

# THE KING OF FIGHTERS XV Patch Ver.2.10

Changed Area	Description of Change
<b>■ SYSTEM</b>	
BOSS CHALLENGE	<ul style="list-style-type: none"> <li>• Unlocked Clear Rewards for GOENITZ and OMEGA RUGAL (costumes, stages, and BGMs).</li> <li>* Titles will unlock when challenges are cleared, as per normal.</li> </ul>
TRIAL	<ul style="list-style-type: none"> <li>• Changed certain trials in accordance with character balance adjustments.</li> <li>* Same-level trials that you've already cleared in the past will still be marked as complete (even if they were included in the above changes).</li> </ul>
DJ STATION	<ul style="list-style-type: none"> <li>• Added "Splendid Evil -KOF XV ver.-" to the following album: THE KING OF FIGHTERS XV</li> </ul>
Other	<ul style="list-style-type: none"> <li>• Resolved several other minor issues.</li> </ul>
Changed Area	Description of Change
<b>■ General</b>	
Crouching LK	<ul style="list-style-type: none"> <li>• Changed low profile timing of certain moves (from "before attack start-up" to "at the same time as attack start-up").</li> <li>Applies to the following characters: Iori, K', Luong, Athena, and Elisabeth.</li> </ul>
<b>■ SHUN'EI</b>	
Crouching LP	<ul style="list-style-type: none"> <li>• Changed attack start-up from 5F to 4F.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Reduced hurtbox before attack start-up.</li> </ul>
Sky Axe (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 15F to 13F.</li> </ul>
Sky Axe (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 15F to 11F.</li> </ul>
Ground Hammer (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Thruster Vision · Front (EX Ver.)	<ul style="list-style-type: none"> <li>• Can now be canceled into <i>Thruster Vision</i> (Normal Ver.).</li> </ul>
Thruster Vision · Back (EX Ver.)	<ul style="list-style-type: none"> <li>• Can now be canceled into <i>Thruster Vision</i> (Normal Ver.).</li> </ul>
Specter Extension	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
<b>■ MEITENKUN</b>	
Sen-Siss Hou (Follow Up)	<ul style="list-style-type: none"> <li>• Increased active frames.</li> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in a hit state.)</li> <li>• Reduced follow-up window.</li> </ul>
Geki Hou (Normal Ver.)	<ul style="list-style-type: none"> <li>• Now connects with opponents' projectile-invulnerable attacks.</li> <li>• Reduced charge time for the Level 2 and Level 3 version.</li> </ul>
Geki Hou (EX Ver.)	<ul style="list-style-type: none"> <li>• Now connects with opponents' projectile-invulnerable attacks.</li> <li>• Changed damage on the first hit from 60 to 40.</li> <li>• Increased combo scaling value.</li> </ul>
Chou Geki Hou	<ul style="list-style-type: none"> <li>• Can now Advanced Cancel or Climax Cancel on hit.</li> <li>• Altered opponent behavior on hit.</li> </ul>
Hakuchuu Musou (Normal Ver.)	<ul style="list-style-type: none"> <li>• Now pulls opponents closer on first hit.</li> </ul>
Hakuchuu Musou (MAX Ver.)	<ul style="list-style-type: none"> <li>• Now pulls opponents closer on first hit.</li> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
Seikaku Meitengyobu	<ul style="list-style-type: none"> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>

■ BENIMARU NIKAIIDO	
Far Standing LK	<ul style="list-style-type: none"> <li>• Added an attack hitbox for the legs.</li> <li>• Expanded hurtbox for the legs.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Expanded proximity recognition.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Reduced hurtbox before attack start-up.</li> </ul>
Inazuma Sandan-Geri (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now Super Cancel from the final hit.</li> <li>• Final hit no longer hits multiple times during a combo.</li> </ul>
Rai-Kou Ken	<ul style="list-style-type: none"> <li>• Increased all recovery frames.</li> <li>• Reduced knockback distance on block.</li> </ul>
■ ISLA	
Crouching HP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Changed attack startup from 6F to 8F.</li> </ul>
Fill-In (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Changed where the projectile emerges.</li> <li>• Reduced all recovery frames.</li> </ul>
Scribe (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced Super Cancel window.</li> <li>• Reduced hitstop on hit and block.</li> </ul>
Scribe (HK Ver.)	<ul style="list-style-type: none"> <li>• Reduced Super Cancel window.</li> <li>• Reduced hitstop on hit and block.</li> <li>• Altered opponent behavior on hit.</li> </ul>
Piecing C (Normal Ver.)	<ul style="list-style-type: none"> <li>• No longer causes a hard knockdown.</li> </ul>
[In Air] Back to Back	<ul style="list-style-type: none"> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
■ HEIDERN	
Recovery	<ul style="list-style-type: none"> <li>• Resolved an issue where, in rare circumstances, the character would switch sides with the opponent when performing a Recovery at the edge of the screen.</li> </ul>
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Stinger (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 24F to 22F.</li> <li>• Increased active frames.</li> <li>• Increased active frames of the projectile nullification hitbox.</li> </ul>
Stinger (EX Ver.)	<ul style="list-style-type: none"> <li>• Removed Guard Point.</li> <li>• Reduced knockback distance on block.</li> <li>• Increased all recovery frames on block and whiff.</li> </ul>
Heidern Slash	<ul style="list-style-type: none"> <li>• No longer hits multiple times during a combo.</li> </ul>

