames.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 5F.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Increased attack frames.</li> <li>• Increased cancel window duration.</li> <li>• Reduced all recovery frames.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Drop Kick (Normal Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 16F to 12F.</li> </ul>
Hoist 1	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> <li>• Reduced knockback distance.</li> </ul>
Rolling Sobat (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced combo scaling value when landed during a combo.</li> </ul>
Rolling Sobat (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> <li>• Reduced knockback distance on block.</li> </ul>
Tiger Load (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced power gauge increase on startup.</li> <li>• Can now follow up into Bird of Paradise.</li> </ul>
Tiger Load (EX Ver.)	<ul style="list-style-type: none"> <li>• Can now follow up into Bird of Paradise.</li> </ul>
Feint Dash	<ul style="list-style-type: none"> <li>• Now hits in-air opponents.</li> <li>• Reduced knockback distance.</li> </ul>
Cross Chop (LK Ver.)	<ul style="list-style-type: none"> <li>• The power gauge now increases more on startup.</li> </ul>
Cross Chop (HK Ver.)	<ul style="list-style-type: none"> <li>• The power gauge now increases more on startup.</li> <li>• Increased distance travelled.</li> </ul>
Force of Will (Normal Ver.)	<ul style="list-style-type: none"> <li>• The power gauge now increases more on startup.</li> </ul>
Bird of Paradise	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Feint Step (HP Ver.)	<ul style="list-style-type: none"> <li>• Command input now resets before move is finished.</li> </ul>
Feint Step (EX Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on counter hit.</li> <li>• Reduced all recovery frames.</li> </ul>
El • Diablo • Amarillo • Ramón • Volando (Normal Ver.)	<ul style="list-style-type: none"> <li>• Altered character behavior when Super Cancelling from Rolling Sobat (Normal Ver.).</li> </ul>

**■ DINOSAUR**

Changed Area	Patch Notes
Close Standing LP	<ul style="list-style-type: none"><li>• Reduced all recovery frames.</li></ul>
Close Standing HK	<ul style="list-style-type: none"><li>• Altered opponent behavior on hit.</li></ul>
Crouching HP	<ul style="list-style-type: none"><li>• Reduced all recovery frames on hit.</li><li>• Added an attack hitbox during the parts of the attack where there was none.</li><li>• Increased cancel window duration.</li></ul>
Zetsumetsu Hurricane (HP Ver.)	<ul style="list-style-type: none"><li>• Guard Point now triggers on the first frame.</li></ul>
Zetsumetsu Hurricane (EX Ver.)	<ul style="list-style-type: none"><li>• Increased distance travelled.</li></ul>
Ankylo Hammer (HP Ver.)	<ul style="list-style-type: none"><li>• Last hit no longer hits opponents behind the character.</li><li>• Altered opponent behavior on OTG.</li></ul>
Chicxulub Buster (EX Ver.)	<ul style="list-style-type: none"><li>• Increased distance travelled.</li></ul>
Super Zetsumetsu Hurricane (Normal/MAX Ver.)	<ul style="list-style-type: none"><li>• Can now be Climax Cancelled.</li></ul>

Changed Area	Patch Notes
Dashing	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Shatter Strike	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> <li>• Reduced knockback distance on block.</li> </ul>
Far Standing LK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Reduced knockback distance on hit.</li> </ul>
Vertical Jump HK	<ul style="list-style-type: none"> <li>• No longer cancellable by X-Calibur (Normal/EX Ver.).</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Strike Arch (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased combo scaling value.</li> </ul>
Baltic Launcher (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Earring Bomb Heart Attack (Normal/EX Ver.) Earring Bomb (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Now hits mid instead of low during a certain window.</li> </ul>
Earring Bomb Heart Attack (LP Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 40F to 38F.</li> </ul>
Earring Bomb Heart Attack (HP Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 45F to 43F.</li> </ul>
Grand Saber (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul> (Hitbox is now the same as if the opponent was in an in-hit state.)
Grand Saber (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul> (Hitbox is now the same as if the opponent was in an in-hit state.) <ul style="list-style-type: none"> <li>• Can now be used as a follow up attack.</li> </ul>
Grand Saber (Follow Up)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Increased all recovery frames on block or whiff.</li> </ul>
X-Calibur (EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 23F to 21F.</li> <li>• Expanded hurtbox.</li> <li>• Hit count decreased from 6 hits to 2 hits.</li> <li>• Increased damage on the first hit from 25 to 60.</li> <li>• Increased Guard Crush strength for one hit from 10 to 30.</li> <li>• Increased damage on the last hit from 25 to 60.</li> <li>• Reduced distance travelled after attack.</li> <li>• Altered opponent behavior on hit.</li> <li>• Reduced knockback distance.</li> <li>• Increased opponent hitstop on last hit.</li> <li>• Reduced all recovery frames.</li> <li>• No longer hits multiple times during a combo.</li> </ul>

Changed Area	Patch Notes
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> <li>• Reduced knockback distance.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Can now cancelled by Jet Upper.</li> <li>• Increased all recovery frames on whiff.</li> </ul>
Ralf Kick (LK Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames.</li> </ul>
Ralf Impact (LK Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 23F to 21F.</li> </ul>
Ralf Impact (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased Guard Crush value.</li> </ul>
Gatling Attack (EX Ver.)	<ul style="list-style-type: none"> <li>• It causes a hard knockdown.</li> <li>• Reduced opponent guard recovery on last hit.</li> <li>• Reduced knockback distance on block.</li> <li>• Reduced the damage for hits 3 to 6 from 15 to 10.</li> </ul>
Dive Bomber Punch (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased damage from 120 to 140.</li> <li>• Increased OTG damage from 60 to 80.</li> </ul>
Dive Bomber Punch (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased OTG damage from 80 to 100.</li> </ul>
Bareback Vulcan Punch (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>

