

THE KING OF FIGHTERS XV Patch Ver. 2.50

Changes	Details
■ System	
Blocked players	<ul style="list-style-type: none"> • You'll no longer be matched with players you've blocked. * Applies to Ranked Match and Casual Match only. * Does not apply to Room Match or online training.
Online (XSX)	<ul style="list-style-type: none"> • Resolved issues related to online matchmaking in the XSX version.
Matchmaking	<ul style="list-style-type: none"> • Improved filtering by connection speed for Ranked Match and Casual Match. Adjusted to make it easier to find opponents who match your search conditions.
Trials	<ul style="list-style-type: none"> Changed certain trials in accordance with character balance adjustments. * Affected trial levels will still be marked complete if cleared prior to these changes.
Changes	Details
■ General	
Jumping Blow Back	<ul style="list-style-type: none"> • Increased combo scaling value.
Advance Strike	<ul style="list-style-type: none"> • Reduced combo scaling value.
Bug fixes	<ul style="list-style-type: none"> • Resolved several minor issues.
Changes	Details
■ SHUN'EI	
Close Standing LK	<ul style="list-style-type: none"> • Adjusted pushbox to make it harder for characters to separate up close.
Jumping HK (Normal/Hyper)	<ul style="list-style-type: none"> • Expanded attack hitbox backwards.
Thruster Vision · Under	<ul style="list-style-type: none"> • Can now cancel into each Thruster Vision variant.
■ MEITENKUN	
Crouching HK	<ul style="list-style-type: none"> • Altered opponent behavior on midair counter hit.
Makura Nage (HP)	<ul style="list-style-type: none"> • Altered opponent behavior on midair hit.
Ressen Kyaku (HK)	<ul style="list-style-type: none"> • Altered opponent behavior on grounded hit.
■ BENIMARU NIKAIDO	
Close Standing HP	<ul style="list-style-type: none"> • Expanded proximity recognition. • Expanded attack hitbox.
Jumping LK	<ul style="list-style-type: none"> • Reduced active frames.
Jumping HK	<ul style="list-style-type: none"> • Increased active frames. • Expanded attack hitbox downwards.
Iai-Geri (Normal)	<ul style="list-style-type: none"> • Reduced pushback distance on hit and block.
Raijinken (EX)	<ul style="list-style-type: none"> • Altered opponent behavior on grounded hit. * Hitbox is the same as before for opponents in a hit state.
Benimaru Collider (EX)	<ul style="list-style-type: none"> • Increased overall recovery when the move connects.
Rai-Kou Ken (Normal)	<ul style="list-style-type: none"> • Increased follow-up window.
Rai-Kou Ken (HP)	<ul style="list-style-type: none"> • Changed attack startup (15F→8F). • Added midair invulnerability. • Increased Advanced Cancel and Climax Cancel window on hit. • Changed damage (190→210).

■ ISLA	
Close Standing LK	• Expanded attack hitbox.
Jumping Blow Back	• Reduced attack hitbox.
Fill-In (Normal)	• Increased hit stun.
Fill-In (HP)	• Reduced overall recovery.
Throwie A (Normal)	• Altered opponent behavior on hit.
Throwie B (Normal)	• Now forces a hard knockdown.
■ DOLORES	
Far Standing LK	• Expanded attack hitbox downwards.
Crouching HK	• Expanded attack hitbox. • Expanded hurtbox.
Burj (Normal)	• Increased active frames.
Qafas Qabl (HP)	• Altered opponent behavior on hit.
Qafas Khalfi (Normal)	• Altered opponent behavior on hit.
Qafas Khalfi (HK)	• Projectile now materializes farther away.
■ HEIDERN	
Cross Cutter	• Reduced overall recovery.
Cross Cutter (EX)	• Expanded attack hitbox upwards.
Storm Bringer	• Altered opponent behavior on hit. • Increased overall recovery when the move connects.
Stinger (Normal)	• No longer forces a hard knockdown. • Altered opponent behavior on grounded hit.
■ KYO KUSANAGI	
Ge-Shiki • Naraku Otoshi	• Increased opponent block stun. • Reduced overall recovery. • Expanded attack hitbox backwards.
125 Shiki • Nanase	• Can now cancel into Super Special Moves and above. • Altered opponent behavior on hit. • Increased follow-up window. • Increased hitstop and blockstop.
212 Shiki • Kototsuki Yo (EX)	• Altered opponent behavior on hit. • Reduced overall recovery when the move connects.
■ IORI YAGAMI	
Jump	• Reduced all frames.
Far Standing HK	• Changed attack startup (12F→10F). • Reduced hurtbox before attack startup.
108 Shiki • Yamibarai (HP)	• Reduced overall recovery.
■ CHIZURU KAGURA	
Crouching LP	• Reduced attack hitbox vertically.
