

SAMURAI SHODOWN Patch Ver.1.11

Changed / Improved Features

- Balances to character interactions during battle have been made.
- Players are now returned to their previous mode after exiting a Ranked Match.
- Features in Casual Match lobbies have been changed.
 - Changed so the battle begins when both players press OK when in their respective seats. (Single Match only)
 - Altered so that players are not automatically ejected from their seats after a match ends. (Single Match only)
 - Can now select between "Watch while waiting" and "Watch only" when in the spectator seats. (Single Match only)
 - The option to rematch will be enabled if there are no other players waiting. (Single Match only)
 - Character intros and win poses are now skippable. (Win poses can also now be skipped even in offline matches.)
 - For players making the lobby, you can now choose the stage right from the lobby menu screen.
- Fixed other minor issues and features.

Changes / Improvements Made to Characters

Changed Area	Weapon	Description of Change
All Characters		
Advancing Attacks	-	Resolved an issue where players couldn't perform a Surprise Attack or Dodge immediately after an Advancing Attack.
Dodging	-	Reduced recovery frames.
Countering	-	Increased recovery frames. Can now be punished as a counter-hit.
Rage Explosion	-	Extended the hitbox upwards.
Guard Break	-	Adjusted so all characters travel nearly the same distance when hit. Changed the hurtbox to be the same as during knockback after taking damage.
Being Countered	-	Changed the hurtbox to be the same as during knockback after taking damage.
Being Countered (Heavy)	-	Altered the distance the weapon flies.
On Block	-	Changed the hurtbox to be the same as during knockback after taking damage.
Command Inputs	-	Adjusted the input command timings for → ↓ ↘ and ← ↓ ↙.
Weapon Flipping Technique	-	Altered the direction the weapon flies.
Lightning Blade	-	All characters now travel the same length from start to finish during their Lightning Blade attack.

HAOHMARU		
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Advancing Light Slash	With	Increased recovery frames.
Advancing Kick	With/Without	Character behavior after this attack has been changed from "crouching" to "standing".
Cyclone Slash (Light, Medium, Heavy)	With	Reduced opponent hit stun on block.
Crescent Moon Slash (Weak)	With	Removed invulnerability on startup. Reduced frames where pursuit attacks were possible.
Crescent Moon Slash (Medium)	With	Removed invulnerability on startup. Now invulnerable to in-air attacks on startup. Reduced window where pursuit attacks were possible.
Crescent Moon Slash (Heavy, During Max Rage)	With	Reduced window where pursuit attacks were possible.
Renting Tremor Slash (Light)	With	Removed invulnerability on startup. Reduced window where pursuit attacks were possible.
Renting Tremor Slash (Medium)	With	Removed invulnerability on startup. Now invulnerable to in-air attacks on startup. Reduced window where pursuit attacks were possible.
Renting Tremor Slash (Heavy)	With	Reduced window where pursuit attacks were possible.
Renting Tremor Slash (During Rage)	With	Reduced window where pursuit attacks were possible.
Earthquake Slice (Light, Medium, Heavy)	With	Increased opponent's knockback duration when blocked.
Flame of the Conqueror	With	Made attack startup slower.