Changed Area	Patch Notes
Close Standing LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced knockback distance.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Now considered on-ground.</li> <li>• Reduced attack hitbox.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Increased all recovery frames.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Increased cancel window duration.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Step (Normal Ver.)	<ul style="list-style-type: none"> <li>• Relaxed command input window when pressing both buttons.</li> </ul>
Mount Tackle (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced distance travelled.</li> <li>• Reduced all recovery frames on whiff.</li> </ul>
Super Argentine Backbreaker (LK Ver.)	<ul style="list-style-type: none"> <li>• Guard Point now triggers on the first frame.</li> </ul>
Vulcan Punch (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance for every hit but the last one.</li> <li>• Expanded attack hitbox for last hit.</li> <li>• Increased knockback distance on block of last hit.</li> <li>• Reduced combo scaling value.</li> <li>• Last hit no longer cancellable by moves other than Ultra Clark Buster.</li> </ul>
Vulcan Punch (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> <li>• Increased the damage for hits 1 to 3 from 20 to 30.</li> <li>• Increased knockback duration on hit for hits 1 to 3.</li> <li>• Expanded attack hitbox for last hit.</li> <li>• Reduced combo scaling value.</li> <li>• Last hit no longer cancellable by moves other than Ultra Clark Buster.</li> </ul>
Vulcan Punch (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox for last hit.</li> </ul>
Death Lake Driver (Normal Air Throws/Gatling Attack Follow Up)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Ultra Clark Buster	<ul style="list-style-type: none"> <li>• Reduced attack startup when Super Cancelled from the last hit of Vulcan Punch (Normal Ver.)</li> </ul>

Changed Area	Patch Notes
Close Standing HK	<ul style="list-style-type: none"> <li>• Increased attack frames.</li> <li>• Increased cancel window duration.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Vertical Jump LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 4F.</li> </ul>
Diagonal Jump LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 4F.</li> </ul>
Back Knuckle (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> </ul>
Rising Upper (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> </ul>
Rising Upper (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox size.</li> <li>• Reduced all recovery frames.</li> </ul>
Rising Tackle (LP Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Buster Wolf (MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased projectile invulnerability frames.</li> </ul>

Changed Area	Patch Notes
Jumping LP	<ul style="list-style-type: none"> <li>• Increased attack frames.</li> <li>• Can now be cancelled into Genei Shiranui.</li> </ul>
Jumping LK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Can now be cancelled into Genei Shiranui.</li> </ul>
Hirate Uchi (Normal Ver.)	<ul style="list-style-type: none"> <li>• "← + LP" no longer triggers.</li> <li>• High Attack Invulnerability now triggers on the first frame.</li> </ul>
Target Combo 1	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> <li>• Reduced attack hitbox.</li> <li>• Increased all recovery frames.</li> </ul>
Zan-ei Ken (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced attack startup when triggered from far away.</li> <li>• Made it more difficult to whiff when traveling a distance after touching the opponent.</li> <li>• Increased damage from 80 to 100.</li> </ul>
Kuuha Dan (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced opponent guard recovery on last hit.</li> <li>• Reduced all recovery frames.</li> </ul>
Hishou Ken (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced Super Cancel window.</li> </ul> <p>*This adjustment will make it harder for accidental Super Special Move inputs.</p>
Hishou Ken (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased projectile speed.</li> </ul>
Shouryuu Dan (EX Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 8F to 6F.</li> </ul>

Changed Area	Patch Notes
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded close proximity recognition.</li> <li>• Increased cancel window duration.</li> </ul>
Hurricane Upper (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased Guard Crush value.</li> </ul>
Bakuretsuken (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced cancel window for mash extension.</li> <li>• Can now be cancelled into Bakuretsuken Finish 1 before attack occurs.</li> </ul>
Bakuretsuken Finish 1	<ul style="list-style-type: none"> <li>• Increased combo scaling value.</li> </ul>
Screw Upper (MAX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>(Expanded area for attack can only land when opponent is in an in-hit state.)</li> </ul>
Baku-Sla Golden Tiger (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now Advanced Cancel or Climax Cancel on final hit.</li> <li>• Altered opponent behavior on hit.</li> <li>• Increased distance travelled.</li> <li>• Increased all recovery frames.</li> </ul>
Baku-Sla Golden Tiger (MAX Ver.)	<ul style="list-style-type: none"> <li>• Can now be Climax Cancelled on final hit.</li> <li>• Altered opponent behavior on hit.</li> <li>• Increased all recovery frames.</li> </ul>