■ DOLORES	
Close Standing HK	<ul style="list-style-type: none"> <li>Expanded proximity recognition.</li> </ul>
Hilzuni (Normal Ver.)	<ul style="list-style-type: none"> <li>Changed from a mid to an overhead attack.</li> <li>Changed attack start-up from 12F to 24F.</li> <li>Can no longer cancel into Special Moves.</li> <li>Increased combo scaling value.</li> <li>Reduced knockback distance on hit and block.</li> </ul>
Burj (HP Ver.)	<ul style="list-style-type: none"> <li>Changed attack start-up from 25F to 20F.</li> </ul>
Burj (EX Ver.)	<ul style="list-style-type: none"> <li>Altered opponent behavior on hit.</li> </ul>
Qafas Qabl (LP Ver.)	<ul style="list-style-type: none"> <li>Changed damage from 65 to 80.</li> </ul>
Qafas Qabl (HP Ver.)	<ul style="list-style-type: none"> <li>Changed attack start-up from 22F to 20F.</li> </ul>
Qafas Qabl (EX Ver.)	<ul style="list-style-type: none"> <li>Attack no longer travels outside the stage.</li> <li>Altered opponent flight on second hit.</li> </ul>
Qafas Khalfi (HK Ver.)	<ul style="list-style-type: none"> <li>Changed attack start-up from 28F to 24F.</li> </ul>
Nesh (LK Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> </ul>
Nesh (HK Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Nesh (EX Ver.)	<ul style="list-style-type: none"> <li>Changed attack start-up from 11F to 7F.</li> <li>Added invulnerability to in-air attacks.</li> <li>Expanded attack hitbox.</li> </ul>
■ KYO KUSANAGI	
Close Standing LK	<ul style="list-style-type: none"> <li>Can now be Rapid Canceled into Standing LK.</li> </ul>
Jumping LK (Hops, Hyper Hops)	<ul style="list-style-type: none"> <li>Expanded pushbox.</li> </ul>
Blow Back	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>Changed attack start-up from 12F to 14F.</li> <li>Reduced active frames.</li> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
88 Shiki (Cancel Ver.)	<ul style="list-style-type: none"> <li>Changed from a low to a mid attack.</li> </ul>
Ge-Shiki · Naraku Otoshi	<ul style="list-style-type: none"> <li>Changed damage from 50 to 80.</li> <li>Reduced hurtbox.</li> </ul>
75 Shiki · Kai (Normal Ver.)	<ul style="list-style-type: none"> <li>Increased combo scaling value.</li> </ul>
114 Shiki · Aragami	<ul style="list-style-type: none"> <li>Increased all recovery frames on block and whiff.</li> <li>Expanded hurtbox.</li> <li>Reduced attack hitbox.</li> <li>* Hitbox is the same as before for opponents in a hit state.</li> </ul>
124 Shiki · Munotsuchi	<ul style="list-style-type: none"> <li>Increased combo scaling value.</li> </ul>
Ge-Shiki · Tsurubeotoshi	<ul style="list-style-type: none"> <li>Changed attack start-up from 24F to 21F.</li> <li>Changed damage from 60 to 80.</li> </ul>
100 Shiki · Oniyaki [Follow-up from 402 Shiki · Batsuyomi (Normal Ver.)]	<ul style="list-style-type: none"> <li>Altered opponent behavior on hit.</li> </ul>
182 Shiki (Level 4)	<ul style="list-style-type: none"> <li>Changed from an unblockable to a mid attack.</li> </ul>

■ IORI YAGAMI	
Close Standing HK	<ul style="list-style-type: none"> <li>• Can now be canceled into Command Moves.</li> <li>• Expanded attack hitbox close to the body.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Delayed the timing at which a Rapid Cancel from Crouching LP is possible.</li> <li>• Changed low profile timing from “before attack start-up” to “at the same time as attack start-up.”</li> </ul>
Ge-Shiki · Yumebiki	<ul style="list-style-type: none"> <li>• Reduced knockback distance on hit and block.</li> </ul>
Ge-Shiki · Gofu In “Shinigami”	<ul style="list-style-type: none"> <li>• Changed attack start-up from 28F to 26F.</li> </ul>
100 Shiki · Oniyaki (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block and whiff.</li> </ul>
Kuzukaze (EX Ver.)	<ul style="list-style-type: none"> <li>• Removed invulnerability to physical attacks.</li> </ul>
311 Shiki · Tsumakushi (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Ura 1018 Shiki · Yashiori (MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 290 to 255.</li> </ul>
■ CHIZURU KAGURA	
Close Standing LK	<ul style="list-style-type: none"> <li>• Changed attack start-up from 6F to 5F.</li> <li>• Reduced knockback distance on hit and block.</li> <li>• Reduced all recovery frames.</li> </ul>
Jo Katsu Cong Cong (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be canceled into Super Special Moves and above.</li> </ul>
212 Katsu Shinsoku no Norito (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 100 to 80.</li> </ul>
100 Katsu Tenjin no Kotowari (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 9F to 7F.</li> </ul>
Uramen 1 katsu San Rai no Fujin	<ul style="list-style-type: none"> <li>• Clone no longer travels outside the stage.</li> </ul>
■ ASH CRIMSON	
Close Standing LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Reduced hurtbox.</li> </ul>
Far Standing LP	<ul style="list-style-type: none"> <li>• Can now be canceled into Special Moves.</li> </ul>
Close Standing HK	<ul style="list-style-type: none"> <li>• Increased cancel window.</li> <li>* Except when canceling into MAX Mode (Quick).</li> </ul>
Genie	<ul style="list-style-type: none"> <li>• Can now perform this move even while another Genie is already active. When performed in such a manner, the active Genie will explode.</li> <li>• No longer hits multiple times during a combo.</li> <li>* The Normal and EX version can hit one time each.</li> </ul>
■ ELISABETH BLANCTORCHE	
Crouching LK	<ul style="list-style-type: none"> <li>• Changed low profile timing from “before attack start-up” to “at the same time as attack start-up.”</li> </ul>
Éclair (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded pushbox.</li> <li>• Changed movement speed.</li> </ul>
Étincelle (Normal Ver.)	<ul style="list-style-type: none"> <li>• Projectile no longer travels outside the stage.</li> </ul>
Étincelle (EX Ver.)	<ul style="list-style-type: none"> <li>• Projectile no longer travels outside the stage.</li> <li>• Increased follow-up window.</li> <li>• No longer hits multiple times during a combo.</li> </ul>
Grêle (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on block.</li> </ul>
Noble-Blanche (LP Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 11F to 8F.</li> </ul>
Noble-Blanche (MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 11F to 8F.</li> </ul>
Fête de la Lumière	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>(Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>

