

THE KING OF FIGHTERS XV Patch Ver. 2.41

| Changed Area | Description of Change |
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| ■ SYSTEM | |
| TRIAL | <ul style="list-style-type: none"> • Changed certain trials in accordance with character balance adjustments. * 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). |
| DJ STATION | <ul style="list-style-type: none"> • Added "Stormy Saxophone 2 -KOF XV ver.-" to the following album: THE KING OF FIGHTERS XV |
| Training Mode Guard | <ul style="list-style-type: none"> • Resolved an issue where the opponent would not block low under certain circumstances when set to "Guard 1st Hit Only". |
| Bug Fixes | <ul style="list-style-type: none"> • Resolved several minor issues. |

| Changed Area | Description of Change |
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| ■ General | |
| Jumping Blow Back | <ul style="list-style-type: none"> • Altered opponent behavior on counter hit. |
| Jump Attack | <ul style="list-style-type: none"> • Resolved an issue where certain characters could cancel their recovery with Special Moves after landing from a jumping attack. |
| ■ SHUN'EI | |
| Crouching HP | <ul style="list-style-type: none"> • Can now be canceled by a forward hyper jump (only on hit). |
| Rising Efreet (HP Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on hit. |
| Rising Efreet (EX Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on second hit. |
| Scarlet Phantom (LP Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on hit. |
| Gaianic Burst (Normal Ver.) | <ul style="list-style-type: none"> • Changed damage from 180 to 200. |
| Gaianic Burst (MAX Ver.) | <ul style="list-style-type: none"> • Changed damage from 330 to 350. |
| Specter Extension | <ul style="list-style-type: none"> • Altered opponent behavior on hit. |
| ■ MEITENKUN | |
| Close Standing LK | <ul style="list-style-type: none"> • Reduced knockback distance on hit and block. |
| Far Standing HP | <ul style="list-style-type: none"> • Can now be canceled into Command Moves. |
| Geki Hou (HP Ver.) | <ul style="list-style-type: none"> • Altered behavior on hit for Level 3. |
| Ressen Kyaku (EX Ver.) | <ul style="list-style-type: none"> • Resolved an issue where the first hit would not cause a hard knockdown. • Reduced knockback distance on block. • Reduced all recovery frames. |

| ■ BENIMARU NIKAIDO | |
|---------------------------|---|
| Close Standing LP | <ul style="list-style-type: none"> • Adjusted pushbox to make it harder for you and the opponent to separate when at point blank range. • Increased all recovery frames. • Reduced knockback distance on hit and block. |
| Close Standing HK | <ul style="list-style-type: none"> • Expanded proximity recognition. • Expanded attack hitbox. |
| Crouching LP | <ul style="list-style-type: none"> • Increased all recovery frames. |
| Jackknife Kick | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) <ul style="list-style-type: none"> • Resolved an issue where, under certain circumstances, the move would not hit. |
| Raijinken (HP Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. • Delayed the timing at which canceling into Super Special Moves and above are possible. [Adjusted so that the second hit will not whiff when Super Canceling into Benimaru Rising Shot (MAX Ver.).] |
| Air • Raijinken (EX Ver.) | <ul style="list-style-type: none"> • Removed height restrictions. • Adjusted character position on start-up. • Reduced knockback distance on hit and block. • Altered opponent behavior on hit. |
| ■ ISLA | |
| Jumping HP | <ul style="list-style-type: none"> • Changed attack start-up from 7F to 9F. |
| Jumping HK | <ul style="list-style-type: none"> • Reduced knockback duration on hit and block. |
| Cloud | <ul style="list-style-type: none"> • Expanded attack hitbox. • Expanded pushbox downwards. |
| Fill-In (LP Ver.) | <ul style="list-style-type: none"> • Increased active frames. (Extended active frame portion can only connect when opponent is in a hit state.) |
| ■ DOLORES | |
| Close Standing LK | <ul style="list-style-type: none"> • Reduced knockback distance on hit and block. |
| Close Standing HK | <ul style="list-style-type: none"> • Expanded hitbox for the body. |
| Qafas Qabl (LP Ver.) | <ul style="list-style-type: none"> • Attack no longer travels outside the stage. |
| Qafas Khalfi (LK Ver.) | <ul style="list-style-type: none"> • Attack no longer travels outside the stage. |
| Qafas Khalfi (EX Ver.) | <ul style="list-style-type: none"> • Resolved an issue where, under certain circumstances, the pulling distance was shorter than normal on hit. |
| Nesh (HK Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox on second hit. |
| ■ HEIDERN | |
| Crouching LP | <ul style="list-style-type: none"> • Changed attack start-up from 5F to 6F. |
| Moon Slasher (HP Ver.) | <ul style="list-style-type: none"> • Changed invulnerability to anti-air invulnerability. • Increased anti-air invulnerability. |
| Moon Slasher (EX Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior when hit in the air (only during combos). |
| Assault Saber | <ul style="list-style-type: none"> • Can now end up behind opponents in the corner. |
| Heidern End (Normal Ver.) | <ul style="list-style-type: none"> • Increased downed duration for opponent. |