NAKORURU		
Time in Max Rage	-	Time has been extended.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Dashing	With/Without	Move speed has been increased.
Standing Far Light Slash	With	Made attack startup faster. Increased recovery frames.
Standing Close Heavy Slash	With	Increased damage.
Crouching Medium Slash	With	Made attack startup slower. Decreased damage. Now counts as a low attack. Now cannot be countered.
Crouching Heavy Slash	With	Increased active hitbox frames. Expanded the hitbox upwards.
Jumping Medium Slash	With	Increased active hitbox frames.
Jumping Heavy Slash	With	Increased active hitbox frames.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Advancing Heavy Slash	With	Character behavior after this attack has been changed from "crouching" to "standing".
Advancing Kick	With/Without	Character behavior after this attack has been changed from "crouching" to "standing". Increased recovery frames.
Rera Kishima Tek	With/Without	Expanded grab hitbox.
Annu Mutsube (Light, Medium, Heavy, During Max Rage)	With	Reduced recovery frames on hit/block. (Recovery frames on whiff have not been changed.)
Rera Mutsube(Light, Medium, Heavy, During Max Rage)	With	Increased damage.
Kamui Rimuse (Light, Medium, Heavy)	With/Without	Increased opponent knockback duration on hit.
Kamui Rimuse Reflect	With/Without	Now advances forward.
Kamuyhum Kesupu	With/Without	Now activates with diagonal down inputs.
Getting off Mamahaha	With/Without	Reduced recovery frames upon landing. Expanded hurtbox upwards upon landing.
Kamuyhum Kesupu while hanging onto Mamahaha	With/Without	Expanded hurtbox upwards upon landing. Increased opponent's knockback duration when blocked. Added counter window immediately after landing.
Kamui Mutsube	With	Increased damage.
Kamui Mutsube (During Max Rage)	With	Increased damage.
Elelyu Kamui Rimuse	With	Reduced positional restrictions with Mamahaha when this command is entered.
Ar Retar Kamuyhum Makiri	With	Reduced positional restrictions with Mamahaha when this command is entered.

HATTORI HANZO		
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Standing Close Heavy Slash	With	Increased damage on first hit. Decreased damage on second hit. Expanded hitbox forward. Decreased opponent knockback distance on first attack.
Standing Far Heavy Slash	With	Increased damage on first hit. Decreased damage on second hit.
Standing Kick	With/Without	Shortened the top of the hurtbox.
Crouching (Holding Forward) Kick	With/Without	Reduced recovery frames.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Advancing Medium Slash	With	Character behavior after this attack has been changed from "crouching" to "standing".
Advancing Kick	With/Without	Increased active hitbox frames. Reduced recovery frames. Character behavior after this attack has been changed from "crouching" to "standing".
Rolling Aerial Attack	With/Without	Expanded grab hitbox.
Ninja Shrike Dash (Light, Medium, Heavy)	With/Without	Increased damage.
Whistling Shrike Drop	With/Without	Increased damage.
Falling Ninja Cicada Larva	With/Without	Hastened time till invulnerable.

Gashing Ninja Cicada Larva	With/Without	Hastened time till invulnerable.
Ninja Silencer	With/Without	Hastened time till invulnerable.
Ninja Mon Dance	With/Without	Hastened time till invulnerable. Reduced time between disappearing and reappearing.
Ninja Windsplitter	With/Without	Increased opponent's knockback duration on block/hit. Reduced recovery frames upon landing. Added a counter window during recovery upon landing.
Self-Sacrifice Stratagem of Buddha	With/Without	Delayed the window to cancel during knockback.
Demonic Self-Sacrifice Stratagem	With/Without	Delayed the window to cancel during knockback.
Sealed Scroll: Shadow Particle	With	Expanded the hitbox horizontally immediately after attacking.

GALFORD		
Rage Gauge	-	Decreased amount gained on hit.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Moving speed has been decreased.
Advancing	With/Without	Moving speed has been decreased.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Advancing Medium Slash	With	Character behavior after this attack has been changed from "crouching" to "standing".
Advancing Kick	With/Without	Character behavior after this attack has been changed from "crouching" to "standing". Increased active hitbox frames.
Surprise Attack	With/Without	Increased opponent knockback duration on hit.
Stardust Drop	With/Without	Expanded grab hitbox.
Plasma Blade	With/Without	Shrank the upper and backside portions of the hitbox.
Replica Attack (head)	With	Increased time between activation and falling Shrank the lower portion of the hitbox. Increased recovery frames upon landing.
Replica Attack (head)	Without	Increased time between activation and falling Increased recovery frames upon landing.
Replica Attack (Rear)	With	Increased time between activation and falling Shrank the lower portion of the hitbox. Increased recovery frames upon landing.
Replica Attack (Rear)	Without	Increased time between activation and falling Increased recovery frames upon landing.
Imitate Replica (head)	With/Without	Delayed the window to cancel during knockback.
Imitate Replica (rear)	With/Without	Delayed the window to cancel during knockback.
Mega Plasma Factor	With	Made attack startup slower.

