

SAMURAI SHODOWN Patch Ver.1.70

Changed / Improved Features

- A new DLC character (SOGETSU KAZAMA) was added.
- Added a button preview function.
- Balances to battle have been made.
- Fixed other minor issues and features.

Changes / Improvements Made to Characters

Changed Area	Weapon	Description of Change
All Characters		
Rage Gauge	-	Now a max Rage Gauge depletes according to the amount of time left on the clock.
Rage Explosion	-	Now able to activate Rage Explosion while guarding.
Backdash	-	Removed invincibility on startup.
HAOHMARU		
Advancing Medium Slash	With	Reduced knockback distance on both hit and guard.
Earthquake Slice	With	Reduced recovery after attack.
Earthquake Slice (Light)	With	Now does not travel over a crouching opponent.
NAKORURU		
Defense	-	Increased defense.
Crouching Medium Slash	With	Reduced recovery on hit.
Crouching Heavy Slash	With	Removed hurtbox the moment she raises her arm
Advancing Heavy Slash	With	All recovery frames have been reduced. Reduced recovery on guard.
Annu Mutsube (Light, Medium, Heavy, MAX Rage)	With	Reduced recovery on guard.
Cling to Mamahaha (movement speed)	-	Movement speed has been increased.
Mamahaha Attack (Light Slash)	With	Now cancelable for longer. Reduced recovery on both hit and guard.
Mamahaha Attack (Medium Slash)	With	Now cancelable for longer. Reduced recovery on both hit and guard.
Mamahaha Attack (Heavy Slash)	With	Now cancelable for longer. Reduced recovery on both hit and guard.
Kamuyhum Kesupu after Clinging to Mamahaha	With / Without	Reduced recovery frames on landing.
Drop from Mamahaha	With / Without	Reduced recovery frames on landing.
Rera Kishima Tek	With / Without	Increased damage.

HATTORI HANZO		
Defense	–	Increased defense.
Deep Hit	–	Raised the height where deep hits are possible.
Far Medium Slash	With	Attack now comes out faster. Extended the hitbox downwards.
Close Heavy Slash	With	Extended the hitbox forward.
Far Heavy Slash	With	Attack now comes out faster.
Crouching Medium Slash	With	Extended the hitbox forward. Extended the hurtbox forward.
Jumping Kick	With / Without	Can now cross-up opponents.
Advancing Light Slash	With	Now cancelable.
Advancing Medium Slash	With	Attack now comes out faster.
Advancing Heavy Slash	With	Reduced recovery on guard.
Advancing Kick	With / Without	Increased active hitbox frames. Increased active hurtbox frames.
Surprise Attack	With	No longer knocks down grounded opponents. Attack now comes out faster.
Surprise Attack	Without	Extended the hitbox forward. Reduced recovery on guard.
Ninja Exploding Dragon Blast (MAX Rage)	With / Without	Projectile now not reflectable.
Ninja Mon Dance (Light, Heavy)	With / Without	Now cancelable through aerial command grab. Light: Pressing left before appearing now flips movement direction on arrival. Heavy: Pressing right before appearing now flips movement direction on arrival.
Whistling Shrike Drop	With / Without	Attack now only comes out when pressing Heavy Slash while advancing. (Light and Medium Slash are Ninja Shrike Dash)
True Whistling Shrike Drop –Ruin Embers–	With	Increased damage.

GALFORD		
Defense	–	Increased defense.
Deep Hit	–	Raised the height where deep hits are possible.
Close Light Slash	With	Extended the hitbox forward and downwards.
Far Light Slash	With	Extended the hitbox forwards.
Close Medium Slash	With	Reduced knockback distance on hit.
Far Medium Slash	With	Extended the hitbox downwards.
Crouching Medium Slash	With	Reduced knockback distance on hit.
(Holding Forward) Kick	With / Without	Now cancelable.
Crouching (Holding Forward) Kick	With / Without	Reduced recovery on guard.
Advancing Light Slash	With	Now cancelable.
Advancing Heavy Slash	With	Attack now comes out faster.
Advancing Kick	With / Without	Increased active hitbox frames. Increased active hurtbox frames.
Surprise Attack	With / Without	Reduced recovery on hit. Increased active hitbox frames.
Overhead Crash	With / Without	Altered so that pressing left or right will change Poppy's path the moment she's in the air.
Justice Impulse X	With	Increased damage.