212 Katsu Otsu Shiki Choumon no Isshin (HP/HK)	• Increased travel distance.
212 Katsu Shinsoku no Norito (LK/HK)	• Increased travel distance.
212 Katsu Shinsoku no Norito - Stop (LP+HP)	• Inputs entered prior to the move will now reset. * Adjusted to prevent the Ten Zui follow-up from coming out by mistake.
212 Katsu Shinsoku no Norito Ten Zui (LP/HP/EX)	• Increased travel distance.
■ ASH CRIMSON	
Blow Back	• Can now cancel into Command Moves. • Reduced overall recovery.
Floreal	• Reduced hurtbox before attack startup.
Floreal (Backwards)	• Reduced hurtbox before attack startup.
Floreal • Instant	• Reduced hurtbox before attack startup.
Genie	• Expanded attack hitbox.
Genie (Normal)	• Reduced overall recovery.

■ ELISABETH BLANCTORCHE	
Close Standing LP	<ul style="list-style-type: none"> Expanded attack hitbox. Reduced overall recovery.
Close Standing LK	<ul style="list-style-type: none"> Expanded proximity recognition. Expanded attack hitbox. Changed from a mid to a low. Reduced overall recovery.
Close Standing HP	<ul style="list-style-type: none"> Expanded attack hitbox.
Far Standing LP	<ul style="list-style-type: none"> Changed attack startup (6F→5F). Expanded attack hitbox. Can now cancel into Special Moves and above.
Far Standing HP	<ul style="list-style-type: none"> Expanded attack hitbox.
Jumping HK	<ul style="list-style-type: none"> Reduced hurtbox before attack startup.
Jumping Blow Back	<ul style="list-style-type: none"> Changed attack startup (17F→15F).
Étincelle (Normal)	<ul style="list-style-type: none"> Increased block stun.
Étincelle (EX)	<ul style="list-style-type: none"> Altered opponent behavior on hit.
Illusion (Normal)	<ul style="list-style-type: none"> Can now cancel into Super Special Moves earlier. Increased invulnerability frames after connecting. Expanded projectile counter hitbox downwards.
Illusion (EX)	<ul style="list-style-type: none"> Can now cancel into Super Special Moves earlier.
Aurore (LK)	<ul style="list-style-type: none"> Increased power gauge fill amount when nullifying projectiles.
Grand Rafale	<ul style="list-style-type: none"> Increased travel speed.
Grand Rafale (Normal)	<ul style="list-style-type: none"> Reduced combo scaling value on Anywhere Juggle hit.
■ KUKRI	
Fussa Ken (Normal)	<ul style="list-style-type: none"> Changed attack startup (20F→19F).
Nessa Senpuu (LK)	<ul style="list-style-type: none"> 2nd hit: Expanded attack hitbox. (Expanded portion can only connect when opponent is in a hit state.)
Air • Bossa-Shougeki (HK)	<ul style="list-style-type: none"> Can now use ← or → to move.
■ KROHNEN	
Far Standing LK	<ul style="list-style-type: none"> Changed attack startup (8F→6F).
Far Standing HP	<ul style="list-style-type: none"> Final hit: Reduced pushback distance on block.
Far Standing HK	<ul style="list-style-type: none"> Can now be canceled into Special Moves and above.
Crouching HP	<ul style="list-style-type: none"> Changed attack startup (12F→9F). Can no longer cancel into Special Moves. Reduced overall recovery.
Jumping HP (Hops, Hyper Hops)	<ul style="list-style-type: none"> Changed hit count (2→3). 1st and 2nd hits: Changed damage (40→20). 1st and 2nd hits: Reduced Guard Crush value. 1st and 2nd hits: Reduced stun value. 1st and 2nd hits: Reduced pushback distance on block.
Spiral Smash	<ul style="list-style-type: none"> Reduced combo scaling value.
Strike Slash (HK)	<ul style="list-style-type: none"> Changed damage (80→100). Reduced pushback distance on hit and block. Changed attack startup (33F→29F).
■ ÁNGEL	
Close Standing LP	<ul style="list-style-type: none"> Adjusted pushbox to make it harder for characters to separate up close. Reduced overall recovery.
Far Standing HK	<ul style="list-style-type: none"> Can now be canceled into Special Moves and above.
Jumping LK (Normal/Hyper)	<ul style="list-style-type: none"> Expanded attack hitbox backwards.
Red Sky (HK)	<ul style="list-style-type: none"> Reduced pushback distance on block.
Circle • Feint (Forward)	<ul style="list-style-type: none"> Removed pushbox. Increased travel distance. Can now end up behind opponents in the corner. Increased command priority.

■ KULA DIAMOND	
Close Standing HP	<ul style="list-style-type: none"> • Reduced pushback distance on hit. • Reduced overall recovery.