TACHIBANA UKYO		
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Standing Far Medium Slash	With	Opponent knockback distance shortened on hit.
Standing Heavy Slash	With	Reduced recovery frames. Increased damage on first hit. Decreased damage on second hit.
Crouching Close Heavy Slash	With	Increased damage on first hit. Decreased damage on second hit.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Advancing Heavy Slash	With	Character behavior after this attack has been changed from "crouching" to "standing". Instead of being knocked back, the opponent is now thrown back.
Concealed Sabre Swallow Swipe(During Max Rage)	With	Made attack startup faster.
6 Swallow Flash	With	Now invulnerable to projectiles on startup. Expanded the height of the hitbox. Changed the way opponents react on hit.

SENRYO KYOSHIRO		
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Standing Close Medium Slash	With	Now cancellable.
Standing Far Medium Slash	With	Made attack startup faster.
Crouching Far Medium Slash	With	Made attack startup faster.
Crouching Heavy Slash	With	Expanded hitbox downwards.
Advancing Medium Slash	With	Changed so he doesn't leap over crouching opponents. Expanded hitbox downwards.

Advancing Kick	With/Without	Now moves farther forward. Reduced recovery frames.
Jumping Light Slash	With	Increased active hitbox frames. Increased hurtbox active frames.
Jumping Fist Attack	Without	Increased active hitbox frames. Increased hurtbox active frames.
Dance of Fire (Light, Medium, Heavy)	With/Without	No longer hits from behind. Increased opponent's knockback duration when blocked.
Toad Plague	With/Without	Resolved an issue where any hit Kyoshiro received from behind while on the toad wasn't being counted as "in-air". Now does not hit in-air opponents. No longer hits from behind. Reduced active hitbox frames. Increased damage. Now unblockable.
Twisting Heavens (Light)	With	Expanded the opening hitbox downwards. Made attack startup faster.
Twisting Heavens (Medium)	With	Expanded the opening hitbox downwards.
Twisting Heavens (Heavy)	With	Now invulnerable on startup. Expanded the opening hitbox downwards.
Lion's Tail Blast (Light)	With	Removed feet hitbox on startup. Now invulnerable to throws and low hits. Increased opponent's knockback duration when blocked. Reduced recovery frames. Expanded the collision box downwards. Now does not hit from behind.
Lion's Tail Blast (Medium)	With	Removed feet hitbox on startup. Now invulnerable to throws and low hits. Increased opponent's knockback duration when blocked. Reduced recovery frames.
Ragion Lion's Tail Blast	With	Removed feet hitbox on startup. Now invulnerable to throws and low hits. Reduced recovery frames. Now does not hit from behind. Increased chip damage.
Ragion Lion's Tail Blast (During Max Rage)	With	Removed feet hitbox on startup. Now invulnerable to throws and low hits. Reduced recovery frames. Now does not hit from behind. Increased chip damage.
Smoldering Blood Pounce	With	Now activates with diagonal down inputs. Increased damage.

YAGYU JUBEI

Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Sabre Thrash (Light, Medium, Heavy)	With	Increased damage. Increased chip damage. Reduced knockback distance on block.
Moonbeam Slicer	With	Made attack startup slower.

TAM TAM

Advance	With/Without	Move speed has been increased.
Step Forward	With/Without	Moving speed has been decreased.
Crouching Medium Slash	With	Increased active hitbox frames.
Crouching Heavy Slash	With	Expanded hurtbox downwards.
Surprise Attack	With/Without	Expanded hitbox forward. Reduced active hitbox frames. Increased opponent's knockback duration on hit or block.
Paguna Paguna (Light, Medium, Heavy)	With	Now does not hit from behind. Shrank the upper portion of the hitbox. Expanded hurtbox forward and upwards.

CHARLOTTE

Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.