Changed Area	Patch Notes
Far Standing LP	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Can now cancel into standing LK.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>Decreased attack startup from 5F to 4F.</li> </ul>
Hyouchuu Wari (Cancel Ver.)	<ul style="list-style-type: none"> <li>Can now be cancelled into Kizami Duki.</li> </ul>
Jyoudan Uke (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> </ul>
Jyoudan Uke (Cancel Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Can now whiff cancel.</li> <li>Reduced all recovery frames.</li> </ul>
Gedan Uke (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> </ul>
Kizami Duki (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>Changed input to LP+HP.</li> <li>Increased knockback duration on hit.</li> <li>Reduced knockback distance on block.</li> </ul>
Ko-Ou Ken (LP Ver.)	<ul style="list-style-type: none"> <li>The power gauge now increases more on startup.</li> </ul>
Ko-Ou Ken (HP Ver.)	<ul style="list-style-type: none"> <li>The power gauge now increases more on startup.</li> <li>Increased distance travelled.</li> <li>Expanded attack hitbox.</li> </ul>
Zanretsuken (LP Ver.)	<ul style="list-style-type: none"> <li>Reduced combo scaling value.</li> </ul>
Zanretsuken (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced combo scaling value.</li> <li>Reduced damage on the last hit from 40 to 20.</li> </ul>
Ryuuko Ranbu (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>Increased all recovery frames on block.</li> </ul>
Ryuuko Ranbu (LP Ver.)	<ul style="list-style-type: none"> <li>Decreased attack startup from 12F to 10F.</li> </ul>
Shin · Tenchi Haoh Ken	<ul style="list-style-type: none"> <li>Increased damage from 430 to 450.</li> </ul>

**■ ROBERT**

Changed Area	Patch Notes
Crouching HP	<ul style="list-style-type: none"><li>• Increased cancel window duration.</li></ul>
Jumping LP	<ul style="list-style-type: none"><li>• Decreased attack startup from 6F to 4F.</li></ul>
Blow Back	<ul style="list-style-type: none"><li>• Increased attack startup from 12F to 14F.</li></ul>
Gen-ei Kyaku (Normal Ver.)	<ul style="list-style-type: none"><li>• Reduced combo scaling value.</li><li>• Reduced damage on the last hit from 40 to 20.</li><li>• Increased the Super Cancel input window.</li></ul>
Ryuuko Ranbu (Normal/MAX Ver.)	<ul style="list-style-type: none"><li>• Increased all recovery frames on block.</li></ul>
Ryuuko Ranbu (LP Ver.)	<ul style="list-style-type: none"><li>• Decreased attack startup from 16F to 8F.</li></ul>

Changed Area	Patch Notes
Far Standing LP	<ul style="list-style-type: none"> <li>• Can now be cancelled.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Increased cancel window duration for MAX Mode (Quick).</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Increased cancel window duration.</li> </ul>
Jumping LP (Normal/Hyper Jumps)	<ul style="list-style-type: none"> <li>• Added a crossup hitbox.</li> </ul>
Trap Kick (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be cancelled into Illusion Dance.</li> </ul>
Tornado Kick (LK Ver.)	<ul style="list-style-type: none"> <li>• Can now Super Cancel landing recovery.</li> </ul>
Tornado Kick (HK Ver.)	<ul style="list-style-type: none"> <li>• Can now be Super Cancelled.</li> <li>• Can now Super Cancel landing recovery.</li> </ul>
Surprise Rose (Normal Ver.)	<ul style="list-style-type: none"> <li>• Now invulnerable to aerial attacks.</li> <li>• No longer hits opponents behind the character when coming down to attack.</li> <li>• Expanded attack hitbox when coming down to attack. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> </ul>
Surprise Rose (MAX Ver.)	<ul style="list-style-type: none"> <li>• No longer hits opponents behind the character.</li> <li>• Expanded attack hitbox when coming down to attack. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> </ul>
Illusion Dance	<ul style="list-style-type: none"> <li>• Can no longer be triggered from a backwards jump.</li> <li>• Increased movement speed.</li> <li>• Increased distance travelled.</li> <li>• Increased attack frames.</li> </ul>

# ATHENA

Changed Area	Patch Notes
Close Standing LK	<ul style="list-style-type: none"> <li>Reduced knockback distance.</li> </ul>
Jumping LP	<ul style="list-style-type: none"> <li>Decreased attack startup from 6F to 4F.</li> </ul>
Phoenix Bomb (Ground) (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 30 to 60.</li> <li>Resolved an issue where the combo scaling value was not properly working.</li> </ul>
Phoenix Bomb (Air) (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 30 to 60.</li> </ul>
Psycho Sword (LP Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames on hit.</li> </ul>
Psycho Sword (HP Ver.)	<ul style="list-style-type: none"> <li>Increased invulnerability.</li> </ul>
Psycho Reflector (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced projectile reflect hitbox from behind.</li> <li>Increased opponent hitstop on hit.</li> </ul>
Psycho Reflector (EX Ver.)	<ul style="list-style-type: none"> <li>Reduced projectile reflect hitbox from behind.</li> </ul>
Psychic Teleport (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames.</li> </ul>
Psychic Teleport (EX Ver.)	<ul style="list-style-type: none"> <li>Now invulnerable to physical attacks.</li> </ul>
On Ground Shining Crystal Bit (Normal Ver.)	<ul style="list-style-type: none"> <li>Decreased timing window to cancel into Shining Crystal Bit (Cancel).</li> </ul>
Shining Crystal Bit (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> </ul>
On Ground Shining Crystal Bit (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>Increased all recovery frames.</li> </ul>
Crystal Shoot (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded projectile nulling hitbox.</li> </ul>
Crystal Shoot (MAX Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Expanded projectile nulling hitbox.</li> </ul>