Far Standing HK	<ul style="list-style-type: none"> • Expanded attack hitbox. • Changed attack startup (10F→8F). • Now travels forward.
Jumping LP (Normal/Hyper)	<ul style="list-style-type: none"> • Expanded attack hitbox backwards.
Counter Shell (HP)	<ul style="list-style-type: none"> • Altered opponent behavior on grounded hit via a reflected projectile.
Falling Snowman	<ul style="list-style-type: none"> • Added an attack hitbox when the projectile hits the ground.
Falling Snowman (Normal)	<ul style="list-style-type: none"> • Altered opponent behavior on midair hit. • Expanded attack hitbox . • Increased projectile speed. • Changed attack startup (53F→26F).
Falling Snowman (EX)	<ul style="list-style-type: none"> • Increased follow-up window. • Changed attack startup (58F→31F). • Projectile will now always materialize at a set height.
■ YASHIRO NANAKASE	
Jet Counter Still (EX/LP)	<ul style="list-style-type: none"> • Increased pushback distance on block. • Increased block stun.
■ SHERMIE	
Crouching LP	<ul style="list-style-type: none"> • Reduced attack hitbox vertically.
Shermie Shoot	<ul style="list-style-type: none"> • Can now cancel into Shermie Cute.
Accel Spin Kick (Normal)	<ul style="list-style-type: none"> • Increased cancel window for Super Special Moves and above.
Shermie Carnival (Normal)	<ul style="list-style-type: none"> • Changed damage (200→230).
■ CHRIS	
Jump	<ul style="list-style-type: none"> • Reduced all frames.
Walk	<ul style="list-style-type: none"> • Increased travel speed.
Far Standing HK	<ul style="list-style-type: none"> • Can now cancel into Special Moves and above. • Now travels forward.
Direction Change (EX)	<ul style="list-style-type: none"> • Can now cancel into Scramble Dash (Normal).
■ K'	
One Inch (Normal)	<ul style="list-style-type: none"> • Changed attack startup (22F→16F). • Can now cancel into Special Moves and above. • Increased cancel window for MAX Activation (Quick). • No longer hits multiple times during a combo.
One Inch (Cancel)	<ul style="list-style-type: none"> • Increased cancel window for MAX Activation (Quick).
Crow Bite (EX)	<ul style="list-style-type: none"> • Can now cancel into Air Minute Spike (only on hit). • Increased opponent hitstop. • Altered opponent behavior on hit.
Crow Bite (Follow-up) (Normal)	<ul style="list-style-type: none"> • Can now cancel into Air Minute Spike (only on hit). • Increased opponent hitstop. • Altered opponent behavior on hit.
■ MAXIMA	
Close Standing HP	<ul style="list-style-type: none"> • Expanded proximity recognition. • Expanded attack hitbox.
Far Standing HP	<ul style="list-style-type: none"> • Reduced overall recovery.
M-4 Vapor Cannon (Normal)	<ul style="list-style-type: none"> • Increased travel distance.
M-19 Blitz Cannon (EX)	<ul style="list-style-type: none"> • Added Anywhere Juggle properties.
Maxima Charge	<ul style="list-style-type: none"> • Expanded upper attack hitbox.
Maxima Charge (EX)	<ul style="list-style-type: none"> • Expanded upper Guard Point hitbox.

■ WHIP	
Far Standing HK	<ul style="list-style-type: none"> Expanded attack hitbox. Can now cancel into Special Moves and above.
Crouching LP	<ul style="list-style-type: none"> Changed attack startup (10F→8F).
Crouching HP	<ul style="list-style-type: none"> Changed attack startup (12F→10F).
Jumping Blow Back	<ul style="list-style-type: none"> Can now be canceled into Special Moves and above.
Boomerang Shot "Code: SC"	<ul style="list-style-type: none"> 2nd hit: Expanded attack hitbox. 2nd hit: Added Anywhere Juggle properties.
■ ANTONOV	
Crouching HP	<ul style="list-style-type: none"> Expanded attack hitbox. Expanded hurtbox.
President Binta	<ul style="list-style-type: none"> Increased opponent block stun.
Whale Stream (EX)	<ul style="list-style-type: none"> Increased opponent block stun. Increased pushback distance on block.
■ RAMÓN	
Blow Back	<ul style="list-style-type: none"> Can now cancel into Command Moves.
Drop Kick (Normal)	<ul style="list-style-type: none"> Increased travel distance. Increased active frames. Reduced overall recovery.
Rolling Sobat	<ul style="list-style-type: none"> Attack no longer hits from behind. Expanded pushbox downwards. * Fixes an issue where the hit animation wouldn't play under certain circumstances when Super Canceling into El • Diablo • Amarillo • Ramón • Volando.