Standing Close Heavy Slash	With	Increased damage of first hit. Decreased damage of second hit.
Standing Far Heavy Slash	With	Increased damage.
Standing Kick	With/Without	Increased recovery frames.
Advancing Light Slash	With	Expanded hitbox forward.
Advancing Fist Attack	Without	Expanded hitbox forward.
Power Gradation (Light)	With	Expanded hitbox downwards when rising. Removed throw invulnerability on start up. Increased recovery frames upon landing.
Power Gradation (Medium)	With	Expanded hitbox downwards when rising. Made attack startup faster. Removed invulnerability on startup. Now invulnerable to in-air attacks during start up. Increased recovery frames upon landing.
Power Gradation (Heavy)	With	Expanded hitbox downwards when rising. Increased invulnerability frames on start up. Increased recovery frames upon landing.
Splash Fount (Light, Medium, Heavy)	With	Reduced recovery frames. Increased damage. Increased chip damage. Increased opponent's knockback duration when last hit is blocked.
Bayonet Lunge (Light, Medium, Heavy)	With	Shrank the backside hitbox during active attack frames.
La Danse De La Rose	With	Expanded the hitbox downwards.

KIBAGAMI GENJURO

Rage Gauge	-	Decreased amount gained on hit.
Time in Max Rage	-	Time has been reduced.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Standing Kick	With/Without	Made attack startup slower. The second hit is now high and not overhead.
Crouching Far Medium Slash	With	Shrank the front part of the hitbox. Shrank the first part of the hurtbox. Increased recovery frames. Made attack startup slower.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Advancing Medium Slash	With	The first attack is now uncounterable.
Advancing Kick	Without	Character behavior after this attack has been changed from "crouching" to "standing".
Lightning Wings (Light)	With	Removed invulnerability on startup. Shrank the front part of the hitbox. Expanded hurtbox forward and upwards during active attack frames. Increased recovery frames upon landing.
Lightning Wings (Medium)	With	Removed throw and upper-body invulnerability on startup. Now invulnerable to in-air attacks on startup. Shrank the front part of the hitbox when rising. Expanded hurtbox forward and upwards during active hit frames. Increased recovery frames upon landing.
Lightning Wings (Heavy)	With	Expanded hurtbox forward and upwards during active hit frames. Increased recovery frames upon landing.
Lightning Wings (During Max Rage)	With	Increased recovery frames upon landing.
Cherry Blossom Slice (Light, Medium, Heavy)	With	Increased recovery frames. Can no longer pursuit attack after hit in the air.
Zen Blade	With	Shrank the Command Grab hitbox. Made attack startup slower. Increased recovery frames.
Reverse Five Flash Rip	With	Increased recovery frames. Reduced opponent's knockback duration on block.

EARTHQUAKE

Time in Max Rage	-	Time has been extended.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Step Forward	With/Without	Move speed has been increased.
Crouching Heavy Slash	With	Expanded the hitbox backwards.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Fat Chainsaw (During Max Rage)	With	Made attack startup faster.
Fat Bomber	With/Without	Increased damage.