| ■ KYO KUSANAGI | |
|---|---|
| Jumping (Normal/Hyper) | • Reduced all frames. |
| Ge-Shiki • Gofu Yo (Cancel Ver.) | • Changed damage from 35 to 50. |
| 212 Shiki • Kototsuki Yo (Normal Ver.) | • Increased buffer window on Super Cancel. |
| 114 Shiki • Aragami | • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| ■ IORI YAGAMI | |
| Close Standing LK | • Can now be Rapid Canceled into moves other than Standing LK. |
| Crouching LP | • Changed attack start-up from 6F to 5F. |
| 127 Shiki • Aoihana1 (HP Ver.) | • Altered opponent behavior when hit in the air. |
| 127 Shiki • Aoihana1 (EX Ver.) | • Altered opponent behavior when hit in the air. |
| 127 Shiki • Aoihana2 (HP Ver.) | • Altered opponent behavior when hit in the air. |
| 127 Shiki • Aoihana2 (EX Ver.) | • Expanded pushbox. |
| 127 Shiki • Aoihana3 (HP Ver.) | • Changed damage from 65 to 85. |
| 212 Shiki • Kototsuki In (HK Ver.) | • Changed damage on second hit from 100 to 70. |
| ■ CHIZURU KAGURA | |
| Jo Katsu Cang Cang (Normal Ver.) | • Changed damage from 60 to 40. |
| 212 Katsu Shinsoku no Norito Ten Zui (LP + HP Ver.) | • Changed damage from 40 to 80. • Altered opponent behavior on hit. • Increased command input window. |
| 212 Katsu Shinsoku no Norito Ten Zui (LK + HK Ver.) | • Causes a hard knockdown. |
| 100 Katsu Tenjin no Kotowari (EX Ver.) | • Altered opponent behavior on hit. • Increased opponent hitstop. |
| 108 Katsu Tamayura no Shitsune (HP Ver.) | • Altered opponent behavior on hit. • No longer hits multiple times during a combo. |
| Uramen 1 katsu San Rai no Fujin | • Can now perform non-clone Special Moves (108 Katsu Tamayura no Shitsune, Uramen 85 Katsu Reigi no Ishizue, Uramen 31 Katsu Kyuusen no Jouhari). • Resolved an issue where only the final hit would KO. |
| ■ ASH CRIMSON | |
| Close Standing LP | • Can now be canceled into Command Moves. |
| Floreal | • Can now be performed using → + LK. |
| Ventose (EX Ver.) | • Altered opponent behavior on second projectile hit. |
| ■ ELISABETH BLANCTORCHE | |
| Close Standing LP | • Changed attack start-up from 5F to 4F. |
| Étincelle (LP Ver.) | • Changed attack start-up from 28F to 26F. • Increased opponent hitstop. |
| Étincelle (Normal Ver.) | • No longer hits multiple times during a combo. |

| ■ KUKRI | |
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| Far Standing LK | • Can now be canceled into Special Moves and above. |
| Nessa Senpuu (EX Ver.) | • Altered opponent behavior when hit in the air. • Fourth hit will now connect in the air when the third hit also does. |
| Air • Bossa-Shougeki (HK Ver.) | • Changed damage from 80 to 120. • Expanded pushbox downwards. • Changed attack start-up from 35F to 32F. |
| ■ KROHNEN | |
| Far Standing HP | • Now cancelable until the final hit. |
| Far Standing HK | • Changed attack start-up from 10F to 8F. |
| Spiral Smash | • Reduced combo scaling value. |
| Fusion Blaster (MAX Ver.) | • Expanded attack hitbox upwards. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Calamity Overdrive | • Expanded attack hitbox upwards. (Expanded area for attack can only land when opponent is in an in-hit state.) • Altered opponent behavior when hit in the air. • Reduced start-up when Climax Canceling from Infernal Prominence. |
| ■ KULA DIAMOND | |
| Close Standing HK | • Reduced all recovery frames. |
| Ray Spin (HK Ver.) | • Altered opponent behavior on hit. • Increased cancel window for follow-up. |
| Ray Spin (Stand) | • Expanded hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| ■ ÁNGEL | |
| Heavy Knee Attack | • Increased active frames. |
| Unchain • Step (Normal Ver.) | • Can now be canceled into Mad Murder (Normal Ver.). |
| Unchain • Step (Normal Ver.) | • Added an LK version. |
| ■ YASHIRO NANAKASE | |
| Upper Duel (EX Ver.) | • Resolved an issue where, under certain circumstances, the opponent's jumping attack would connect during the first hit's start-up. |
| Jet Counter (LP Ver.) | • Expanded hurtbox. • Reduced attack hitbox. (Hitbox is the same as before for opponents in a hit state.) |
| Jet Counter (HP Ver.) | • Reduced knockback distance on block. |
| Jet Counter (EX Ver.) | • Expanded hurtbox. |
| Sledgehammer | • Expanded pushbox downwards. |
| ■ SHERMIE | |
| Shermie Whip (EX Ver.) | • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Shermie Shock | • Increased all recovery frames on whiff. |