■ MAI

Changed Area	Patch Notes
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded close proximity recognition.</li> <li>• Increased attack startup from 5F to 7F.</li> <li>• Reduced knockback distance.</li> <li>• Reduced all recovery frames.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Increased attack startup from 9F to 12F.</li> </ul>
Koukaku no Mai (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>• Can now be cancelled into Super Special Moves and above on the second hit.</li> <li>• Reduced hurtbox size.</li> </ul>
Ryuuenbu (Normal Ver.)	<ul style="list-style-type: none"> <li>• No longer hits multiple times during a combo.</li> </ul>
Ryuuenbu (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> <li>• Reduced knockback distance on block.</li> </ul>
Hissatsu Shinobi-Bachi (LK Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 14F to 12F.</li> </ul>
Musasabi no Mai · Front (LP Ver.) Musasabi no Mai · Back (LP Ver.)	<ul style="list-style-type: none"> <li>• Shortened jump height.</li> </ul>
Musasabi no Mai · Front (EX Ver.) Musasabi no Mai · Back (EX Ver.)	<ul style="list-style-type: none"> <li>• Can now be followed up with ↓ ↙← + LP or HP.</li> </ul>

Changed Area	Patch Notes
Dashing	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Close Standing LP Close Standing LK Crouching LP Crouching LK	<ul style="list-style-type: none"> <li>• Increased rapid cancel window duration.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced knockback distance.</li> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> <li>• Reduced close proximity recognition.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded close proximity recognition.</li> <li>• Increased attack frames.</li> <li>• Increased cancel window duration.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Increased cancel window duration.</li> </ul>
Enyoku (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Can now whiff cancel.</li> </ul>
Ko-Ou Ken (Normal Ver.)	<ul style="list-style-type: none"> <li>• The power gauge now increases more on startup.</li> <li>• Projectile increases to LVL2 when fully charged.</li> </ul>
Ko-Ou Ken (EX Ver.)	<ul style="list-style-type: none"> <li>• Projectile increases to LVL3 when fully charged.</li> <li>• Increased opponent guard recovery.</li> </ul>
Kuuga (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block or whiff.</li> </ul>
Kuuga (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Hyakuretsu Binta (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames on hit.</li> </ul>
Houyoku (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be followed up with Raiou Ken (EX Ver.)</li> <li>• Reduced landing recovery when followed by Raiou Ken (Normal Ver.).</li> </ul>
Chou Saiha (LP Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 11F to 7F.</li> <li>• Reduced knockback distance on block.</li> <li>• Can no longer Advanced Cancel nor Climax Cancel on whiff.</li> </ul>
Chou Saiha (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> <li>• Can no longer Advanced Cancel nor Climax Cancel on whiff.</li> </ul>
Chou Saiha (MAX Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>

## ■ BLUE MARY

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"><li>• Decreased attack startup from 12F to 10F.</li></ul>
Far Standing HK	<ul style="list-style-type: none"><li>• Decreased attack startup from 14F to 12F.</li><li>• Now invulnerable to low attacks while attack is in motion.</li></ul>
Crouching LK	<ul style="list-style-type: none"><li>• Increased time it takes to get lower to the ground.</li></ul>
Hammer Arch (Cancel Ver.)	<ul style="list-style-type: none"><li>• "← + LP" now triggers.</li></ul>

■ VANESSA

Changed Area	Patch Notes
Close Standing LP	<ul style="list-style-type: none"> <li>• Decreased attack startup from 5F to 4F.</li> <li>• Increased the timing needed for a Rapid Cancel.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Decreased attack startup from 6F to 4F.</li> <li>• Increased the timing needed for a Rapid Cancel.</li> </ul>
Close Standing HK Far Standing HK	<ul style="list-style-type: none"> <li>• Added "HK→HP" Target Combo 1.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Added an attack hitbox during the parts of the attack where there was none.</li> <li>• Increased cancel window duration.</li> </ul>
One-Two Puncher (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased damage on the first hit from 30 to 50.</li> <li>• Resolved an issue where the combo scaling value was not properly working on the second hit.</li> </ul>
Puncher Straight (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled after following up from Puncher Vision (Backward).</li> <li>• Increased damage from 80 to 100 after following up from Puncher Vision (Backward).</li> </ul>
Puncher Straight (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled after following up from Puncher Vision (Backward).</li> <li>• Increased damage from 120 to 140 after following up from Puncher Vision (Backward).</li> </ul>
Puncher Weaving (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased the follow up input window duration.</li> </ul>
Crazy Puncher (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> <li>• Increased all recovery frames on block.</li> </ul>
Crazy Puncher (MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased grab invulnerability frames.</li> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> <li>• Increased all recovery frames on block.</li> </ul>
Champion Puncher (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed from an overhead to a mid attack for the first hit.</li> </ul>

# ■ LUONG

Changed Area	Patch Notes
Close Standing HK	<ul style="list-style-type: none"> <li>Expanded close proximity recognition.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>Altered opponent behavior when hit in-air.</li> </ul>
Tsui (Cancel Ver.)	<ul style="list-style-type: none"> <li>Decreased attack startup from 19F to 15F.</li> </ul>
Geki (HP Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Geki (Cancel) (→→ Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames.</li> </ul>
Ren (Normal Ver.)	<ul style="list-style-type: none"> <li>Reduced power gauge increase on startup.</li> <li>The power gauge now increases more on hit or block.</li> </ul>
Ren (EX Ver.)	<ul style="list-style-type: none"> <li>Reduced combo scaling value when landed during a combo.</li> </ul>
Tou (LK Ver.)	<ul style="list-style-type: none"> <li>Removed invulnerability.</li> <li>Decreased attack startup from 17F to 9F.</li> <li>Reduced knockback distance on block.</li> <li>Increased all recovery frames on block or whiff.</li> </ul>
Tou (HK Ver.)	<ul style="list-style-type: none"> <li>Increased invulnerability.</li> <li>Increased distance travelled.</li> <li>Reduced knockback distance on block.</li> <li>Increased all recovery frames on block or whiff.</li> </ul>
Tou (HK Ver.)	<ul style="list-style-type: none"> <li>Reduced knockback distance on block.</li> </ul>
Tei (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded pushbox.</li> </ul>
Tei (MAX Ver.)	<ul style="list-style-type: none"> <li>Expanded pushbox.</li> <li>Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> <li>Increased the minimum guaranteed damage of the last hit from 50 to 80.</li> </ul>
Ben	<ul style="list-style-type: none"> <li>Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> <li>Expanded pushbox.</li> </ul>