SHIKI		
Defense	-	Increased defense.
Time in Max Rage	-	Time has been extended.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Step Forward	With/Without	Move speed has been increased.
Standing Medium Slash	With	The hitbox between close and far medium slashes differed, so now they are the same. Expanded the hitbox forward and downwards. Increased damage.
Standing Close Heavy Slash	With	Increased damage on first hit. Decreased damage on second hit.
Standing Far Heavy Slash	With	Increased damage.
Crouching Medium Slash	With	Expanded the hitbox downwards. Increased damage. Increased opponent knockback duration on hit.
Crouching (Holding Forward) Kick	With/Without	Reduced recovery frames. Increased opponent's knockback duration when blocked.
Jumping Medium Slash	With	Expanded the hitbox downwards. Expanded hurtbox downwards.
Jumping Heavy Slash	With	Increased active hitbox frames. Expanded the hitbox backward and downwards.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Surprise Attack	With/Without	Increased opponent knockback duration on hit.
Exodus Stream (Light, Medium)	With	Move speed has been increased. Reduced recovery frames. Increased damage. Increased opponent knockback duration on hit. Extended the cancel window for follow up attacks.
Exodus Stream (Heavy)	With	Move speed has been increased. Reduced recovery frames. Increased damage. Increased opponent knockback duration on hit. Extended the cancel window for follow up attacks. The timing for follow up attacks has been shortened.
Exodus Stream (During Max Rage)	With	Move speed has been increased. Reduced recovery frames. Increased opponent knockback duration on hit. Extended the cancel window for follow up attacks.
Cloudburst	With	Decreased damage. Increased distance traveled forward on startup.
Cloudburst (During Max Rage)	With	Increased distance traveled forward on startup.
Lotus Dance of Oblivion (Light)	With	Changed from a high attack to an overhead attack. Made attack startup faster. Altered the trajectory. Reduced recovery frames upon landing. Shrank the front part of the hitbox for the first hit. Block is now triggered twice on block.
Lotus Dance of Oblivion (Medium)	With	Changed from a high attack to an overhead attack. Altered the trajectory. Reduced recovery frames upon landing. Shrank the front and upper part of the hitbox for the first hit. Removed the backside of the hitbox on the second hit. Decreased damage. Decreased chip damage. Now is a single-hit attack. Can no longer pursuit attack.
Lotus Dance of Oblivion (Heavy)	With	Changed from a high attack to an overhead attack. Altered the trajectory. Reduced recovery frames upon landing. Removed the backside of the hitbox on the second hit. Now is a single-hit attack. Can no longer pursuit attack.
Lotus Dance of Sublimation (Light, Medium, Heavy)	With	Expanded the Command Grab hitbox forward.
Elysium Halo (Light)	With	Made attack startup faster. Removed upper-body invulnerability on startup. Expanded the hitbox downwards for the first hit.

Elysium Halo (Medium)	With	Made attack startup faster. Removed projectile invulnerability on startup. Now invulnerable to in-air attacks on startup. Expanded the hitbox downwards for the first hit.
Elysium Halo (Heavy)	With	Now invulnerable on startup. Expanded the hitbox downwards for the first hit. Increased distance traveled forward on startup.
Setsuna (Light, Medium, Heavy)	With/Without	Reduced recovery frames.
Tartarus Drop	With/Without	Reduced recovery frames. Increased opponent's knockback duration when blocked.

TOKUGAWA YOSHITORA

Rage Gauge	-	Decreased amount gained on hit.
Advance	With/Without	Move speed has been increased.
Standing Far Heavy Slash	With	Expanded the hurtbox forward for the duration of the attack.
Crouching Far Light Slash	With	Now cannot be countered.
Advancing Light Slash	With	Increased recovery frames.
Advancing Heavy Slash	With	Reduced recovery frames.
Advancing Fist Attack	Without	Resolved an issue where the feet were invulnerable.
Jumping Heavy Slash	With	No longer crosses up. Shrank the lower portion of the hitbox for the first attack.
Pink Blossoms (Heavy)	With	No longer hits opponents on the ground.
White Lilies (Heavy)	With	Now unthrowable on startup.
Camellias (Light, Medium, Heavy)	With	Hitstun now triggers when projectile hits the guard point.
Moonflower	With	Shrank the Command Grab hitbox. Increased recovery frames.
Fluttering Butterfly Blossom	With	Expanded the hurtbox forward.