| ■ CHRIS | |
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| Crouching HK | <ul style="list-style-type: none"> • Can now be canceled into Command Moves on hit and block. • Increased cancel window for Special Moves. |
| Glider Stomp | <ul style="list-style-type: none"> • Can now OTG. |
| Shooting Dancer Thrust (EX Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 13F to 10F. • Increased movement speed. |
| Scramble Dash (EX Ver.) | <ul style="list-style-type: none"> • Can now end up behind opponents in the corner. |
| ■ K' | |
| Blackout | <ul style="list-style-type: none"> • Reduced all recovery frames (only for the Ein Trigger follow-up version). |
| Air Minute Spike | <ul style="list-style-type: none"> • Expanded pushbox upwards. |
| Chain Drive (MAX Ver.) | <ul style="list-style-type: none"> • Added Anywhere Juggle properties. • Changed attack start-up from 12F to 7F. • Altered opponent behavior on hit. • Expanded attack hitbox downward. |
| ■ MAXIMA | |
| Close Standing LK | <ul style="list-style-type: none"> • Reduced all recovery frames. • Can now be Rapid Canceled into Standing LP. |
| Double Vapor Cannon (MAX Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 13F to 6F. • Altered opponent behavior on hit. |
| ■ WHIP | |
| Close Standing HK | <ul style="list-style-type: none"> • Changed first hit from a mid to a low attack. |
| Crouching HP | <ul style="list-style-type: none"> • Expanded attack hitbox to the body. |
| Vertical Jumping HK | <ul style="list-style-type: none"> • Altered opponent behavior when hit in the air. • Can now be canceled. • Expanded attack hitbox downward. • No longer hits multiple times during a combo. |
| Strength Shot Type A "Code: Superior" | <ul style="list-style-type: none"> • Altered opponent behavior when first hit connects in the air. |
| ■ ANTONOV | |
| Far Standing HK | <ul style="list-style-type: none"> • Can now be canceled into Special Moves and above. • No longer hits multiple times during a combo. |
| Tunguska Bomber | <ul style="list-style-type: none"> • Altered opponent behavior when first hit connects in the air. • Expanded attack hitbox upwards. <p>(Expanded area for attack can only land when opponent is in an in-hit state.)</p> |
| ■ RAMÓN | |
| Somersault | <ul style="list-style-type: none"> • Can now be canceled into Bird of Paradise while moving. |
| Tiger Neck Chancery (EX Ver.) | <ul style="list-style-type: none"> • Increased downed duration for opponent. |
| Tiger Load (EX Ver.) | <ul style="list-style-type: none"> • Can now OTG. |
| Feint Step (EX Ver.) | <ul style="list-style-type: none"> • Can now be stopped (using LK or HK). |
| El • Diablo • Amarillo • Ramón • Volando (Normal Ver.) | <ul style="list-style-type: none"> • Altered character behavior when Super Canceling from Hoist 1. |

| ■ KING OF DINOSAURS | |
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| Close Standing HK | • Increased follow-up window. |
| Rex Head | • Causes a hard knockdown when hit in the air. |
| Giga Compy | • Added an LK version. |
| Giga Compy (HK Ver.) | • Expanded attack hitbox. |
| Dinner of Dinosaur | • Changed attack start-up from 18F to 17F. |
| Dinner of Dinosaur (Normal Ver.) | • Final hit can now be Advanced Canceled. [Super Zetsumetsu Hurricane (MAX Ver.) will combo.] |
| ■ LEONA HEIDERN | |
| Moon Slasher (HP Ver.) | • Increased aerial attack invulnerability. |
| Earring Bomb (EX Ver.) | • Projectile level set to 2. |
| Earring Bomb Heart Attack | • Added Anywhere Juggle properties to the explosion. • Expanded attack hitbox of the explosion. • Reduced knockback distance of the explosion on block. |
| Earring Bomb Heart Attack (Normal Ver.) | • Reduced time until the explosion. |
| Earring Bomb Heart Attack (EX Ver.) | • Projectile level set to 2. |
| Explosion | • Can now cancel (with some exceptions) from grounded normals, Special Moves, and EX Special Moves. <u>Exceptions</u> Baltic Launcher Grand Saber (Follow Up) • Can now cancel from the post-landing recovery portion of X-Calibur (HP Ver.). |
| ■ RALF JONES | |
| Close Standing LP | • Can now be Rapid Canceled into any light attack. |
| Close Standing LK | • Can now be Rapid Canceled into moves other than Standing LK. • Expanded attack hitbox. |
| Dive Bomber Punch (EX Ver.) | • Altered behavior on hit. |
| Galactica Phantom (MAX Ver.) | • Altered opponent behavior on first hit. |
| Bareback Vulcan Punch (Normal Ver.) | • Expanded opponent pushbox on hit. (Adjusted to make it harder for Ralf to move behind the opponent on Advanced Cancel.) |
| ■ CLARK STILL | |
| Close Standing HK | • Delayed the timing of low invulnerability. • Delayed the timing of throw invulnerability. |
| Crouching HK | • Increased all recovery frames. |
| Jumping HP (Hops, Hyper Hops) | • Expanded attack hitbox. |
| Death Lake Driver (Normal Air Throw) | • Changed damage from 100 to 150. |