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"> <li>Increased all recovery frames.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Reduced knockback distance.</li> <li>Can now be rapid cancelled into attacks other than Close Standing LK.</li> </ul>
Jumping LP	<ul style="list-style-type: none"> <li>Decreased attack startup from 6F to 4F.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>Expanded hurtbox before attack startup.</li> <li>Expanded hurtbox after attack startup.</li> </ul>
Hard Edge (LP Ver.)	<ul style="list-style-type: none"> <li>Increased all recovery frames on whiff.</li> </ul>
Hard Edge (HP Ver.)	<ul style="list-style-type: none"> <li>No longer causes a hard knockdown.</li> <li>Increased all recovery frames on whiff.</li> </ul>
Hard Edge (EX Ver.)	<ul style="list-style-type: none"> <li>Increased attack startup from 13F to 15F.</li> <li>Increased all recovery frames on whiff.</li> </ul>
Rising Tackle (LP Ver.)	<ul style="list-style-type: none"> <li>Increased all recovery frames.</li> </ul>
Rising Tackle (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced power gauge increase on startup.</li> <li>Increased opponent hitstop on first hit.</li> </ul>
Type: Dunk (Normal Ver.)	<ul style="list-style-type: none"> <li>Altered opponent behavior on hit when EXT powerup is active.</li> <li>Reduced knockback distance on block when EXT powerup is active.</li> <li>Reduced all recovery frames when EXT powerup is active.</li> </ul>
Crack Counter (LK Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> <li>Now invulnerable when counter lands until end of attack animation.</li> <li>Resolved an issue where the counter hit box would remain even after the counter animation finished.</li> </ul>
Crack Counter (HK Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> <li>Now invulnerable when counter lands until end of attack animation.</li> <li>Resolved an issue where the counter hit box would remain even after the counter animation finished.</li> </ul>
Crack Counter (EX Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Now invulnerable when counter lands until end of attack animation.</li> <li>Resolved an issue where the counter hit box would remain even after the counter animation finished.</li> </ul>
Shinkuu Nage (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded hurtbox.</li> <li>Expanded pushbox upwards.</li> <li>Increased all recovery frames on whiff.</li> </ul>
Shinkuu Nage (EX Ver.)	<ul style="list-style-type: none"> <li>Reduced grab range.</li> <li>Removed invulnerability to physical attacks.</li> <li>Expanded hurtbox.</li> <li>Expanded pushbox upwards.</li> <li>Increased all recovery frames on whiff.</li> </ul>
Deadly Rave EXT	<ul style="list-style-type: none"> <li>Decreased damage from 400 to 300.</li> <li>Power gauge now increases on hit.</li> <li>When install is active, damage is reduced from 450 to 350.</li> </ul>

## ■ B. JENET

Changed Area	Patch Notes
Far Standing LK	<ul style="list-style-type: none"> <li>Reduced all recovery frames.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>Increased attack startup from 7F to 9F.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>Reduced knockback distance.</li> <li>Can no longer be rapid cancelled by Close/Far Standing LK.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>Increased attack startup from 5F to 7F.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>Increased time it takes to get lower to the ground.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>Expanded pushbox.</li> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Jumping LP	<ul style="list-style-type: none"> <li>Reduced hurtbox size.</li> <li>Increased attack frames.</li> </ul>
Jumping LK	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> <li>Reduced attack frames.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> <li>Reduced distance travelled.</li> </ul>
Rolling Thunder (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>Expanded hurtbox.</li> <li>Increased all recovery frames on block of first hit or whiff.</li> </ul>
Baffrass (LP Ver.)	<ul style="list-style-type: none"> <li>Altered opponent behavior when hit in-air.</li> </ul>
Crazy Ivan (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames.</li> </ul>
Crazy Ivan (EX Ver.)	<ul style="list-style-type: none"> <li>Decreased damage from 120 to 80.</li> </ul>
Gulf Tomahawk (HK Ver.)	<ul style="list-style-type: none"> <li>Reduced knockback distance on block.</li> </ul>
Gulf Tomahawk (EX Ver.)	<ul style="list-style-type: none"> <li>Increased combo scaling value.</li> </ul>
Harrier Bee (Normal Ver.)	<ul style="list-style-type: none"> <li>Decreased damage on all hits from 30 to 20 except the last one.</li> <li>Increased damage on the last hit from 40 to 80.</li> <li>Increased stun value on last hit.</li> </ul>
Harrier Bee (EX Ver.)	<ul style="list-style-type: none"> <li>Can no longer be triggered from a backwards jump.</li> <li>Decreased damage on all hits from 30 to 20 except the last one.</li> <li>Increased damage on the last hit from 40 to 80.</li> </ul>
The Hind (EX Ver.)	<ul style="list-style-type: none"> <li>Increased the follow up input window into Harrier Bee.</li> </ul>
Many Many Torpedoes (Normal Ver.)	<ul style="list-style-type: none"> <li>Decreased damage on all hits from 20 to 10 except the last one.</li> <li>Increased damage on the last hit from 60 to 120.</li> </ul>
Many Many Torpedoes (MAX Ver.)	<ul style="list-style-type: none"> <li>Decreased damage on all hits from 20 to 10 except the last one.</li> <li>Increased damage on the last hit from 120 to 230.</li> </ul>
Ennui Mademoiselle (Normal Ver.)	<ul style="list-style-type: none"> <li>Counter hitbox now triggers on the first frame.</li> <li>Removed invulnerability.</li> <li>Increased counter hitbox frames.</li> </ul>