■ KUKRI	
Close Standing HK	<ul style="list-style-type: none"> <li>Expanded proximity recognition.</li> </ul>
Shatter Strike	<ul style="list-style-type: none"> <li>Reduced all recovery frames.</li> <li>* Matches that of other characters.</li> </ul>
Nessa Senpuu (HK Ver.)	<ul style="list-style-type: none"> <li>Reduced knockback distance on first and second hit.</li> </ul>
■ KROHNEN	
Close Standing HP	<ul style="list-style-type: none"> <li>Increased knockback duration on final hit.</li> <li>Reduced knockback distance on final hit and block.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>Changed attack start-up from 4F to 5F.</li> <li>Reduced attack hitbox.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>Can no longer cancel into Command Moves.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>Changed attack start-up from 8F to 7F.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>Changed attack start-up from 7F to 9F.</li> <li>Expanded hurtbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Reduced active frames.</li> </ul>
Emergency Slide (Cancel Ver.)	<ul style="list-style-type: none"> <li>Changed attack start-up from 7F to 11F.</li> <li>Reduced distance traveled.</li> </ul>
Strike Slash (HK Ver.)	<ul style="list-style-type: none"> <li>Changed from an overhead to a mid attack.</li> </ul>
Calamity Overdrive	<ul style="list-style-type: none"> <li>Lowered opponent flight when hit in the air.</li> <li>Changed damage from 392 to 430.</li> <li>* No change in damage when used as an OTG.</li> </ul>
■ KULA DIAMOND	
Crouching HP	<ul style="list-style-type: none"> <li>Reduced hurtbox.</li> </ul>
Crow Bite (HP Ver.)	<ul style="list-style-type: none"> <li>Altered opponent behavior when first hit lands in the air.</li> </ul>
Diamond Breath (LP Ver.)	<ul style="list-style-type: none"> <li>Changed damage from 60 to 80.</li> </ul>
Diamond Breath (EX Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Expanded projectile nullification hitbox.</li> </ul>
Ray Spin (Sit) (EX Ver.)	<ul style="list-style-type: none"> <li>Expanded pushbox.</li> <li>Increased all recovery frames.</li> </ul>
Falling Snowman (LP Ver.)	<ul style="list-style-type: none"> <li>Projectile no longer travels outside the stage.</li> </ul>
Falling Snowman (HP Ver.)	<ul style="list-style-type: none"> <li>Projectile no longer travels outside the stage.</li> <li>Changed attack start-up from 58F to 53F.</li> </ul>
Falling Snowman (EX Ver.)	<ul style="list-style-type: none"> <li>Projectile no longer travels outside the stage.</li> <li>Changed damage from 50 (x2) to 70 (x2).</li> <li>Reduced all recovery frames.</li> </ul>
Diamond Edge (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Altered opponent behavior on hit.</li> </ul>
Diamond Edge (MAX Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox.</li> <li>Altered opponent behavior on first and second hit.</li> </ul>
Frozen Arena (Normal Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox for first hit.</li> <li>Altered opponent behavior on first hit.</li> </ul>
Frozen Arena (MAX Ver.)	<ul style="list-style-type: none"> <li>Increased active frames on first hit.</li> </ul>

■ ÁNGEL	
Rush	• First hit now travels forward.
Close Standing HK	• Expanded proximity recognition.
Crouching HP	• Increased cancel window. • Reduced all recovery frames.
Jumping HP	• Changed from an overhead to a mid attack.
Jumping Blow Back	• Reduced hurtbox before attack start-up.
Heavy Knee Attack	• Changed attack start-up from 5F to 4F.
Unchain · Step (Normal Ver.)	• Can now be stopped using LP + LK.
■ YASHIRO NANAKASE	
Sledgehammer (LK Ver.)	• Changed from an overhead to a mid attack. • Changed attack start-up from 24F to 21F. • Changed jump height. • Reduced all recovery frames.
Final Impact	• Increased damage when charged. • Resolved an issue where the projectile level was lower than expected.
■ SHERMIE	
Standing LK	• Changed attack start-up from 6F to 8F. • Reduced attack hitbox. • Reduced active frames. • Increased knockback duration on hit. • Increased all recovery frames.
Close Standing HP	• Expanded attack hitbox. • Expanded hurtbox.
Shermie Carnival	• Reduced all recovery frames on hit.

■ CHRIS	
Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Reverse Anchor Kick (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 26F to 24F.</li> <li>• Changed damage from 45 to 60.</li> </ul>
Carry Off Kick (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be canceled into Super Special Moves and above.</li> </ul>
Hunting Air (HK Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 10F to 8F.</li> </ul>
Hunting Air (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 6F to 4F.</li> <li>• Altered opponent behavior on second hit.</li> <li>• Causes a hard knockdown on non-final hits too.</li> <li>• Expanded attack hitbox for both the third and final hit. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
Shooting Dancer Thrust (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 18F to 12F.</li> <li>• Altered opponent behavior when first hit lands in the air.</li> <li>• Expanded attack hitbox for first hit. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
Shooting Dancer Thrust (EX Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> <li>• Reduced pushbox.</li> <li>• Second hit no longer hits in-air opponents.</li> <li>• Changed damage on the second hit from 120 to 100.</li> <li>• Increased all recovery frames.</li> </ul>
Shooting Dancer Step (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now Super Cancel from the first hit.</li> </ul>
Chain Slide Touch	<ul style="list-style-type: none"> <li>• Altered opponent behavior when hit in the air.</li> <li>• Expanded attack hitbox for first hit. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
■ K'	
Close Standing LK	<ul style="list-style-type: none"> <li>• Can now be Rapid Canceled into other moves besides Standing LK.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Changed attack start-up from 8F to 10F.</li> <li>• Reduced attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Changed low profile timing from "before attack start-up" to "at the same time as attack start-up."</li> </ul>
Jumping HP (Hops, Hyper Hops)	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> </ul>
Blackout [Follow-up from <i>Second Shell</i> (EX Ver.)]	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> <li>• Can now be performed using → + LK or HK.</li> </ul>
Air Minute Spike (LK Ver.)	<ul style="list-style-type: none"> <li>• Increased command input window.</li> <li>• Changed damage on Anywhere Juggle hits from 80 to 40.</li> </ul>
Air Minute Spike (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased command input window.</li> <li>• Changed damage on Anywhere Juggle hits from 100 to 50.</li> </ul>
Air Minute Spike (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed damage on Anywhere Juggle hits from 120 to 60.</li> </ul>
■ MAXIMA	
Far Standing HP	<ul style="list-style-type: none"> <li>• Can now be canceled into Special Moves.</li> <li>• Reduced all recovery frames.</li> </ul>
M-4 Vapor Cannon (EX Ver.)	<ul style="list-style-type: none"> <li>• Now travels backward on hit.</li> <li>• Reduced all recovery frames on hit.</li> </ul>