| ■ TERRY BOGARD | |
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| Close Standing LK | <ul style="list-style-type: none"> • Can now be Rapid Canceled into moves other than Standing LK. • Expanded attack hitbox. • Adjusted pushbox to make it harder for you and the opponent to separate when at point blank range. • Expanded proximity recognition. |
| Rising Upper (Normal Ver.) | <ul style="list-style-type: none"> • Reduced all recovery frames. |
| Power Dunk (HK Ver.) | <ul style="list-style-type: none"> • Changed to a one-hit move. • Reduced all recovery frames. • Removed Guard Point. <p>Altered opponent behavior on counter hit. [Changes do not apply to Power Dunk (HK Ver.) canceled from Power Charge (LK Ver.).]</p> |
| ■ ANDY BOGARD | |
| Zan-ei Ken (Normal Ver.) | <ul style="list-style-type: none"> • Can now brake using LP + LK. |
| Kuuha Dan (HK Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on final hit. |
| ■ JOE HIGASHI | |
| Close Standing LP | <ul style="list-style-type: none"> • Changed attack start-up from 5F to 4F. • Reduced all recovery frames. |
| Close Standing LK | <ul style="list-style-type: none"> • Can now be Rapid Canceled into moves other than Standing LK. • Reduced knockback distance on hit and block. |
| Hurricane Upper (EX Ver.) | <ul style="list-style-type: none"> • Can now brake using LP + LK. • Individual projectiles no longer hit multiple times during a combo. |
| Slash Kick (LK Ver.) | <ul style="list-style-type: none"> • Increased active frames. • Reduced all recovery frames. |
| ■ RYO SAKAZAKI | |
| Jumping LK | <ul style="list-style-type: none"> • Expanded pushbox. |
| Kyokugenryu Sanren Geki | <ul style="list-style-type: none"> • Increased all recovery frames. |
| Hyouchuu Wari (Cancel Ver.) | <ul style="list-style-type: none"> • Reduced all recovery frames. • Reduced knockback distance on hit. |
| Kizami Duki | <ul style="list-style-type: none"> • Altered opponent behavior when hit in the air. • No longer hits multiple times during a combo. |
| Ko-Ou Ken (HP Ver.) | <ul style="list-style-type: none"> • Increased all recovery frames. |
| Hien Shippuu Kyaku (HK Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox downward on second hit. |
| Zanretsuken (EX Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on final hit. |
| ■ ROBERT GARCIA | |
| Ryuuga (HP Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on first hit. • Increased opponent hitstop. |
| Gen-ei Kyaku | <ul style="list-style-type: none"> • Ryuuko Ranbu (MAX Ver.) and Haoh Shoukou Ken (MAX Ver.) will now combo on Super Cancel. |
| Ryuuren · Gen-ei Kyaku | <ul style="list-style-type: none"> • Added an HK version. * The HK version acts as a physical strike. |
| ■ KING | |
| Close Standing LK | <ul style="list-style-type: none"> • Can now be Rapid Canceled into Crouching LP and Crouching LK. |
| Trap Kick | <ul style="list-style-type: none"> • Expanded hitbox downwards. |
| Trap Shot | <ul style="list-style-type: none"> • Added an HK version. |