Changed Area	Patch Notes
Dashing	<ul style="list-style-type: none"> <li>• Reduced movement speed.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Changed from a mid to a low attack.</li> <li>• Decreased attack startup from 7F to 5F.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Increased attack startup from 6F to 8F.</li> <li>• Reduced attack hitbox.</li> <li>• Expanded hurtbox after attack startup.</li> </ul>
Quaking Fang (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased attack startup from 12F to 15F.</li> </ul>
Wind Fang (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled on first hit.</li> <li>• Expanded attack hitbox.</li> <li>• Reduced all recovery frames when breaking.</li> <li>• Increased knockback distance on block.</li> </ul>
Wind Fang (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed from a mid to a low attack.</li> <li>• Altered opponent behavior on hit.</li> <li>• Reduced knockback distance on block.</li> </ul>
Whirling Fang (EX Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> </ul>
Arrow Fang (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Arrow Fang (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Reduced all recovery frames.</li> </ul>
Backdraft Fang (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled on first hit.</li> <li>• Expanded attack hitbox.</li> <li>• Reduced all recovery frames when breaking.</li> <li>• Increased knockback distance on block.</li> </ul>
Backdraft Fang (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed from a mid to a low attack.</li> <li>• Altered opponent behavior on hit.</li> <li>• Reduced knockback distance on block.</li> </ul>
Counterattack Fang (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded counter hitbox.</li> </ul>
Counterattack Fang (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded counter hitbox.</li> <li>• Altered opponent behavior on counter hit.</li> </ul>
Fang of Darkness (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now cancel out of recovery with Special Moves and above.</li> </ul>
Fang of Darkness (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> <li>• Increased invulnerability.</li> </ul>
Lightning Fang (LK Ver.)	<ul style="list-style-type: none"> <li>• Increased attack startup from 5F to 7F.</li> </ul>
Lightning Fang (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced power gauge increase on startup.</li> <li>• Increased all recovery frames on whiff.</li> </ul>
Freeze Fang (MAX Ver.)	<ul style="list-style-type: none"> <li>• Resolved an issue where the character would not become invulnerable to attacks during the attack animation on hit.</li> </ul>
Flaming Serpent's Fang	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> <li>• Increased all recovery frames on block or whiff.</li> </ul>

Changed Area	Patch Notes
Tendoh Kudaki (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> <li>• Expanded attack hitbox.</li> </ul>
Fudou Ken (LP Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 9F to 8F.</li> <li>• Increased distance travelled.</li> </ul>
Fudou Ken · A (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Fudou Ken · A (EX Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> </ul>
Fudou Ken O	<ul style="list-style-type: none"> <li>• Altered opponent behavior when hit in-air.</li> </ul>
Jyoudan Atemi (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded counter hitbox.</li> </ul>
Jyoudan Atemi (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded counter hitbox.</li> </ul>
Chuudan Atemi	<ul style="list-style-type: none"> <li>• Expanded counter hitbox.</li> <li>• Counter no longer triggers when hit from behind.</li> </ul>
Gedan Atemi (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded counter hitbox.</li> <li>• Counter no longer triggers when hit from behind.</li> </ul>
Raimei Gouha Nage (Normal/Ver.)	<ul style="list-style-type: none"> <li>• Resolved an issue where the character would not become invulnerable to attacks during the attack animation on hit.</li> </ul>
Raimei Gouha Nage (EX Ver.)	<ul style="list-style-type: none"> <li>• Resolved an issue where the character would not become invulnerable to attacks during the attack animation on hit.</li> <li>• Increased attack frames.</li> <li>• Reduced all recovery frames on hit.</li> <li>• Resolved an issue where situations were different for some characters when hit against the wall.</li> </ul>
Hishou Nichirin Zan (HP Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Raigou Reppuu Ken (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.)</li> </ul>
Oni Hanmon (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Increased counter hitbox frames.</li> </ul>
Raging Storm	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> </ul>
Rashoumon	<ul style="list-style-type: none"> <li>• Increased damage from 450 to 500.</li> </ul>