■ WHIP	
Strength Shot Type A "Code: Superior"	<ul style="list-style-type: none"> <li>• Increased movement speed while in attack stance.</li> </ul>
Strength Shot Type B "Code: Strength"	<ul style="list-style-type: none"> <li>• Increased movement speed while in attack stance.</li> <li>• Increased distance traveled by opponent on hit.</li> </ul>
Strength Shot Type C "Code: Victory"	<ul style="list-style-type: none"> <li>• Increased movement speed while in attack stance.</li> </ul>
Crescent Swatter "Code: FS"	<ul style="list-style-type: none"> <li>• Increased active frames of the projectile nullification hitbox.</li> </ul>
Sonic Slaughter "Code: KW"	<ul style="list-style-type: none"> <li>• Increased invulnerability.</li> <li>• Increased active frames on first hit.</li> </ul>
■ ANTONOV	
Close Standing LP	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Reduced hurtbox.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Changed attack start-up from 11F to 9F.</li> </ul>
Whale Stream (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
Vertical Macho (LP Ver.)	<ul style="list-style-type: none"> <li>• Added invulnerability to in-air attacks.</li> <li>• Can no longer cancel into <i>Bering Wave</i>.</li> <li>• Expanded attack hitbox for first hit. (Expanded area for attack can only land when opponent is in a hit state.)</li> <li>• Expanded attack hitbox for second hit.</li> <li>• No longer causes a hard knockdown.</li> </ul>
Vertical Macho (HP Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox for first hit. (Expanded area for attack can only land when opponent is in a hit state.)</li> <li>• Expanded attack hitbox for second hit.</li> </ul>
Tunguska Bomber	<ul style="list-style-type: none"> <li>• Expanded attack hitbox for first hit.</li> </ul>
■ RAMÓN	
Head Butt (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> <li>• Increased cancel window. * Except when canceling into MAX Mode (Quick).</li> </ul>
Tiger Neck Chancery (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded throw range.</li> </ul>
Tiger Load	<ul style="list-style-type: none"> <li>• Can now follow up with <i>Hoist 1</i> or <i>Hoist 2</i> on hit.</li> </ul>
Tiger Spin (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 180 to 250.</li> <li>• Reduced all recovery frames on hit.</li> </ul>
Tiger Spin (MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 330 to 400.</li> <li>• Reduced all recovery frames on hit.</li> </ul>
■ KING OF DINOSAURS	
Crouching LP	<ul style="list-style-type: none"> <li>• Reduced attack hitbox.</li> <li>• Reduced hurtbox.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Changed attack start-up from 8F to 6F.</li> <li>• Reduced hurtbox.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Reduced hurtbox.</li> </ul>
Rex Head (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased distance traveled.</li> <li>• Reduced knockback distance on hit and block.</li> </ul>
Assault Raptor (EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames on hit.</li> </ul>
Ankylo Hammer (HP Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox for first hit. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
Ankylo Hammer (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox for first hit.</li> </ul>
Dinner of Dinosaur (MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed damage on the final hit from 100 to 120.</li> </ul>



■ LEONA HEIDERN	
Crouching HK	• Can now be canceled into Special Moves.
Jumping HK	• Reduced hurtbox before attack start-up.
Jumping Blow Back	• Reduced hurtbox before attack start-up.
Moon Slasher (LP Ver.)	• Damage, stun value, and Guard Crush value when hitting the tip of the slash are now the same as when hit up close.
Moon Slasher (HP Ver.)	• Damage, stun value, and Guard Crush value when hitting the tip of the slash are now the same as when hit up close. • Changed damage from 80 to 100.
Moon Slasher (EX Ver.)	• Changed damage from 120 to 140.
X-Calibur (HP Ver.)	• Altered opponent behavior on hit.
V-Slasher	• Reduced combo scaling value when canceling from Vertical Jumping HK. • Combo scaling for moves that follow on from that <i>V-Slasher</i> will remain the same as before.
■ RALF JONES	
Dynamite Ralf Punch (LP Ver.)	• Reduced all recovery frames when nullifying projectiles.
Dynamite Ralf Punch (HP Ver.)	• Changed attack start-up from 15F to 13F. • Reduced all recovery frames when nullifying projectiles.
Dynamite Ralf Punch (EX Ver.)	• Changed hit count from 3 hits to 1 hit. * No change in total damage.
Dive Bomber Punch	• Increased command input window.
■ CLARK STILL	
Ultra Argentine Backbreaker (Normal Ver.)	• Changed damage from 205 to 225.
Ultra Argentine Backbreaker (MAX Ver.)	• Changed damage from 335 to 365. * No change in minimum guaranteed damage.
Running Three (Normal Ver.)	• Changed attack start-up from 18F to 11F.
■ TERRY BOGARD	
Close Standing LP	• Reduced knockback distance on hit and block.
Far Standing LP	• Reduced all recovery frames. • Expanded attack hitbox.
Crouching HK	• Reduced all recovery frames.
Crack Shoot (EX Ver.)	• Reduced all recovery frames.
■ ANDY BOGARD	
Close Standing LP	• Changed attack start-up from 5F to 4F.
Shouryuu Dan (LP Ver.)	• Added invulnerability to in-air attacks. • Increased active frames close to body.