| ■ ATHENA ASAMIYA | |
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| Shining Crystal Bit | <ul style="list-style-type: none"> • Can now cancel into Crystal Shoot. * Crystal Shoot (Cancel Ver.) cannot be Advanced Canceled or Climax Canceled. |
| Crystal Shoot (Normal Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Crystal Shoot (MAX Ver.) | <ul style="list-style-type: none"> • Delayed the timing at which a Climax Cancel is possible. (Adjusted to make all hits easier to connect on Climax Cancel.) • Made it easier to hit when performing an Advanced Cancel in the air. |
| ■ MAI SHIRANUI | |
| Koukaku no Mai (Cancel Ver.) | <ul style="list-style-type: none"> • Reduced all recovery frames. |
| Ryuuenbu (LP Ver.) | <ul style="list-style-type: none"> • Changed damage from 65 to 80. |
| Kachousen (EX Ver.) | <ul style="list-style-type: none"> • Reduced knockback distance on hit. • Increased knockback duration on hit. |
| Musasabi no Mai • Front (Normal Ver.) | <ul style="list-style-type: none"> • Can now be followed up with ↓↙← + LP or HP. |
| Musasabi no Mai • Back (Normal Ver.) | <ul style="list-style-type: none"> • Can now be followed up with ↓↙← + LP or HP. |
| Musasabi no Mai (Air) | <ul style="list-style-type: none"> • Now faces the opponent when performed after flying overhead with Musasabi no Mai • Front or Musasabi no Mai • Back. |
| ■ YURI SAKAZAKI | |
| Shatter Strike | <ul style="list-style-type: none"> • Reduced pushbox. |
| Advance Strike | <ul style="list-style-type: none"> • Reduced pushbox. |
| Close Standing LK | <ul style="list-style-type: none"> • Reduced knockback distance on hit and block. |
| Jumping LP | <ul style="list-style-type: none"> • Can now be canceled into Command Moves. |
| Kuuga (Yuri Chou Upper) | <ul style="list-style-type: none"> • Expanded pushbox. |
| Kuuga (LP Ver.) | <ul style="list-style-type: none"> • Increased active leg frames. • Altered opponent behavior on first hit. |
| Kuuga (HP Ver.) | <ul style="list-style-type: none"> • Can now be followed up with →↓↘ + HP. • Altered opponent behavior on hit. |
| Kuuga (EX Ver.) | <ul style="list-style-type: none"> • Increased all recovery frames on block and whiff. |
| Hien Souha (EX Ver.) | <ul style="list-style-type: none"> • Causes a hard knockdown. |
| Hien Houou Kyaku | <ul style="list-style-type: none"> • Expanded attack hitbox upwards. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Chou! Ryuuko Ranbu | <ul style="list-style-type: none"> • Expanded pushbox. • Expanded hitbox upwards. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| ■ BLUE MARY | |
| Double Rolling | <ul style="list-style-type: none"> • Increased knockback duration on first hit blocked. |
| Climbing Arrow | <ul style="list-style-type: none"> • Changed attack start-up from 14F to 13F. |
| Spin Fall (HP Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) <ul style="list-style-type: none"> • Expanded pushbox. |
| M. Spider | <ul style="list-style-type: none"> • Spin Fall (HP Ver.) now connects when hit mid-air. • Reduced all recovery frames after successful hit. |

| ■ VANESSA | |
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| Crouching HK | • Can now be whiff cancelled. |
| Machine Gun Puncher (EX Ver.) | • Altered opponent behavior on hit. • Reduced combo scaling value. |
| Parrying Puncher (EX Ver.) | • Now travels forward. |
| Puncher Straight | • Added Anywhere Juggle properties to the follow-up version of Puncher Vision (Backward) (EX Ver.). |
| ■ LUONG | |
| Geki (Normal Ver.) | • Can now back step when in attack stance. |
| Rin (HK Ver.) | • Increased opponent hitstop on hit. |
| Tou (MAX Ver.) | • Changed attack start-up from 9F to 7F. |
| Tei (Normal Ver.) | • Can now Advanced Cancel or Climax Cancel on final hit. • Can no longer Advanced Cancel or Climax Cancel, except from the final hit. |
| Tei (MAX Ver.) | • Can now Climax Cancel on final hit. • Can no longer Climax Cancel, except from the final hit. |
| ■ ROCK HOWARD | |
| Close Standing HK | • Reduced knockback distance on hit and block. |
| Parabola Kick | • Expanded attack hitbox. |
| Parabola Kick (Cancel Ver.) | • Now travels forward. |
| Overhead Kick (HK Ver.) | • Altered opponent behavior on counter hit. • Reduced hurtbox. • Reduced knockback distance on block. |
| [Buffed] Reppuken | • The power gauge now increases more on start-up. |
| [Buffed] Hard Edge | • The power gauge now increases more on start-up. |
| [Buffed] Type: Dunk | • The power gauge now increases more on start-up. |
| [Buffed] Type: Hard Edge | • The power gauge now increases more on start-up. |
| [Buffed] Shinkuu Nage | • The power gauge now increases more on start-up. |
| ■ B. JENET | |
| Close Standing LP | • Reduced all recovery frames. |
| Baffrass (HP Ver.) | • Reduced all recovery frames. |
| Baffrass (EX Ver.) | • Reduced all recovery frames. |
| Gulf Tomahawk (LK Ver.) | • Altered opponent behavior on second hit in the air. • Increased follow-up window on second hit in the air. |
| Many Many Torpedoes | • Altered opponent behavior on first hit. |
| [In Air] Many Many Torpedoes | • Expanded attack hitbox. |
| Aurora | • Altered opponent behavior on first hit. |