Changed Area	Patch Notes
Far Standing LP	<ul style="list-style-type: none"> <li>Decreased attack startup from 8F to 7F.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>Reduced all recovery frames on hit.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>Reduced hurtbox size.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>Reduced hurtbox before attack startup.</li> </ul>
Dai Kaiten-Geri (Normal Ver.)	<ul style="list-style-type: none"> <li>Changed from a mid to an overhead attack.</li> <li>Increased attack startup from 20F to 22F.</li> <li>Expanded attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Dai Kaiten-Geri (Cancel Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Expanded hurtbox.</li> <li>Reduced knockback distance on hit.</li> </ul>
Boutakatobi-Geri (Normal/Cancel Ver.)	<ul style="list-style-type: none"> <li>Reduced the timing for low attack invulnerability.</li> </ul>
Senpuu Kon (Normal Ver.)	<ul style="list-style-type: none"> <li>Increased follow up duration on in-air hit.</li> <li>Reduced combo scaling value.</li> </ul>
Senpuu Kon (EX Ver.)	<ul style="list-style-type: none"> <li>Increased pulling distance.</li> <li>Expanded attack hitbox for last hit.</li> <li>Reduced combo scaling value.</li> <li>Decreased damage on all hits from 15 to 5 except last one.</li> <li>Increased damage on the last hit from 20 to 100.</li> </ul>
Tsurigome Sansetsu Kon Chuudan Uchi	<ul style="list-style-type: none"> <li>Increased pulling distance.</li> </ul>
Kyoushuu Hishou Kon	<ul style="list-style-type: none"> <li>Can now use both the Normal and EX versions once during a combo.</li> </ul>
Suzume Otoshi	<ul style="list-style-type: none"> <li>Can now use both the Normal and EX versions once during a combo.</li> </ul>
Suzume Otoshi (HP Ver.)	<ul style="list-style-type: none"> <li>Now invulnerable to aerial attacks.</li> <li>Decreased attack startup from 15F to 13F.</li> <li>Expanded attack hitbox.</li> <li>Increased follow up duration.</li> </ul>
Suzume Otoshi (EX Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 60 to 80.</li> </ul>
Kaen Suzume Otoshi (EX Ver.)	<ul style="list-style-type: none"> <li>Decreased damage from 80 to 60.</li> <li>Altered opponent behavior when hit in-air.</li> <li>Reduced all recovery frames.</li> </ul>
Ka Ryuu Tsuigeki Kon (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> <li>Now invulnerable when counter lands until end of attack animation.</li> </ul>
Ka Ryuu Tsuigeki Kon (EX Ver.)	<ul style="list-style-type: none"> <li>Counter no longer triggers against projectiles.</li> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> <li>Now invulnerable when counter lands until end of attack animation.</li> </ul>
Sui Ryuu Tsuigeki Kon	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> <li>Now invulnerable when counter lands until end of attack animation.</li> </ul>
Guren Sakkon (Normal Ver.)	<ul style="list-style-type: none"> <li>Increased distance travelled.</li> </ul>
Guren Sakkon (MAX Ver.)	<ul style="list-style-type: none"> <li>Expanded pushbox.</li> </ul>
Syaku Setu Kaisen Kon	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> </ul>

Changed Area	Patch Notes
Close Standing HK	<ul style="list-style-type: none"> <li>Expanded close proximity recognition.</li> <li>Reduced knockback distance.</li> </ul>
Serpent Slash (LK Ver.)	<ul style="list-style-type: none"> <li>Increased damage from 30/40 to 30/60.</li> <li>Reduced all recovery frames on hit.</li> </ul>
Serpent Slash Cancel	<ul style="list-style-type: none"> <li>Reduced power gauge increase on startup.</li> </ul>
Double Return (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames when reflecting projectiles.</li> </ul>
Double Return (EX Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames when reflecting projectiles.</li> </ul>
Sadomaso (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> <li>Now invulnerable when counter lands until end of attack animation.</li> </ul>
Sadomaso (EX Ver.)	<ul style="list-style-type: none"> <li>Expanded counter hitbox.</li> <li>Counter no longer triggers when hit from behind.</li> </ul>
Todome (EX Ver.)	<ul style="list-style-type: none"> <li>Increased damage on the last hit from 55 to 75.</li> <li>Increased minimum guaranteed damage on last hit from 11 to 50.</li> <li>Reduced all recovery frames on hit.</li> </ul>
Guillotine (Normal Ver.)	<ul style="list-style-type: none"> <li>Decreased attack startup from 9F to 7F.</li> </ul>
Pit Viper (Normal Ver.)	<ul style="list-style-type: none"> <li>Serpent Slash (HP Ver.) can no longer OTG after hit.</li> </ul>
Pit Viper (MAX Ver.)	<ul style="list-style-type: none"> <li>Increased distance travelled.</li> <li>Reduced all recovery frames on hit.</li> </ul>
Drill (LVL 4)	<ul style="list-style-type: none"> <li>Increased minimum guaranteed damage on last hit from 75 to 120.</li> <li>Increases opponent's power gauge more.</li> </ul>

## ■ OROCHI YASHIRO

Changed Area	Patch Notes
Far Standing LP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased attack startup from 5F to 7F.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>• Expanded hurtbox before attack startup.</li> <li>• Reduced attack hitbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Expanded hurtbox before attack startup.</li> </ul>
Gou	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> </ul>
Musebu Daichi (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased damage from 120 to 140.</li> <li>• Increased minimum guaranteed damage on last hit from 12 to 50.</li> </ul>
Odorū Daichi (HK Ver.)	<ul style="list-style-type: none"> <li>• Decreased attack startup from 16F to 12F.</li> <li>• Increased movement speed.</li> <li>• Increased distance travelled.</li> </ul>
Kujiku Daichi (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames when this attack is not followed up.</li> </ul>
Kujiku Daichi (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded grab range.</li> </ul>
Araburu Daichi (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded grab range.</li> <li>• Increased all recovery frames on whiff.</li> </ul>
Araburu Daichi (MAX Ver.)	<ul style="list-style-type: none"> <li>• Pressing Backward after attack startup will now change the distance travelled.</li> <li>• Expanded grab range.</li> <li>• Increased all recovery frames on whiff.</li> </ul>