UKYO TACHIBANA		
Defense	–	Increased defense.
Advancing Medium Slash	With	Reduced all recovery frames.
(Holding Forward) Kick	With / Without	Reduced movement distance. No longer knocks down on hit. Reduced recovery on guard.
Crouching (Holding Forward) Kick	With / Without	Increased all recovery frames. Increased recovery frames on guard.
Advancing Kick	With / Without	Reduced movement distance. Increased all recovery frames. Increased recovery frames on guard. Reduced knockback distance on guard.
Surprise Attack	With	Reduced recovery on hit.
Concealed Sabre Swallow Swipe	With	Reduced distance traveled when guarded against when this attack is input from a backdash.
Concealed Sabre Snowfall Slash	With	Reduced knockback distance on both hit and guard.
6 Swallow Flash	With	Now invincible to projectiles before jumping. Movement speed has been increased.

SENRYO KYOSHIRO		
Defense	–	Increased defense.
Far Light Slash	With	All recovery frames have been reduced.
Close Heavy Slash	With	Extended the hitbox forward.
Far Heavy Slash	With	Attack now comes out faster. Extended the hitbox forward. Swapped the damage output between the first and second attacks.
Crouching Heavy Slash	With	Attack now comes out faster. Extended the hitbox forward and upwards.
Standing Kick	With / Without	Reduced recovery on hit. Reduced recovery on guard.
Crouching (Holding Forward) Kick	With / Without	All recovery frames have been reduced. Reduced recovery on guard.
Advancing Medium Slash	With	All recovery frames have been reduced.
Surprise Attack	With	Extended the hitbox downwards.
Twisting Heavens (Medium)	With	Now invincible to aerial attacks on attack startup.
Lion's Tail Blast (Light, Medium)	With	Reduced recovery on guard.
Ragion Lion's Tail Blast	With	Reduced recovery on guard.
Toad Plague	With / Without	All recovery frames have been reduced.
Flesh and Blood Fandango	With	Increased knockdown time.

JUBEI YAGYU		
Crouching Medium Slash	With	Extended the hitbox downwards. Extended the hurtbox of the arm downwards.
Crouching Heavy Slash	With	Shrank lower hurtbox side.
Jumping Heavy Slash	With	Attack now comes out faster.
Surprise Attack	With	No longer blows back grounded opponents. Now slams opponents into the ground when hit in air. Extended lower hurtbox.
Sabre Thrash (Light, Medium, Heavy)	With	Reduced knockback distance on guard.
Moonbeam Slicer (Light, Medium)	With	Reduced projectile speed.
Tsunami Sabre (Light, Medium, Heavy, MAX Rage)	With	Removed invincibility on startup.
		Now hits multiple times in air.

TAM TAM		
Far Heavy Slash	With	Extended the hitbox downwards for second hit.
Surprise Attack	With / Without	Reduced recovery on both guard and hit.
Ahaoo Gaboora (Medium, Heavy, MAX Rage)	With / Without	Reduced the time before jumping in the air.
Gaboora Gaboora	With / Without	Attack now comes out faster.
Pagoona Dios (Light)	With / Without	Attack now comes out faster. Increased movement speed.
Magnus Dios Zahl	With	Altered so pressing left or right when jumping will change the distance traveled.

CHARLOTTE		
Defense	-	Decreased defense.
Far Medium Slash	With	Increased damage.
Far Heavy Slash	With	Increased damage.
Crouching Far Medium Slash	With	Increased all recovery frames. Extended hurtbox duration after attack.
Crouching (Holding Forward) Kick	With / Without	No longer knocks down grounded opponents.
Advancing Medium Slash	With	Increased damage.
Advancing Kick	Without	Now guardable as an overhead instead of high.
Surprise Attack	With	No longer knocks down grounded opponents.
Bayonet Lunge (Light, Medium, Heavy)	With	Increased blockstun on guard.
Lance De Lion	With / Without	Reduced recovery on guard.

KIBAGAMI GENJURO		
Surprise Attack	With	No longer knocks down grounded opponents.
Zen Blade	With	Increased damage.
Lightning Wings (Heavy)	With	Attack now comes out faster.
Slash of a Hundred Demons (Light, Medium, Heavy)	With	Increased active hitbox frames. Extended the hitbox downwards.

EARTHQUAKE		
Close Medium Slash	With	Reduced damage. Now cancelable.
Crouching Light Slash	With	Attack now comes out faster.
(Holding Forward) Kick	With / Without	Increased damage. Extended hitbox upwards.
Fat Breath (Light, Medium, Heavy)	With / Without	Extended the hitbox forward. Reduced knockback distance on guard.
Fat Replica Attack	With / Without	Decreased time between disappearing and falling. Reduced recovery on both hit and guard.