KURAMA YASHAMARU

Rage Gauge	-	Receives more on hit.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Standing Close Heavy Slash	With	Expanded hitbox forward.
Standing Far Heavy Slash (During Max Rage (Follow Up Attack))	With	Now moves forward as attack begins. Expanded hitbox forward.
Crouching Close Medium Slash	With	Increased damage.
Crouching Close Heavy Slash	With	Increased damage on first hit. Decreased damage on second hit. Reduced knockback distance on first hit. Expanded hitbox forward for the second attack.
Crouching Far Heavy Slash	With	Reduced knockback distance on first hit.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Azure Gale (Light, Medium)	With	Reduced recovery frames after follow up attack. Increased opponent's knockback duration when blocked. Increased opponent's knockback distance on block.
Azure Gale (Heavy)	With	The timing for follow up attacks has been shortened. Reduced recovery frames upon landing.
Azure Gale (During Max Rage (Light, Medium))	With	Reduced recovery frames after follow up attack. Increased opponent's knockback duration when blocked.
Azure Gale (During Max Rage (Heavy))	With	The timing for follow up attacks has been shortened. Reduced recovery frames upon landing. Now invulnerable on startup after follow up attack.
Azure Gale (In Air (Light, Medium))	With	Reduced recovery frames upon landing.
Azure Gale (In Air (Heavy))	With	Reduced recovery frames upon landing. Increased opponent's knockback duration when blocked.
Azure Gale (During Max Rage and In Air (Light, Medium))	With	Reduced recovery frames upon landing. Now invulnerable on startup after follow up attack.
Azure Gale (During Max Rage and In Air (Heavy))	With	Reduced recovery frames upon landing. Increased opponent's knockback duration when blocked. Altered so the second hit lands more often. Changed from a high attack to an overhead attack.
Wintry Gust (Light, Medium, Heavy)	With	Increased damage.
Ebony Tengu Feathers	With	Now able to beat out other projectiles. Cannot be reflected.
Ebony Tengu Feathers (During Max Rage)	With	Now able to beat out other projectiles. Cannot be reflected. Reduced recovery frames. Can no longer pursuit attack.

DARLI DAGGER		
Defense	–	Defense has been increased.
Close/Far Attack Switch Distance.	–	Shortened the distance required to change between Standing Close Heavy and Standing Far Heavy Slash.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Standing Close Medium Slash	With	Reduced opponent knockback distance on hit.
Standing Far Medium Slash	With	Now able to cancel after first hit. Increased opponent's knockback distance on block for first hit. Expanded hitbox forward for hits two and on.
Standing Close Heavy Slash	With	Reduced recovery frames. Made attack startup faster. Opponents now react the same when crouching or standing on hit. Expanded hitbox forward. Changed so that opponents aren't thrown back when the first hit lands during their jump-in attack.
Standing Far Heavy Slash	With	Reduced recovery frames. Made attack startup faster. Now does a single hit if enemy is in-air. Reduced recovery frames on block. Changed so that opponents aren't thrown back when the first hit lands during their jump-in attack. Increased damage if only hit once.
Crouching Close Heavy Slash	With	Expanded hitbox forward.
Crouching Far Heavy Slash	With	Opponents now react the same when crouching or standing on hit. Increased damage on first hit.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block.
Advancing Medium Slash	With	Reduced opponent knockback distance on first hit. Expanded the hitbox forward and downwards for hits two and on.
Advancing Heavy Slash	With	Now slides further. Character behavior after this attack has been changed from "crouching" to "standing".
Advancing Kick	With/Without	Expanded the hitbox downwards. No longer hits from behind. Reduced recovery frames. Increased opponent's knockback duration when blocked. Hurtbox is now considered in-air when her feet leave the ground.
Blade Surf (Light, Medium)	With	Increased damage. Increased active hitbox frames. Increased hurtbox active frames. Reduced recovery frames upon landing.
Blade Surf (Heavy)	With	Made attack startup faster. Increased damage.
Blade Surf (During Max Rage)	With	Now advances forward on startup. Expanded hitbox forward when rising.
Serpentine Breaker (Light, Medium, Heavy)	With	Delayed follow up attack window for first hit. Resolved issue when opponent jumps over Darli during this attack.
Point Break (Heavy)	Without	Removed invulnerability on startup.
Lagoon Onslaught	With	Now pulls opponent's close when first hit lands on ground.