Feint Step (LP)	<ul style="list-style-type: none"> Can now cancel into LK or HK.
El • Diablo • Amarillo • Ramón • Volando	<ul style="list-style-type: none"> Removed pushbox. * Fixes an issue where the hit animation wouldn't play under certain circumstances.
■ KING OF DINOSAURS	
Dash	<ul style="list-style-type: none"> Increased travel speed.
Far Standing HP	<ul style="list-style-type: none"> Changed attack startup (14F→12F). Expanded Guard Point hitbox. Expanded attack hitbox.
Jumping HP (Normal/Hyper)	<ul style="list-style-type: none"> Expanded attack hitbox backwards.
Ankylo Hammer (EX)	<ul style="list-style-type: none"> 3rd hit: Expanded attack hitbox.
■ LEONA HEIDERN	
Dash	<ul style="list-style-type: none"> Increased travel speed.
Close Standing LP	<ul style="list-style-type: none"> Changed attack startup (5F→4F).
Far Standing HK	<ul style="list-style-type: none"> Changed attack startup (10F→8F).
Crouching HK	<ul style="list-style-type: none"> Reduced overall recovery.
Jumping HP (Normal/Hyper)	<ul style="list-style-type: none"> Expanded attack hitbox backwards.
Diagonal Jumping HK (Normal/Hyper) Jumping HK (Hops, Hyper Hops)	<ul style="list-style-type: none"> Increased active frames.
Jumping Blow Back	<ul style="list-style-type: none"> Changed attack startup (16F→14F).
Strike Arch (Normal)	<ul style="list-style-type: none"> Reduced overall recovery. Changed attack startup (22F→20F).
Baltic Launcher	<ul style="list-style-type: none"> Increased follow-up window. Attack no longer travels outside the stage No longer hits multiple times during a combo.
X-Calibur (EX)	<ul style="list-style-type: none"> Changed attack startup (21F→20F).
V-Slasher	<ul style="list-style-type: none"> Expanded attack hitbox upwards. (Expanded portion can only connect when opponent is in a hit state.)
V-Slasher (MAX)	<ul style="list-style-type: none"> Changed attack startup (7F→5F).

■ RALF JONES	
Close Standing HP	<ul style="list-style-type: none"> • Changed hit count (1→2). • Increased overall recovery.
Galactica Phantom Bareback Vulcan Punch Ralf Super Phalanx	<ul style="list-style-type: none"> • Now adds Anywhere Juggle properties when Super Canceled from Dynamite Ralf Punch.
Bareback Vulcan Punch (MAX)	<ul style="list-style-type: none"> • Attack no longer hits from behind.
■ CLARK STILL	
Close Standing LK	<ul style="list-style-type: none"> • Expanded attack hitbox. • Reduced overall recovery.
Mount Tackle (EX)	<ul style="list-style-type: none"> • Increased combo scaling value on Anywhere Juggle hit. • Expanded attack hitbox. (Expanded portion can only connect when opponent is in a hit state.)
Clark Lift (Normal)	<ul style="list-style-type: none"> • Can now Super Cancel into Running Three.
Running Three (Normal)	<ul style="list-style-type: none"> • Changed damage (200→220).
Running Three (MAX)	<ul style="list-style-type: none"> • Changed damage (330→350). • Reduced combo scaling value.
■ TERRY BOGARD	
Close Standing HP	<ul style="list-style-type: none"> • Changed attack startup (5F→4F). • Expanded attack hitbox. • Expanded hurtbox.
Crouching HK	<ul style="list-style-type: none"> • Changed attack startup (11F→10F).
Power Charge (HK)	<ul style="list-style-type: none"> • Reduced overall recovery on hit and block. • Changed attack startup (21F→24F). • Expanded hurtbox forwards while charging.
■ ANDY BOGARD	
Close Standing HK	<ul style="list-style-type: none"> • Expanded attack hitbox. • Can now cancel into Command Moves.
Crouching HK	<ul style="list-style-type: none"> • Can now whiff cancel.
Genei Shiranui	<ul style="list-style-type: none"> • Can now use ↙ or ↘ to change direction of travel.
Zan-ei Ken (EX)	<ul style="list-style-type: none"> • Altered opponent behavior on grounded hit.
Kuuha Dan	<ul style="list-style-type: none"> • 1st hit: Altered opponent behavior on midair hit. • Increased Kuuha Dan (Brake) input buffer frames.
Kuuha Dan (EX)	<ul style="list-style-type: none"> • Final hit: Altered opponent behavior on hit.
■ JOE HIGASHI	
Close Standing HK	<ul style="list-style-type: none"> • Reduced overall recovery.
Far Standing HP	<ul style="list-style-type: none"> • Can now be canceled into Special Moves and above.
Tiger Kick	<ul style="list-style-type: none"> • Expanded initial attack hitbox upwards.