■ JOE HIGASHI	
Hurricane Upper (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased projectile speed.</li> </ul>
Ougon no Kakato (LK Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 17F to 14F.</li> <li>• Reduced distance traveled.</li> <li>• No longer connects with opponents behind the character.</li> <li>• Changed hit count from 3 hits to 1 hit.</li> <li>• Adjusted damage, Guard Crush value, and stun value in accordance with the change in hit count.</li> <li>• Increased knockback duration on hit.</li> <li>• Can now follow-up on in-air hit.</li> <li>• No longer connects during a combo where <i>Ougon no Kakato</i> (LK/HK Ver.) has already landed.</li> <li>• Increased all recovery frames.</li> </ul>
Ougon no Kakato (HK Ver.)	<ul style="list-style-type: none"> <li>• No longer connects during a combo where <i>Ougon no Kakato</i> (LK Ver.) has already landed.</li> </ul>
■ RYO SAKAZAKI	
Crouching LK	<ul style="list-style-type: none"> <li>• Changed attack start-up from 4F to 5F.</li> <li>• Reduced all recovery frames.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Increased cancel window for Super Special Moves and above, and for MAX Mode (Quick).</li> </ul>
Kohou (LP Ver.)	<ul style="list-style-type: none"> <li>• Increased all recovery frames on block and whiff.</li> </ul>
Kohou (HP Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on first hit.</li> </ul>
Ryuuko Ranbu (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can no longer Advanced Cancel or Climax Cancel, except from the final hit.</li> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
Ryuuko Ranbu (MAX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox. (Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
■ ROBERT GARCIA	
Close Standing LP	<ul style="list-style-type: none"> <li>• Changed attack start-up from 5F to 4F.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Can now be canceled into Special Moves and above.</li> </ul>
Ryuuga (LP Ver.)	<ul style="list-style-type: none"> <li>• Added invulnerability to in-air attacks.</li> <li>• Expanded attack hitbox for first hit.</li> <li>• Brought forward the timing at which the hitbox becomes an in-air hitbox.</li> </ul>
Ryuuga (HP/EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox for first hit.</li> </ul>
Hien Senpuu Kyaku (LK Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> </ul>
■ KING	
Close Standing LK	<ul style="list-style-type: none"> <li>• Reduced knockback distance on hit and block.</li> <li>• Reduced all recovery frames.</li> </ul>
Sliding (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Changed from a low to a mid attack.</li> </ul>
Trap Kick (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 50 to 60.</li> </ul>
Air Venom Strike (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 80 to 120.</li> </ul>
Tornado Kick (HK Ver.)	<ul style="list-style-type: none"> <li>• Increased follow-up window after first hit.</li> </ul>
All Super Special Moves (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Can no longer Advanced Cancel or Climax Cancel, except from the final hit.</li> </ul>

■ ATHENA ASAMIYA	
Crouching LK	• Changed low profile timing from “before attack start-up” to “at the same time as attack start-up.”
Close Standing HP	• Reduced knockback distance on hit.
Crouching HP	• Increased knockback duration on hit.
Phoenix Bomb (Air)	• Increased all recovery frames when performed during a back step.
Psycho Shoot (LP Ver.)	• Expanded attack hitbox. • Changed damage from 65 to 80.
Psycho Shoot (HP Ver.)	• Expanded attack hitbox. • Changed damage from 70 to 85.
Psycho Shoot (EX Ver.)	• Changed damage from 45/45 to 50/50.
[On Ground] Shining Crystal Bit (Normal Ver.)	• Changed attack start-up from 6F to 4F. • Changed damage from 180 to 200.
[In Air] Shining Crystal Bit (Normal Ver.)	• Changed damage from 180 to 200.
Shining Crystal Bit (MAX Ver.)	• Changed damage from 330 to 350.
■ MAI SHIRANUI	
Walk Backward	• Increased movement speed.
Kachousen (EX Ver.)	• Projectile no longer travels outside the stage after bouncing off the opponent. • Altered opponent behavior on hit after the projectile bounces off them. • No longer hits multiple times during a combo.
Hissatsu Shinobi-Bachi (HK Ver.)	• Causes a hard knockdown.
Kagerou no Mai	• Lowered opponent flight on hit.
■ YURI SAKAZAKI	
Far Standing LK	• Reduced attack hitbox. • Reduced hurtbox.
Far Standing HP	• Changed attack start-up from 6F to 8F. • Moved attack hitbox downward. • Reduced attack hitbox. • Moved arm hurtbox downward. • Reduced hurtbox. • Increased all recovery frames.
Shien (Normal Ver.)	• Changed damage from 40 to 60.
Shien (Cancel Ver.)	• Changed from a low to a mid attack.
■ BLUE MARY	
Close Standing LP	• Reduced all recovery frames.
Close Standing LK	• Reduced all recovery frames.
Double Rolling (Normal Ver.)	• Changed damage from 20/30 to 40/50.
Double Rolling (Cancel Ver.)	• Changed second hit from a low to a mid attack.
Vertical Arrow (EX Ver.)	• Can now follow up second hit with <i>M. Snatcher</i> . * <i>M. Snatcher</i> has Anywhere Juggle properties in these post-EX situations.
M. Snatcher	• Changed input to LK or HK.
M. Typhoon (MAX Ver.)	• Will now combo from an Advanced Cancel off the final hit of <i>M. Splash Rose</i> .