| ■ GATO | |
|------------------------------|---|
| Close Standing LK | <ul style="list-style-type: none"> • Reduced all recovery frames. |
| Close Standing HP | <ul style="list-style-type: none"> • Expanded proximity recognition. • Expanded attack hitbox. • Expanded hurtbox. |
| Wind Fang (HK Ver.) | <ul style="list-style-type: none"> • Can now brake on whiff. |
| Wind Fang (EX Ver.) | <ul style="list-style-type: none"> • Pressing ↓ before the jump now changes its trajectory. • Reduced landing recovery frames. |
| Arrow Fang (EX Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on hit. • Now moves forward on attack start-up. • Changed attack start-up from 10F to 8F. |
| Sliding Fang (EX Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 5F to 3F. |
| Backdraft Fang (HK Ver.) | <ul style="list-style-type: none"> • Can now brake on whiff. |
| Backdraft Fang (EX Ver.) | <ul style="list-style-type: none"> • Pressing ↓ before the jump now changes its trajectory. • Reduced landing recovery frames. |
| Swift Fang | <ul style="list-style-type: none"> • Reduced landing recovery frames. |
| Swift Fang (EX Ver.) | <ul style="list-style-type: none"> • Increased falling speed while in-air. |
| Counterattack Fang (EX Ver.) | <ul style="list-style-type: none"> • Decreased counter startup from 3F to 1F. |
| Freeze Fang (MAX Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 8F to 7F. |
| Dragon Fang | <ul style="list-style-type: none"> • Expanded pushbox upwards. |
| Dragon Fang (MAX Ver.) | <ul style="list-style-type: none"> • Added Anywhere Juggle properties. • Now moves before first hit start-up. • Expanded attack hitbox. • Reduced landing recovery frames only on successful hit. |
| ■ GEESE HOWARD | |
| Back Step | <ul style="list-style-type: none"> • Increased all recovery frames. |
| Crouching HK | <ul style="list-style-type: none"> • Changed attack start-up from 8F to 10F. |
| Reppuu Ken (EX Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 13F to 15F. • Altered opponent behavior on hit while grounded. |
| Fudou Ken (Normal Ver.) | <ul style="list-style-type: none"> • Increased all recovery frames. • Reduced knockback distance on hit and block. |
| Fudou Ken (LP Ver.) | <ul style="list-style-type: none"> • Expanded hurtbox. |
| Raging Storm | <ul style="list-style-type: none"> • Altered opponent behavior on hit. |

| ■ BILLY KANE | |
|--|---|
| Crouching LP | • Can now be canceled. |
| Crouching HK | <ul style="list-style-type: none"> • Altered opponent behavior on first hit while grounded. • Changed damage of first hit from 80 to 40. • Decreased Guard Crush value on first hit. • Reduced stun value on first hit. • Expanded attack hitbox for second hit. |
| Jumping HP | • Changed attack start-up from 14F to 12F. |
| Chokka Uchi | <ul style="list-style-type: none"> • Now connects with opponents in front of the character. • Expanded attack hitbox. |
| Sansetsu Kon Chuudan Uchi (LP Ver.) | • Can now be followed up from Kaen Sansetsu Kon Chuudan Uchi. |
| Kaen Sansetsu Kon Chuudan Uchi (Normal Ver.) | • Increased follow-up window. |
| Suzume Otoshi (LP Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Sui Ryuu Tsuigeki Kon | • Can now be Super Canceled. |
| Guren Sakkon | • Increased the attack buffer window when performing an Advanced Cancel or Climax Cancel. |
| Syaku Netu · Kaisen Kon | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| ■ RYUJI YAMAZAKI | |
| Close Standing HK | <ul style="list-style-type: none"> • Increased knockback duration on hit. • Reduced knockback distance on hit and block. |
| Serpent Slash (LP Ver.) | • Now hits grounded opponents in hit stun. |
| Serpent Slash (EX Ver.) | • Can now be canceled into Spray Sand after successful hit. |
| Guillotine | • Expanded attack hitbox for first hit. |
| Pit Viper (Normal Ver.) | • Increased the attack buffer window when performing an Advanced Cancel. |
| Pit Viper (MAX Ver.) | • Expanded attack hitbox when performing an Advanced Cancel. |
| ■ OROCHI YASHIRO | |
| Gou | • Altered opponent behavior on hit. |
| Odoru Daichi (HK Ver.) | • Altered opponent behavior on hit. |
| Tsubusu Daichi (HP Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Ankoku Jigoku Gokuraku Otoshi (Normal Ver.) | <ul style="list-style-type: none"> • Changed damage on the final hit from 40 to 20. • Changed minimum guaranteed damage from 40 to 10. |
| ■ OROCHI SHERMIE | |
| Yatanagi no Muchi (Normal Ver.) | • Increased active frames. |
| Yatanagi no Muchi (EX Ver.) | • Expanded attack hitbox for first hit. |
| Shajitsu no Odori (EX Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox for first hit. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Raijin no Tsue (HK Ver.) | • No longer lands on ground before attack start-up. |