WU-RUIXIANG		
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Step Forward	With/Without	Move speed has been increased.
Distance Between Far and Close Attacks	–	Shortened the distance required to change between Standing Close Medium and Standing Far Medium Slash. Shortened the distance required to change between Crouching Close Medium and Crouching Far Medium Slash.
Standing Close Light Slash	With	Reduced recovery frames. Made attack startup faster. Expanded the hitbox downwards.
Standing Close Medium Slash	With	Increased active hitbox frames. Increased damage.
Standing Far Medium Slash	With	Increased damage.
Standing Close Heavy Slash	With	Increased active hit frames for the first half. Increased damage on second half on hit.
Standing Far Heavy Slash	With	Increased active hitbox frames.
Jumping Light Slash	With	Made attack startup faster. Increased active hitbox frames.

Jumping Fist Attack	Without	Removed hurtbox in front of character. Increased active hitbox frames. Expanded the hitbox upwards.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames on block. Delayed the moment she stops moving to attack. Increased active hitbox frames.
Advancing Fist Attack	Without	Delayed the moment she stops moving to attack. Increased active hitbox frames.
Advancing Medium Slash	With	Now able to cancel after first hit. Increased opponent knockback duration on first hit.
Advancing Heavy Slash	With	Increased active hitbox frames.
Advancing Kick	With/Without	Reduced recovery frames. Increased opponent's knockback duration when blocked. Character behavior after this attack has been changed from "crouching" to "standing". Increased damage.
Surprise Attack	With/Without	Reduced recovery frames. Increased opponent's knockback duration when blocked.
Kirin Earthen Rampage	With	Reduced recovery frames. Counter is now triggers faster. Expanded counter trigger upwards. Changed so that the counter does not trigger if hit with Lightning Blade, Weapon Flipping Techniques, and Super Special Moves.
Kirin Earthen Rampage (When Triggered)	-	Attack comes out faster. Can no longer pursuit attack. Expanded the hitbox upwards.
Azure Dragon Thunderstrike (Light)	With	Made attack startup faster. Reduced recovery frames.
Azure Dragon Thunderstrike (Medium)	With	Made attack startup faster. Reduced recovery frames. Reduced opponent's knockback duration on block.
Azure Dragon Thunderstrike (Heavy)	With	Reduced recovery frames. Reduced opponent's knockback duration on block.
Vermilion Bird Blaze (Light, Medium)	With	Reduced recovery frames. Increased opponent's knockback duration when blocked. Expanded hitbox forward.
Vermilion Bird Blaze (Heavy)	With	Increased opponent's knockback duration when blocked. Expanded hitbox forward.
Black Tortoise Torrent (Light, Heavy)	With	Made attack startup faster. Reduced recovery frames. Delayed the window where projectile is reflectable.
Black Tortoise Torrent (Medium)	With	Reduced recovery frames. Delayed the window where projectile is reflectable.
White Tiger Fangs	With	Poppy no longer triggers the trap. Reduced recovery frames.
Nine-Headed Dragon Strike	With	Opponents are downed for longer on hit.
Primordial Chaos of the Yellow Dragon	With	Expanded hitbox upwards and downwards.

RIMURURU		
Rage Gauge	-	Receives more on hit.
Advance	With/Without	Move speed has been increased.
Retreat	With/Without	Move speed has been increased.
Step Forward	With/Without	Move speed has been increased.
Advancing Light Slash	With	Changed so that weapon does not fly off when countered. Reduced recovery frames when guarded against.
Konru Mem	With/Without	Resolved an issue.
Konru Shiraru	With/Without	Now activates with diagonal down inputs.
Konril Nonril	With/Without	Adjusted so that the number of hits an enemy receives in-air does not dramatically drop. Altered so the first hit deals more damage.
Konril Nonril (During Max Rage)	With/Without	Adjusted so that the number of hits an enemy receives in-air does not dramatically drop. Altered so the first hit deals more damage.
Rupu Kamui Emyu·Tu Tu	With	Opponents are now thrown back on hit. Reduced positional restrictions with Konru when this command is entered.
Poro Konru Tursere	With	Reduced positional restrictions with Konru when this command is entered.