■ VANESSA	
Far Standing LK	• Expanded attack hitbox.
Crouching HK	• Increased cancel window.
Jumping HP (Normal/Hyper Jumps)	• Changed attack start-up from 7F to 6F.
One-Two Puncher (Normal Ver.)	• Reduced all recovery frames. * Second hit start-up is now faster as a result.
Puncher Upper [Follow-up from <i>Puncher Vision (Forward)</i> (EX Ver.)]	• Reduced all recovery frames.
Puncher Upper [Follow-up from <i>Puncher Vision (Backward)</i> (EX Ver.)]	• Reduced all recovery frames.
Puncher Straight [Follow-up from <i>Puncher Vision (Forward)</i> (Normal Ver.)]	• Changed attack start-up from 15F to 13F. • Expanded pushbox. • Increased follow-up window.
Champion Puncher (Normal Ver.)	• Increased invulnerability.
■ LUONG	
Crouching LK	• Changed low profile timing from “before attack start-up” to “at the same time as attack start-up.”
Crouching HK	• Reduced all recovery frames.
Blow Back	• Changed attack start-up from 13F to 16F. • Reduced distance traveled.
Tsui (Normal Ver.)	• Reduced knockback distance on hit and block. • Reduced all recovery frames.
Tsui (Cancel Ver.)	• Reduced knockback distance on hit and block. • Reduced all recovery frames.
Geki (EX Ver.)	• Expanded attack hitbox. • Reduced all recovery frames on hit.
Ren (EX Ver.)	• Changed damage from 120 to 100.
■ ROCK HOWARD	
Reppuiken (EX Ver.)	• Now travels forward. • Expanded attack hitbox. • Altered opponent flight on hit. • Reduced knockback duration on block for the second hit.
Hard Edge (HP Ver.) [Buffed] Hard Edge (HP Ver.)	• Expanded attack hitbox for second hit.
Type: Shift	• Increased buffer window.
Shinkuu Nage (Normal Ver.) [Follow-up from <i>Type: Shift</i> ] [Buffed] Shinkuu Nage (Normal Ver.) [Follow-up from <i>Type: Shift</i> ]	• Changed input to LP or HP. • Altered opponent behavior on hit.
Shinkuu Nage (EX Ver.) [Follow-up from <i>Type: Shift</i> ]	• Changed input to LP + HP. • No longer consumes power gauge when following <i>Type: Shift</i> (EX Ver.).
Raging Storm (Normal Ver.) [Buffed] Raging Storm (Normal Ver.)	• Expanded attack hitbox.
Deadly Rave EXT	• Powered-up state now continues across rounds.

■ B. JENET	
Jumping LK (Normal/Hyper Jumps)	<ul style="list-style-type: none"> <li>Expanded hurtbox.</li> </ul>
Jumping LK (Hops, Hyper Hops)	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> <li>Increased active frames.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>Reduced attack hitbox.</li> <li>Expanded hurtbox.</li> </ul>
Baffrass (EX Ver.)	<ul style="list-style-type: none"> <li>Changed damage when used as an OTG from 90 to 45.</li> </ul>
Crazy Ivan (LP Ver.)	<ul style="list-style-type: none"> <li>Increased all recovery frames.</li> <li>Reduced knockback distance on block.</li> </ul>
Gulf Tomahawk (HK Ver.)	<ul style="list-style-type: none"> <li>Changed from an overhead to a mid attack.</li> </ul>
Harrier Bee (LK Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox for final hit of the follow-up attack.</li> </ul>
Harrier Bee (HK/EX Ver.)	<ul style="list-style-type: none"> <li>Expanded attack hitbox for final hit of the follow-up attack.</li> <li>Increased landing recovery frames on first to third hits of the follow-up attack.</li> </ul>
The Hind (LK Ver.)	<ul style="list-style-type: none"> <li>Altered opponent flight on hit.</li> </ul>
The Hind (EX Ver.)	<ul style="list-style-type: none"> <li>Changed attack start-up from 8F to 11F.</li> </ul>
[On Ground] Many Many Torpedoes	<ul style="list-style-type: none"> <li>Expanded pushbox.</li> </ul>
[In Air] Many Many Torpedoes	<ul style="list-style-type: none"> <li>Increased movement speed.</li> <li>Expanded pushbox.</li> </ul>
■ GATO	
Far Standing HK	<ul style="list-style-type: none"> <li>Changed attack start-up from 14F to 12F.</li> </ul>
Chinbreaker (Normal Ver.)	<ul style="list-style-type: none"> <li>Now travels forward.</li> <li>Changed damage from 45 to 60.</li> </ul>
Wind Fang (HK Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames when braking.</li> </ul>
Wind Fang (EX Ver.)	<ul style="list-style-type: none"> <li>Character now faces the opponent when performing a follow-up after flying overhead.</li> </ul>
Backdraft Fang (HP Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames when braking.</li> </ul>
Backdraft Fang (EX Ver.)	<ul style="list-style-type: none"> <li>Character now faces the opponent when performing a follow-up after flying overhead.</li> <li>* No change in orientation for <i>Cipher Fang</i>.</li> </ul>
Fang of Darkness (Normal Ver.)	<ul style="list-style-type: none"> <li>Removed pushbox.</li> </ul>
Lightning Fang (HK/EX Ver.)	<ul style="list-style-type: none"> <li>Reduced all recovery frames on hit.</li> </ul>