| ■ OROCHI CHRIS | |
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| Crouching LK | <ul style="list-style-type: none"> • Reduced all recovery frames. |
| Crouching HK | <ul style="list-style-type: none"> • Can now be canceled into Command Moves on hit and block. • Increased cancel window for Special Moves. |
| Taiyou O Iru Honoo | <ul style="list-style-type: none"> • No longer connects during a combo where Taiyou O Iru Honoo's last hit has already landed. • Altered opponent behavior on final hit. • Final hit can now be followed up after connecting in the air. • Expanded attack hitbox backwards for final hit. |
| Taiyou O Iru Honoo (LP Ver.) | <ul style="list-style-type: none"> • Changed damage on second hit from 50 to 70. • Increased attack start-up for the second hit. |
| Taiyou O Iru Honoo (HP Ver.) | <ul style="list-style-type: none"> • Changed damage on third hit from 40 to 60. |
| Taiyou O Iru Honoo (EX Ver.) | <ul style="list-style-type: none"> • Changed damage on fourth hit from 50 to 70. • Increased knockback distance (but reduced hitstop) on hit and block for the first, second, and third hit. |
| Kagami O Hofuru Honoo (LP Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on hit. |
| Kagami O Hofuru Honoo (HP Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 32F to 28F. |
| Shishi O Kamu Honoo (LK Ver.) | <ul style="list-style-type: none"> • Can now be Super Canceled. • Increased follow-up window. |
| Shishi O Kamu Honoo (HK Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. <p>(Expanded area for attack can only land when opponent is in an in-hit state.)</p> <ul style="list-style-type: none"> • Can now be canceled into Kagami O Hofuru Honoo (HP Ver.). |
| Daichi ni Hisomu Gouka | <ul style="list-style-type: none"> • Attack no longer travels outside the stage. • Effect now disappears when taking damage. |
| ■ HAOHMARU | |
| Crouching HP | <ul style="list-style-type: none"> • Reduced hurtbox. • Increased active frames. • Increased cancel window for Special Moves. |
| Jumping HP (Hops, Hyper Hops) | <ul style="list-style-type: none"> • Increased active frames. |
| Jumping Blow Back | <ul style="list-style-type: none"> • Increased active frames. • Reduced hurtbox. |
| Surprise Attack (Cancel Ver.) | <ul style="list-style-type: none"> • Reduced all recovery frames. • Reduced knockback distance on hit and block. |
| Iron Flash | <ul style="list-style-type: none"> • Altered opponent behavior when hit in the air. • Connecting with the tip is now considered a clean hit. |

| ■ NAKORURU | |
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| Close Standing HP | <ul style="list-style-type: none"> • Expanded proximity recognition. • Expanded attack hitbox. • Second hit can now be canceled into Command Moves. • Reduced knockback distance on hit and block. |
| Far Standing HP | <ul style="list-style-type: none"> • Reduced all recovery frames. |
| Surprise Attack (Cancel Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 20F to 26F. • Reduced all recovery frames. • Increased opponent block stun. |
| Kamuyhum Kesupu | <ul style="list-style-type: none"> • Now faces the opponent when triggered after flying overhead. |
| Chiten Zan | <ul style="list-style-type: none"> • Increased distance traveled. |
| Rera Mutsube (Normal Ver.) | <ul style="list-style-type: none"> • Can now be Super Canceled. • Increased opponent hitstop. |
| Drop from Mamahaha (Normal Ver.) | <ul style="list-style-type: none"> • Can now perform a jumping attack during the ↑ input version. |
| Drop from Mamahaha (EX Ver.) | <ul style="list-style-type: none"> • Increased tracking for the ↑ input version. |
| Kamui Mutsube (Normal Ver.) | <ul style="list-style-type: none"> • Changed damage from 80 to 100. |
| Kamui Mutsube (EX Ver.) | <ul style="list-style-type: none"> • Changed damage of first hit from 80 to 120. |
| Elelyu Kamui Rimuse | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Irusuka Yatoro Rimuse | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| ■ DARLI DAGGER | |
| Jumping HP (Hops, Hyper Hops) | <ul style="list-style-type: none"> • Changed attack start-up from 13F to 12F. |
| Jumping HK | <ul style="list-style-type: none"> • Changed attack start-up from 15F to 12F. |
| Surprise Attack | <ul style="list-style-type: none"> • Can now be canceled into MAX Activation (Quick). • Can now be canceled into Super Special Moves and above. • Reduced knockback distance on hit and block. |
| Sweeping Shave | <ul style="list-style-type: none"> • Expanded attack hitbox on latter portion of attack. • First frame of attack hitbox now hits in-air opponents. • Reduced all recovery frames on block, whiff, and in-air hit. |
| Serpentine Breaker (Normal Ver.) | <ul style="list-style-type: none"> • Changed Level 3 attack start-up from 34F to 27F. |
| Blade Surf (HP Ver.) | <ul style="list-style-type: none"> • Changed damage from 100 to 150. • Increased stun value. • Can now end up behind opponents in the corner. |
| ■ SHINGO YABUKI | |
| 114 Shiki • Aragami Unfinished | <ul style="list-style-type: none"> • Altered opponent behavior on normal hit. • Altered opponent behavior on critical hit. • Increased hitstop on critical hit. |
| 115 Shiki • Dokugami Unfinished | <ul style="list-style-type: none"> • Changed damage on second hit (when a critical hit occurs) from 40 to 80. • Increased stun value and Guard Crush value on second hit (when a critical hit occurs). • Power gauge now increases on critical hit (during the recovery portion). |