Slash Kick (EX)	<ul style="list-style-type: none"> • Increased opponent block stun. • Reduced all recovery frames. • Final hit: Reduced opponent hitstop.
■ RYO SAKAZAKI	
Kizami Duki	<ul style="list-style-type: none"> • Reduced overall recovery.
Ko-Ou Ken (LP)	<ul style="list-style-type: none"> • Increased follow-up window.
Zanretsuken	<ul style="list-style-type: none"> • 1st hit: Expanded attack hitbox downwards. (Expanded portion can only connect when opponent is in a hit state.)
Zanretsuken (Normal)	<ul style="list-style-type: none"> • Now travels forward.
Zanretsuken (EX)	<ul style="list-style-type: none"> • Can now alter the final hit's properties after the move connects (hold LP+HP).

■ ROBERT GARCIA	
Close Standing LP	<ul style="list-style-type: none"> Adjusted pushbox to make it harder for characters to separate up close. Reduced overall recovery.
Close Standing HP	<ul style="list-style-type: none"> Expanded proximity recognition. Expanded attack hitbox.
Far Standing HK	<ul style="list-style-type: none"> Expanded attack hitbox. Reduced hurtbox. Reduced overall recovery.
Crouching HK	<ul style="list-style-type: none"> Expanded attack hitbox. Expanded hurtbox.
Kouryuu Koukyaku-Geri (Normal)	<ul style="list-style-type: none"> Changed attack startup (22F→20F).
Ryuu-Geki Ken (HP)	<ul style="list-style-type: none"> Increased projectile speed.
Hien Senpuu Kyaku (EX)	<ul style="list-style-type: none"> Expanded pushbox upwards. Expanded attack hitbox upwards.
Hien Ryuujin Kyaku	<ul style="list-style-type: none"> Character now faces the opponent when performed after jumping overhead.
■ KING	
Close Standing LP	<ul style="list-style-type: none"> Changed attack startup (5F→4F).
Far Standing LK	<ul style="list-style-type: none"> Can now cancel into Command Moves.
Venom Strike (HK)	<ul style="list-style-type: none"> Increased projectile speed.
Venom Strike (EX)	<ul style="list-style-type: none"> Increased projectile speed.
Air Venom Strike (Normal)	<ul style="list-style-type: none"> Expanded attack hitbox downwards.
Tornado Kick (LK)	<ul style="list-style-type: none"> Altered opponent behavior on hit.
Tornado Kick (HK)	<ul style="list-style-type: none"> 2nd hit: Increased active frames.
Trap Shot (Normal)	<ul style="list-style-type: none"> Can no longer Super Cancel (except from the final hit).
Illusion Dance	<ul style="list-style-type: none"> Can now be performed from a backward jump.
■ MAI SHIRANUI	
Dash	<ul style="list-style-type: none"> Increased travel speed.
Jumping HP (Normal/Hyper)	<ul style="list-style-type: none"> Expanded attack hitbox backwards.
Ukihane	<ul style="list-style-type: none"> Altered opponent behavior on hit. No longer forces a hard knockdown. Expanded attack hitbox backwards.
Kachousen (HP)	<ul style="list-style-type: none"> Increased projectile speed.
Hissatsu Shinobi-Bachi (EX)	<ul style="list-style-type: none"> 4th hit: Increased opponent block stun. Expanded attack hitbox. Final hit: Increased pushback distance on block.
Kagerou no Mai (Normal)	<ul style="list-style-type: none"> Increased invulnerability.
Shiranui-Ryuu Ougi • Kuzunoha	<ul style="list-style-type: none"> Expanded attack hitbox after Climax Canceling from Kagerou no Mai.
■ YURI SAKAZAKI	
Ko-Ou Ken (HP)	<ul style="list-style-type: none"> Increased projectile speed when fully charged.
Saiha (HP/EX)	<ul style="list-style-type: none"> Can now reflect projectiles.
Saiha (EX)	<ul style="list-style-type: none"> Increased travel distance.
Raiou Ken	<ul style="list-style-type: none"> Character now faces the opponent when performed after jumping overhead.
Raiou Ken (Normal)	<ul style="list-style-type: none"> Reduced overall recovery.
Raiou Ken (HK)	<ul style="list-style-type: none"> Projectile now comes out before you land when canceling from Enyoku.
Ko-Ou Ken (EX)	<ul style="list-style-type: none"> Projectile now comes out before you land when canceling from Enyoku. Increased hit stun.

■ ATHENA ASAMIYA	
Far Standing HP	<ul style="list-style-type: none"> • Increased active frames. • Reduced vertical hurtbox vertically.
Psycho Ball Attack (EX)	<ul style="list-style-type: none"> • Can now cancel into Psychic Teleport (EX).