■ GEESE HOWARD	
Jumping LP	<ul style="list-style-type: none"> <li>• Changed attack start-up from 6F to 4F.</li> </ul>
Fudou Ken · A	<ul style="list-style-type: none"> <li>• Can now use both the Normal and EX versions (one time each) during a combo.</li> </ul>
Gedan Atemi (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased the counter's active frames.</li> <li>• Changed damage from 180 to 220.</li> </ul>
Hishou Nichirin Zan (HP Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on counter hit.</li> <li>• Can now use both the HP and EX versions (one time each) during a combo.</li> </ul>
Hishou Nichirin Zan (EX Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Raigou Reppuu Ken	<ul style="list-style-type: none"> <li>• Final hit now hits knocked-down opponents.</li> <li>• Final hit no longer hits multiple times during a combo.</li> </ul>
Oni Hanmon (Normal)	<ul style="list-style-type: none"> <li>• Changed damage from 200 to 230.</li> </ul>
Oni Hanmon (MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 350 to 370.</li> </ul>
■ BILLY KANE	
Far Standing HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Reduced hurtbox.</li> </ul>
Jumping Blow Back	<ul style="list-style-type: none"> <li>• Reduced hurtbox.</li> </ul>
Kaen Sansetsu Kon Chuudan Uchi (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 60 to 80.</li> </ul>
Tsurigome Sansetsu Kon Chuudan Uchi	<ul style="list-style-type: none"> <li>• Reduced knockback duration on hit and block.</li> <li>• Reduced all recovery frames.</li> </ul>
Suzume Otoshi (LP Ver.)	<ul style="list-style-type: none"> <li>• Added invulnerability to in-air attacks.</li> </ul>
Kaen Suzume Otoshi (Normal Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on hit.</li> <li>• Increased Super Cancel window.</li> <li>• Increased follow-up window.</li> <li>• Increased all recovery frames.</li> </ul>
Ka Ryuu Tsuigeki Kon	<ul style="list-style-type: none"> <li>• Expanded attack hitbox after counter.</li> </ul>
Sui Ryuu Tsuigeki Kon	<ul style="list-style-type: none"> <li>• Expanded attack hitbox after counter.</li> <li>• Reduced all recovery frames on whiff.</li> </ul>
■ RYUJI YAMAZAKI	
Eviscerator (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased distance traveled.</li> <li>• Increased cancel window.</li> </ul>
Slam (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Slam (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Reduced knockback distance on hit.</li> </ul>
■ OROCHI YASHIRO	
Musebu Daichi (HP Ver.)	<ul style="list-style-type: none"> <li>• Reduced hurtbox.</li> </ul>
Tsubusu Daichi [from <i>Kujiku Daichi</i> (HP Ver.)]	<ul style="list-style-type: none"> <li>• Altered opponent behavior on counter hit.</li> </ul>

■ OROCHI SHERMIE	
Standing LK	<ul style="list-style-type: none"> <li>• Changed attack start-up from 6F to 8F.</li> <li>• Reduced attack hitbox.</li> <li>• Reduced active frames.</li> <li>• Increased knockback duration on hit.</li> <li>• Increased all recovery frames.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Shajitsu no Odori (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> <li>• No longer hits multiple times during a combo.</li> </ul>
Mugetsu no Raiun	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Raijin no Tsue (HK Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 32F to 28F.</li> <li>• Increased movement speed.</li> </ul>
■ OROCHI CHRIS	
Jyukei no Oni (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 26F to 24F.</li> </ul>
Setsudan no koto (Normal Ver.)	<ul style="list-style-type: none"> <li>• Can now be canceled into Super Special Moves and above.</li> </ul>
Taiyou O Iru Honoo (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Tsuki O Tsumu Honoo (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 14F to 12F.</li> <li>• Increased distance traveled.</li> </ul>
Shishi O Kamu Honoo (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed the timing of cancels into certain Special Moves.</li> </ul>
Ankoku Orochi Nagi (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 20F to 18F.</li> </ul>
Ankoku Orochi Nagi (MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 20F to 16F.</li> </ul>
Hirameki Kogaretaru Tamashi	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>(Expanded area for attack can only land when opponent is in a hit state.)</li> </ul>
■ HAOHMARU	
Far Standing LP	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Changed damage from 70 to 80.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Changed damage from 70 to 80.</li> </ul>
Crouching HP	<ul style="list-style-type: none"> <li>• Altered opponent behavior on in-air counter hit.</li> </ul>
Jumping HP	<ul style="list-style-type: none"> <li>• Changed damage from 70 to 80.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Changed damage from 70 to 80.</li> </ul>
Jumping Blow Back (Normal/Hyper Jumps)	<ul style="list-style-type: none"> <li>• Changed damage from 90 to 100.</li> </ul>
Jumping Blow Back (Hops, Hyper Hops)	<ul style="list-style-type: none"> <li>• Changed damage from 80 to 90.</li> </ul>
Iron Flash	<ul style="list-style-type: none"> <li>• Changed damage from 180 to 200.</li> </ul>
Crescent Moon Slash (LP Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 7F to 5F.</li> </ul>
Cyclone Slash (Normal Ver.)	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
Cyclone Slash (EX Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 29F to 24F.</li> <li>• Increased projectile speed.</li> <li>• Expanded attack hitbox.</li> <li>• Reduced combo scaling value.</li> <li>• Reduced all recovery frames.</li> </ul>
Earthquake Slice (LP Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 25F to 23F.</li> </ul>

■ NAKORURU	
Annu Mutsube (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames on hit and block.</li> </ul>
Annu Mutsube (HP Ver.)	<ul style="list-style-type: none"> <li>• Increased active frames.</li> <li>• Reduced all recovery frames.</li> </ul>
Mamahaha Attack (LP Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 30 to 50.</li> <li>• Increased stun value.</li> <li>• Altered opponent behavior when hit in the air.</li> </ul>
Mamahaha Attack (HP Ver.)	<ul style="list-style-type: none"> <li>• Changed damage from 50 to 70.</li> <li>• Increased stun value.</li> <li>• Altered opponent behavior when hit in the air.</li> </ul>
Drop from Mamahaha (Normal Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Kamui Mutsube	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> </ul>
■ DARLI DAGGER	
Close Standing LK	<ul style="list-style-type: none"> <li>• Expanded attack hitbox.</li> <li>• Expanded hurtbox.</li> </ul>
Close Standing HP	<ul style="list-style-type: none"> <li>• Changed damage on the first hit from 70 to 80.</li> </ul>
Far Standing HP	<ul style="list-style-type: none"> <li>• Reduced combo scaling value.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Can now cancel into Standing LK.</li> </ul>
Crouching HK	<ul style="list-style-type: none"> <li>• Can now cancel into <i>Surprise Attack</i>.</li> <li>• Altered opponent behavior on hit.</li> </ul>
Sweeping Shave	<ul style="list-style-type: none"> <li>• Changed damage on in-air hits from 150 to 180.</li> </ul>
Serpentine Breaker (LP Ver.)	<ul style="list-style-type: none"> <li>• Added an attack hitbox to Frame 18 of the Level 1 version.</li> <li>* Attack start-up has now changed from 19F to 18F as a result.</li> <li>• Reduced all recovery frames for the Level 1 version.</li> </ul>
Serpentine Breaker (HP Ver.)	<ul style="list-style-type: none"> <li>• Added an attack hitbox to Frame 27 of the Level 1 version.</li> <li>* Attack start-up has now changed from 28F to 27F as a result.</li> </ul>
High Tide (Normal Ver.)	<ul style="list-style-type: none"> <li>• Now connects with in-air opponents.</li> <li>• Reduced attack hitbox.</li> <li>* Hitbox is the same as before for opponents in a hit state.</li> </ul>
High Tide (EX Ver.)	<ul style="list-style-type: none"> <li>• Now connects with in-air opponents.</li> <li>• Reduced all recovery frames.</li> <li>• Reduced attack hitbox.</li> <li>* Hitbox is the same as before for opponents in a hit state.</li> </ul>
Lagoon Onslaught (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 10F to 8F.</li> </ul>
Lagoon Onslaught (MAX Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up from 8F to 6F.</li> </ul>