## ■ OROCHI SHERMIE

Changed Area	Patch Notes
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced distance travelled before attack startup.</li> <li>• Reduced all recovery frames.</li> <li>• Reduced knockback distance.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Increased time it takes to get lower to the ground.</li> <li>• Can now whiff cancel.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Moved pushbox back.</li> <li>• Expanded hurtbox.</li> <li>• Increased all recovery frames.</li> </ul>
Hop/Hyper Hop attacks	<ul style="list-style-type: none"> <li>• Moved pushbox downwards.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Expanded hurtbox before attack startup.</li> </ul>
Jinrai (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> </ul>
Yatanagi no Muchi (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Shajitsu no Odori (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased distance travelled.</li> <li>• Increased opponent guard recovery.</li> </ul>
Mugetsu no Raiun (Normal Ver.)	<ul style="list-style-type: none"> <li>• Unified attack startup for all LP Versions to 28F.</li> </ul>
Raijin no Tsue (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Shukumei, Genei, Shinshi (in-air) (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Can now Advanced Cancel or Climax Cancel during landing recovery after a successful hit.</li> </ul>
Raijin no Sabaki	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>

## ■ OROCHI CHRIS

Changed Area	Patch Notes
Close Standing LP	<ul style="list-style-type: none"><li>• Reduced all recovery frames.</li></ul>
Crouching LK	<ul style="list-style-type: none"><li>• Increased attack startup from 4F to 5F.</li><li>• Increased time it takes to get lower to the ground.</li></ul>
Crouching HP	<ul style="list-style-type: none"><li>• Increased attack startup from 5F to 6F.</li><li>• Increased all recovery frames.</li></ul>
Jumping HK	<ul style="list-style-type: none"><li>• Reduced attack hitbox.</li><li>• Expanded hurtbox.</li></ul>
Muyou no Ono (Cancel Ver.)	<ul style="list-style-type: none"><li>• Decreased attack startup from 13F to 11F.</li></ul>
Jyukei no Oni (Cancel Ver.)	<ul style="list-style-type: none"><li>• Expanded attack hitbox.</li></ul>
Taiyou O Iru Honoo (LP Ver.)	<ul style="list-style-type: none"><li>• Expanded attack hitbox.</li><li>• Increased knockback duration on first hit.</li></ul>
Tsuki O Tsumu Honoo (LP Ver.)	<ul style="list-style-type: none"><li>• Increased aerial attack invulnerability frames.</li></ul>

## ■ HAOHMARU

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"><li>• Expanded attack hitbox for the body.</li><li>• Expanded hurtbox for the body.</li></ul>
Close Standing LP	<ul style="list-style-type: none"><li>• Reduced all recovery frames.</li></ul>

## ■ NAKORURU

Changed Area	Patch Notes
Guard Cancel Blow Back	<ul style="list-style-type: none"><li>Resolved an issue where this attack was considered in-air.</li></ul>
Crouching LK	<ul style="list-style-type: none"><li>Increased time it takes to get lower to the ground.</li></ul>
Chiten Zan (Normal/Cancel Ver.)	<ul style="list-style-type: none"><li>Reduced knockback distance on hit.</li></ul>
Annu Mutsube (HP Ver.)	<ul style="list-style-type: none"><li>Expanded hurtbox upwards after attack startup.</li></ul>
Drop from Mamahaha (Normal/EX Ver.)	<ul style="list-style-type: none"><li>Reduced landing recovery when followed by pressing Up.</li><li>Reduced landing recovery when pressing Up before following up with Kamuyhum Kesupu.</li></ul>

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"> <li>• Can now be cancelled from first hit.</li> <li>• Increased knockback duration on first hit.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Increased knockback duration on hit.</li> <li>• Reduced knockback distance.</li> </ul>
Blade Surf (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased attack range.</li> </ul>
Blade Surf (EX Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on last hit.</li> </ul>
Serpentine Breaker (Normal Ver.)	<ul style="list-style-type: none"> <li>• Increased opponent guard recovery on LVL2 attack.</li> <li>• Reduced knockback distance on LVL2 attack.</li> <li>• Reduced all recovery frames on LVL2 attack.</li> </ul>
High Tide (Normal/EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Tall High Tide (EX Ver.)	<ul style="list-style-type: none"> <li>• Added anywhere juggle properties.</li> <li>• No longer causes a hard knockdown.</li> </ul>

## ■ OMEGA RUGAL

Changed Area	Patch Notes
Far Standing HP	<ul style="list-style-type: none"><li>• Can now be cancelled.</li></ul>
Jumping HP	<ul style="list-style-type: none"><li>• Increased attack startup from 6F to 8F.</li></ul>
Double Tomahawk (Normal Ver.)	<ul style="list-style-type: none"><li>• "← + LK" no longer triggers.</li><li>• Altered opponent behavior on second hit.</li></ul>
Double Tomahawk (Cancel Ver.)	<ul style="list-style-type: none"><li>• Decreased damage on the second hit from 50 to 30.</li><li>• Altered opponent behavior on second hit.</li></ul>
Vanishing Rush (HP Ver.)	<ul style="list-style-type: none"><li>• Decreased attack startup from 31F to 29F.</li><li>• Reduced character grab box.</li><li>• Now hits in-air opponents.</li><li>• Reduced knockback distance on block.</li><li>• Reduced opponent guard recovery.</li><li>• Reduced all recovery frames.</li><li>• It causes a hard knockdown.</li></ul>
Violent Ray (Normal Ver.)	<ul style="list-style-type: none"><li>• Expanded attack hitbox.</li><li>• Increased damage from 60 to 80.</li></ul>
Dread Fatal Wave	<ul style="list-style-type: none"><li>• Increased minimum guaranteed damage from 100 to 120 on last hit.</li></ul>