Phoenix Arrow (EX)	<ul style="list-style-type: none"> • Final hit: Altered opponent behavior on hit.
Psycho Shoot	<ul style="list-style-type: none"> • Expanded forward attack hitbox. • Expanded projectile nullification hitbox.
Psycho Shoot (HP)	<ul style="list-style-type: none"> • Increased projectile speed.
Psycho Shoot (EX)	<ul style="list-style-type: none"> • Increased projectile speed. • Can now cancel into Psychic Teleport (EX).
■ BLUE MARY	
Jumping HK (Normal/Hyper)	<ul style="list-style-type: none"> • Expanded attack hitbox backwards.
Double Rolling	<ul style="list-style-type: none"> • Reduced overall recovery.
Real Counter (EX)	<ul style="list-style-type: none"> • Increased throw invulnerability frames.
Backdrop Real (EX)	<ul style="list-style-type: none"> • Increased active frames. • Changed damage (160→180).
M. Typhoon	<ul style="list-style-type: none"> • Can now cancel into M. Dynamite Swing.
■ VANESSA	
Jumping HP (Normal/Hyper)	<ul style="list-style-type: none"> • Expanded attack hitbox backwards.
Machine Gun Puncher (Normal)	<ul style="list-style-type: none"> • Increased travel distance.
Puncher Upper (EX)	<ul style="list-style-type: none"> • Can now cancel on block into the normal versions of Puncher Weaving, Puncher Vision (Forward), and Puncher Vision (Backward).
Puncher Upper (EX) [From Puncher Vision (Forward)]	<ul style="list-style-type: none"> • Increased travel distance.
Puncher Upper (EX) [From Puncher Vision (Backward)]	<ul style="list-style-type: none"> • Changed attack startup (21F→18F).
Puncher Straight (EX)	<ul style="list-style-type: none"> • Can now cancel on block into the normal versions of Puncher Weaving, Puncher Vision (Forward), and Puncher Vision (Backward).
Puncher Straight (EX) [From Puncher Vision (Forward)]	<ul style="list-style-type: none"> • Increased travel distance.
Puncher Straight (EX) [From Puncher Vision (Backward)]	<ul style="list-style-type: none"> • Changed attack startup (14F→12F).
Champion Puncher (Normal)	<ul style="list-style-type: none"> • Changed attack startup (9F→7F). • Expanded attack hitbox.
Champion Puncher (MAX)	<ul style="list-style-type: none"> • Changed attack startup (8F→6F). • Expanded attack hitbox.
■ LUONG	
Close Standing LP	<ul style="list-style-type: none"> • Adjusted pushbox to make it harder for characters to separate up close.
Jumping HP	<ul style="list-style-type: none"> • Can now be canceled into Special Moves and above.
Geki (EX)	<ul style="list-style-type: none"> • 2nd hit: Increased pushback distance on block.
Ren	<ul style="list-style-type: none"> • Expanded attack hitbox. (Expanded portion can only connect when opponent is in a hit state.)
Tei (Normal)	<ul style="list-style-type: none"> • Expanded attack hitbox upwards. (Expanded portion can only connect when opponent is in a hit state.)
■ ROCK HOWARD	
Jumping LP (Normal/Hyper)	<ul style="list-style-type: none"> • Can now cancel into Jumping LK.
Jumping LK (Normal/Hyper)	<ul style="list-style-type: none"> • Expanded attack hitbox backwards.
Reppuu Ken (HP)	<ul style="list-style-type: none"> • Reduced overall recovery. • Increased projectile speed.
Type: Shift	<ul style="list-style-type: none"> • Can now cancel into Type: Dunk.
[Buffered] Reppuu Ken (HP)	<ul style="list-style-type: none"> • Reduced overall recovery. • Increased projectile speed.

■ B. JENET	
Crouching HK	<ul style="list-style-type: none"> Expanded attack hitbox. Expanded hurtbox.
Gulf Tomahawk (LK)	<ul style="list-style-type: none"> Altered opponent behavior on grounded hit.
Harrier Bee	<ul style="list-style-type: none"> 3rd follow-up hit: Expanded attack hitbox.
Harrier Bee (Normal)	<ul style="list-style-type: none"> 2nd and 3rd follow-up hits: Increased opponent block stun.
Harrier Bee (EX)	<ul style="list-style-type: none"> Can now be performed from a backward jump.
The Hind (HK)	<ul style="list-style-type: none"> 2nd hit: Reduced opponent hitstop. Reduced overall recovery on brake.
■ GATO	
Jumping LK (Normal/Hyper)	<ul style="list-style-type: none"> Can now cancel into Jumping LP.
Chinbreaker (Cancel)	<ul style="list-style-type: none"> Increased travel distance.
Tranquil Kick	<ul style="list-style-type: none"> Reduced overall recovery.