■ SHINGO YABUKI	
Far Standing HP	• Changed attack start-up from 14F to 12F.
Far Standing HK	• Changed attack start-up from 12F to 10F.
Crouching HK	• Expanded attack hitbox.
Jumping HK	• Reduced hurtbox.
All Special Moves	• Increased the chance of a critical hit. * No change for <i>101 Shiki · Oboroguruma Unfinished</i> (HK Ver.), as it's always had a high chance of doing a critical hit.
115 Shiki · Dokugami Unfinished (HP Ver.)	• Reduced all recovery frames on block when a critical hit occurs.
100 Shiki · Oniyaki Unfinished	• Expanded attack hitbox for first hit.
Shingo Kick (HK Ver.)	• Reduced all recovery frames.
Shingo Kick (EX Ver.)	• Changed attack start-up from 22F to 21F.
Shingo Kick Air (Normal Ver.)	• Can now be triggered from a backwards jump.
101 Shiki · Oboroguruma Unfinished (EX Ver.)	• Expanded attack hitbox for first hit.
■ KIM KAPHWAN	
Close Standing HP	• Expanded proximity recognition. • Expanded attack hitbox.
Crouching LP	• Expanded attack hitbox. • Expanded hurtbox.
Jumping LK (Normal/Hyper Jumps)	• Expanded attack hitbox for the legs.
Jumping Blow Back	• Expanded attack hitbox for the legs.
Hangetsuzan (LK Ver.)	• Increased Super Cancel window.
Sanren Geki 1 Shiki (LP Ver.)	• Reduced all recovery frames. • Increased knockback distance on block.
Sanren Geki 1 Shiki (HP Ver.)	• Increased knockback distance on block.
Sanren Geki 2 Shiki [Follow-up from <i>Sanren Geki 1 Shiki</i> (LP Ver.)]	• Reduced all recovery frames.
Hisen Kyaku (EX Ver.)	• Added invulnerability to projectiles. • Altered opponent behavior on hit. • Increased all recovery frames.
■ SYLVIE PAULA PAULA	
No changes.	
■ NAJD	
No changes.	

■ OMEGA RUGAL	
Dash	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Changed attack start-up from 14F to 11F.</li> <li>• Reduced hurtbox.</li> </ul>
Double Tomahawk (Normal Ver.)	<ul style="list-style-type: none"> <li>• Changed attack start-up for second hit from 27F to 24F.</li> <li>• Increased distance traveled on second hit.</li> <li>• Altered opponent behavior on second hit and on block.</li> <li>• Reduced all recovery frames.</li> </ul>
Double Tomahawk (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior on second hit and on block.</li> </ul>
Vanishing Rush (LP Ver.)	<ul style="list-style-type: none"> <li>• Causes a hard knockdown.</li> </ul>
Vanishing Rush (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased movement speed.</li> </ul>
Violent Ray (Normal Ver.)	<ul style="list-style-type: none"> <li>• Altered opponent behavior when hit in the air.</li> </ul>
Desperate Ray	<ul style="list-style-type: none"> <li>• Expanded OTG hitbox.</li> </ul>
■ GOENITZ	
Close Standing HK	<ul style="list-style-type: none"> <li>• Expanded proximity recognition.</li> </ul>
Far Standing HK	<ul style="list-style-type: none"> <li>• Reduced hurtbox.</li> </ul>
Crouching LK	<ul style="list-style-type: none"> <li>• Brought forward the timing at which a Rapid Cancel is possible.</li> </ul>
Jumping HK	<ul style="list-style-type: none"> <li>• Increased active frames.</li> </ul>
Uranagi (Cancel Ver.)	<ul style="list-style-type: none"> <li>• Increased cancel window.</li> </ul>
Yonokaze (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Yonokaze (EX Ver.)	<ul style="list-style-type: none"> <li>• Increased knockback duration on block.</li> </ul>
Hyouga (LK Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames after following up with <i>Stop</i>.</li> <li>• Reduced landing recovery frames.</li> </ul>
Hyouga (HK/EX Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames after following up with <i>Stop</i>.</li> <li>• Reduced landing recovery frames.</li> </ul>
Wanhyo: Tokobuse (EX Ver.)	<ul style="list-style-type: none"> <li>• Added invulnerability to in-air attacks.</li> <li>• Changed attack start-up from 15F to 8F.</li> <li>• Can no longer follow up with <i>Stop</i>.</li> </ul>
Wanhyo: Mametsu	<ul style="list-style-type: none"> <li>• Reduced hurtbox.</li> </ul>
Shin Aoihana: Seiran ① (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Shin Aoihana: Seiran ② (LP Ver.)	<ul style="list-style-type: none"> <li>• Reduced all recovery frames.</li> </ul>
Shin Ya Otome: Yomotsu (HP Ver.)	<ul style="list-style-type: none"> <li>• Added invulnerability to in-air attacks.</li> </ul>
Tokoshie no Kaze	<ul style="list-style-type: none"> <li>• Resolved an issue where the projectile level was lower than expected.</li> </ul>