| ■ KIM KAPHWAN | |
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| Far Standing LK | • Can now be canceled. |
| Far Standing HK | <ul style="list-style-type: none"> • Changed attack start-up from 11F to 9F. • Reduced all recovery frames. • Increased knockback duration on hit. • Reduced knockback duration on block. • Reduced knockback distance on hit and block. |
| Twio Yop Chagi | • Reduced all recovery frames on block and whiff. |
| Hangetsuzan (EX Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on hit. • Reduced attack hitbox downwards on first hit. • Changed damage from 140 to 100. |
| Air Hangetsuzan (HK Ver.) | • Increased opponent hitstop on hit. |
| Hienzan (EX Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Hienzan (Follow Up) | • Reduced landing recovery frames on hit. |
| Air Houou Kyaku | <ul style="list-style-type: none"> • Expanded pushbox. • Expanded grabbox. • Decreased start-up when Super Canceled from Air Hangetsuzan (HK Ver.). |
| Air Houou Kyaku (Normal Ver.) | • Resolved an issue where, under certain circumstances, the hitbox was smaller than normal. |
| ■ SYLVIE PAULA PAULA | |
| Shatter Strike | • Reduced distance traveled. |
| Advance Strike | • Reduced distance traveled. |
| Guard Cancel Blow Back | • Reduced distance traveled. |
| Far Standing LP | <ul style="list-style-type: none"> • Expanded attack hitbox downwards. • Expanded hurtbox downwards. |
| Stret-Chon! (Normal Ver.) | <ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Magne-Missile! (HK Ver.) | <ul style="list-style-type: none"> • Changed attack start-up from 22F to 18F. • Expanded attack hitbox upwards. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Paula Experiment | • Reduced start-up when Super Canceled from Magne-Missile! (HK Ver.). |
| ■ NAJD | |
| Far Standing HK | • Can now be canceled into Retribution of the Unknown (Lv.1+). |
| Blade of Purity (HP Ver.) | • Changed attack start-up from 21F to 19F. |
| Retribution of the Unknown (Level 1+) | • Expanded pushbox. |
| Retribution of the Unknown (EX Ver.) | • Expanded pushbox. |
| Unleashed Soul (Normal Ver.) | • Can now be performed from a backwards jump. |
| ■ DUO LON | |
| Genmuken (Normal Ver.) | <ul style="list-style-type: none"> • Expanded hitbox downwards. (Expanded area for attack can only land when opponent is in an in-hit state.) |
| Himou Kyaku Forward (EX Ver.) | <ul style="list-style-type: none"> • Forward movement now starts earlier. • Can now end up behind opponents in the corner. |

| ■ HINAKO SHIJO | |
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| Jump | • Reduced all frames. |
| Far Standing HK | • Increased distance traveled. |
| Harite (Otori) | • Reduced knockback distance on hit and block. |
| Tsukidashi (LP Ver.) | • Altered opponent behavior when hit in the air. |
| Tsukiotoshi (LP Ver.) | • Changed attack start-up from 11F to 9F. |
| Gaburiyori Stop | • Reduced all recovery frames. |
| Yorikiri (EX Ver.) | • Reduced all recovery frames after connecting. |
| Kotenage (Normal Ver.) | • Can now be Super Canceled into Gassho Hineri. |
| Kotenage (EX Ver.) | • Now travels forward. |
| Shikofumi | • Added a projectile nullification hitbox to Hinako's foot. |
| ■ OMEGA RUGAL | |
| Dark Barrier (Normal Ver.) | • Brought forward the timing at which a Super Cancel is possible. |
| Vanishing Rush (HP Ver.) | <ul style="list-style-type: none"> • Changed damage from 100 to 80. • Expanded attack hitbox. • Expanded pushbox. • Altered opponent behavior on hit. • Increased hitstop on hit. • No longer hits multiple times during a combo. • No longer connects during a combo where Vanishing Rush (EX Ver.) has already landed. • No longer causes a hard knockdown. |
| Vanishing Rush (EX Ver.) | • Final hit no longer connects during a combo where Vanishing Rush (HP Ver.) has already landed. |
| Reppuu Ken (HP Ver.) | • Increased projectile speed. |
| Reppuu Ken (EX Ver.) | • Increased projectile speed. |
| Desperate Ray (MAX Ver.) | <ul style="list-style-type: none"> • Altered opponent behavior on OTG. • Changed OTG damage on first hit from 200 to 170. |
| ■ GOENITZ | |
| Wanhyo: Mametsu | • Altered opponent behavior on hit. |
| Shin Aoihana: Seiran ③ (HP Ver.) | • Expanded attack hitbox. |
| Shin Aoihana: Seiran ③ (EX Ver.) | • Expanded attack hitbox. |
| Shin Tsumakushi: Yoarashi (EX Ver.) | • Changed attack start-up from 20F to 17F. |