Whirling Fang	<ul style="list-style-type: none"> Expanded attack hitbox. Added midair invulnerability to the character's leg. Increased active frames.
Swift Fang	<ul style="list-style-type: none"> Increased travel speed.
■ OMEGA RUGAL	
Jump (Normal/Hyper)	<ul style="list-style-type: none"> Reduced all frames.
Far Standing HP	<ul style="list-style-type: none"> Expanded attack hitbox upwards.
Far Standing HK	<ul style="list-style-type: none"> Expanded attack hitbox. Reduced overall recovery.
Jumping HK	<ul style="list-style-type: none"> Reduced hurtbox before attack startup.
Reppuu Ken (HP/EX)	<ul style="list-style-type: none"> Reduced overall recovery.
■ GEESE HOWARD	
Fudou Ken	<ul style="list-style-type: none"> Increased cancel window for follow-ups.
Jyoudan Atemi	<ul style="list-style-type: none"> Reduced overall recovery after connecting. Can now OTG after connecting.
Gedan Atemi (Normal)	<ul style="list-style-type: none"> Can now cancel into Raigou Reppuu Ken.
Gedan Atemi (EX)	<ul style="list-style-type: none"> Reduced overall recovery after connecting.
Raimei Gouha Nage	<ul style="list-style-type: none"> Expanded throw range.
Hishou Nichirin Zan (LP)	<ul style="list-style-type: none"> Changed attack startup (25F→23F). Increased travel distance. Changed damage (70→90). Increased stun value. Increased Guard Crush value.
Hishou Nichirin Zan (HP)	<ul style="list-style-type: none"> Expanded guard recognition hitbox backwards. Expanded attack hitbox backwards.
■ BILLY KANE	
Far Standing HP	<ul style="list-style-type: none"> Reduced overall recovery on whiff and block.
Jumping LK (Normal/Hyper)	<ul style="list-style-type: none"> Expanded attack hitbox backwards.
Jumping HP (Hops, Hyper Hops)	<ul style="list-style-type: none"> Increased active frames.
Senpuu Kon (Normal)	<ul style="list-style-type: none"> Reduced pushback distance on hit. Increased hit stun and block stun. 1st hit: Expanded attack hitbox. Increased chip damage.
Senpuu Kon (EX)	<ul style="list-style-type: none"> Increased chip damage.
Kyoushuu Hishou Kon	<ul style="list-style-type: none"> 2nd hit onwards: Altered opponent behavior on hit.

■ RYUJI YAMAZAKI	
Eviscerator (Normal)	• Changed attack startup (28F→24F).
Serpent Slash (Normal)	• Increased potency when charged.
Serpent Slash (LK)	• Altered opponent behavior on midair hit.
Double Return (Normal)	• Changed reflected projectile damage (90→110). • Increased opponent hitstop for reflected projectiles.
Double Return (EX)	• Changed reflected projectile damage (118→147).
■ OROCHI YASHIRO	
Odoru Daichi (LK)	• Adjusted character behavior. Reduced distance from opponent after hit.
Kujiku Daichi (EX)	• Expanded pushbox downwards.
■ OROCHI SHERMIE	
Crouching LP	• Reduced attack hitbox vertically.
Jinrai (Normal)	• Changed attack startup (18F→15F). • Increased travel distance.
Mugetsu no Raiun	• Expanded attack hitbox.
Mugetsu no Raiun (Normal)	• Increased active frames.
Raijin no Tsue (HK)	• Reduced pushback distance on block. • Altered opponent behavior on counter hit.
■ OROCHI CHRIS	
Far Standing HK	• Can now cancel into Special Moves and above. • Now travels forward.
Taiyou O Iru Honoo	• Increased active frames.
Taiyou O Iru Honoo (HP)	• Changed attack startup (28F→26F).
Taiyou O Iru Honoo (EX)	• Changed attack startup (28F→26F).
Tsuki O Tsumu Honoo (LP)	• Changed initial properties (midair invulnerability → full invulnerability).
■ HAOHMARU	
Rush	• Now travels forward.
Far Standing HP	• Expanded attack hitbox. • Reduced hurtbox before attack startup.
Far Standing HK	• Changed attack startup (11F→9F).
Crouching HP	• Expanded attack hitbox.
Iron Flash	• Expanded attack hitbox. • Increased chip damage. • Reduced overall recovery. • Increased Guard Crush value.
Cyclone Slash (LP)	• Increased active frames.
Cyclone Slash (HP)	• Changed attack startup (33F→29F).
■ NAKORURU	
Far Standing HP	• Expanded attack hitbox upwards. • Expanded hurtbox. • Increased active frames.
Far Standing HK	• Can now cancel into Special Moves and above. • Changed attack startup (10F→8F). • Increased travel distance.
Amube Yatoro	• Increased speed at which Mamahaha returns.
Amube Yatoro (HK)	• Increased travel distance for Mamahaha.
Cling to Mamahaha	• Increased travel speed after clinging to Mamahaha.

■ DARLI DAGGER	
Close Standing LP	• Changed attack startup (5F→4F).
Close Standing LK	• Reduced overall recovery.
Close Standing HP	• 2nd and 3rd hits: Can now cancel into Special Moves.
Close Standing HK	• Reduced pushbox. • Reduced throw hurtbox.
Far Standing HP	• 1st hit: Changed attack startup (14F→12F). • 1st hit: Reduced pushback distance on block. • 2nd hit: Changed attack startup (26F→21F). • Reduced overall recovery. • Expanded attack hitbox. • Reduced hurtbox before attack startup.
Jumping HK	• Expanded attack hitbox backwards.
Sweeping Shave	• Reduced hurtbox.
Sweeping Shave (Follow-up)	• Can now cancel into MAX Activation (Quick). • Can now cancel into Super Special Moves and above. • Increased hit stun. • Final hit: Increased follow-up window on hit. Increased hitstop.
Blade Surf (HP)	• Changed attack startup (27F→22F).
■ SHINGO YABUKI	
Blow Back	• Now triggers a critical hit.
Jumping Blow Back	• Now triggers a critical hit.
Shingo Kinsei Ore Shiki · Nie Togi	• Altered opponent behavior on critical hit.
■ KIM KAPHWAN	
Far Standing HK	• Increased block stun.
Crouching HK	• Expanded attack hitbox. • Can now whiff cancel.
Hienzan (EX)	• Removed Anywhere Juggle properties.
Hishou Kyaku (Normal)	• Increased pushback distance on block. • Reduced landing recovery frames on hit and block.
Sanren Geki 1 Shiki (EX)	• Changed attack startup (12F→10F).
■ SYLVIE PAULA PAULA	
Jumping LK (Normal/Hyper)	• Expanded attack hitbox backwards.
Jumping HP	• Reduced hurtbox.
Jumping Blow Back (Hops, Hyper Hops)	• Reduced active frames.
■ GOENITZ	
Crouching HP	• Expanded attack hitbox forwards.
Crouching HK	• Expanded attack hitbox.
Blow Back	• Reduced overall recovery.
■ NAJD	
Close Standing HK	• Can now cancel into Retribution of the Unknown (Level 1+) on hit and block.
Unleashed Soul	• Can now cancel into Retribution of the Unknown (Level 1+) on hit and block.
Unleashed Soul (HP)	• Increased opponent hitstop.
Retribution of the Unknown	• Buffed state now continues across rounds. • Can now use the base and buffed (Level 1+) versions once each per combo.

■ DUO LON	
Crouching LK	• Can now Rapid Cancel earlier.
Genmuken (EX)	• 1st hit: Reduced pushback distance on hit.
Air Genmuken (EX)	• 2nd hit: Expanded attack hitbox. (Expanded portion can only connect when opponent is in a hit state.)
Air Genmukyaku (Normal)	• Changed damage (40→60).
Air Genmukyaku (EX)	• Changed damage (60→80).
■ HINAKO SHIJO	
Jumping HK (Hops, Hyper Hops)	• 2nd hit: Expanded attack hitbox.
Harite (Chiyō)	• Changed attack startup (16F→14F).
Gorintsuki (EX)	• Can now reflect projectiles.
■ MATURE	
Jump	• Reduced all frames.
Crouching HP	• Expanded attack hitbox.
Jumping HP (Normal/Hyper)	• Expanded attack hitbox backwards.
Despair (EX)	• Increased travel distance.
Despair (Attack) (LP)	• Expanded attack hitbox backwards.
Death Row ① (LP)	• Increased pushback distance on block.
Metal Massacre (LK)	• Expanded attack hitbox.
Ebony Tears (Normal)	• Changed damage (60→80).
Ebony Tears (EX)	• Reduced overall recovery.
■ VICE	
Crouching HP	• Expanded attack hitbox. • Expanded hurtbox.
Jumping HP	• Expanded attack hitbox. • Expanded hurtbox.
Deicide (LK)	• Increased Super Special Move input buffer frames.
Deicide (HK)	• Changed attack startup (26F→23F). • Increased Mayhem and Super Special Move input buffer frames.
Deicide (EX)	• Changed attack startup (18F→16F). • Expanded attack hitbox. (Expanded portion can only connect when opponent is in a hit state.) • Increased Mayhem input buffer frames.
Deicide · Avatar (LK)	• Changed attack startup (14F→10F).
Splash	• Reduced overall recovery on hit. • Altered behavior on hit.
Splash · Follow up	• Reduced overall recovery on hit. • Altered behavior on hit.