SHIKI		
(Holding Forward) Kick	With / Without	Shrank lower hurtbox side on attack release.
Lotus Dance of Sublimation (Light, Medium)	With	Hastened the time to jump. Attack now comes out faster.
Lotus Dance of Sublimation (Heavy)	With	Attack now comes out faster.

TOKUGAWA YOSHITORA

Close Heavy Slash	With	Extended the hitbox forward for second and third attack.
Advancing Heavy Slash	With	Reduced recovery on guard.
Pink Blossoms (Medium)	With	Attack now comes out faster. Reduced recovery on guard. Increased active hitbox frames.
Pink Blossoms (MAX Rage)	With	Altered input from ↓↘→+HS to ↓↘→+LS.

KURAMA YASHAMARU

Close Heavy Slash	With	Extended hitbox upwards. Shrank lower hurtbox side.
Crouching Far Medium Slash	With	Now cancelable.
Advancing Heavy Slash	With	Added an upwards hitbox that extends out from the tip of the attack.
Azure Gale (Light)	With	Shortened timing window for attack to trigger.
Azure Gale (Light, MAX Rage)	With	Shortened timing window for attack to trigger.
Azure Gale (In air) (Light, MAX Rage)	With	Now invincible to aerial attacks.
Azure Gale (In air) (Medium, MAX Rage)	With	Now invincible to aerial attacks.
Wintry Gust	With	Can now cancel out by double jumping if attack does not hit. *Note, attack not cancelable after double jumping first.

DARLI DAGGER

Far Heavy Slash	With	Shrank lower hurtbox side.
Crouching Kick	With / Without	Shrank lower hurtbox side.
Advancing Kick	With / Without	Increased damage. Increased knockback distance on guard.
Serpentine Breaker (Lv.1)	With	Reduced recovery on guard.

WU-RUIXIANG

Defense	-	Increased defense.
Crouching Close Medium Slash	With	Attack now comes out faster.
Crouching Far Medium Slash	With	Now cancelable. Increased knockback duration on hit.
Advancing Kick	With / Without	Reduced recovery on guard.
Surprise Attack	With	Increased active hitbox frames.
Surprise Attack	Without	Increased active hitbox frames.
Azure Dragon Thunderstrike (Medium)	With	No longer blows back grounded opponents. Reduced recovery on guard.
Vermilion Bird Blaze (Light, Medium, Heavy, MAX Rage)	With	Reduced recovery on guard.

RIMURURU		
Defense	–	Increased defense.
Close Light Slash	With	Now cancelable.
Far Light Slash	With	Now cancelable.
Advancing Medium Slash	With	Reduced recovery on guard.
Standing Kick	With / Without	Reduced recovery on both hit and guard. Reduced knockback distance on both hit and guard.
Konril Nonril (Light, Medium, Heavy, MAX Rage)	With / Without	Attack now comes out faster.
Upun Orb (Light, Medium, Heavy)	With / Without	Increased damage. Increased chip damage. Reduced knockback distance. Reduced recovery on guard.
Rupu Tum (Light)	With	Attack now comes out faster. Now invincible to aerial attacks.
Rupu Kamui Emyu · Tu Tu	With	Attack now comes out faster. Hitbox no longer appears after receiving damage before attack startup.
Poru Konru Tursere	With	Extended hitbox upwards and forwards. Increased damage.

SHIZUMARU HISAME		
Close Medium Slash	With	Reduced damage.
Advancing Medium Slash	With	Reduced damage.
Advancing Heavy Slash	With	Extended hitbox upwards. Increased active hit frames.
Surprise Attack	With	No longer knocks down grounded opponents.
Rains of Time	With	Reduced recovery frames on landing. Reduced recovery on both hit and guard.
Crazy Downpour	With	Reduced distance traveled during recoil when this attack is guarded. Increased recovery on whiff. Decreased time for umbrella to return.
Dreadful Drizzle	With	Extended lower hurtbox. Now unable to perform attack past a certain height.
Demon Memory: Heaven's Tears	With	Increased all recovery frames.

KUBIKIRI BASARA		
Defense	–	Increased defense.
Close Heavy Slash	With	Extended the hitbox forward.
Crouching Far Medium Slash	With	Shrank lower hurtbox side.
(Holding Forward) Kick	With / Without	No longer knocks down grounded opponents. Attack now comes out faster.
Soul of the Beast	With	Pursuit attack now possible for a moment if hit in air.
Shadow Exit (Light, Medium, Heavy, MAX Rage)	With	Altered so the second hit onwards miss less often.
Shadow Dance Dream Pull	With	Now invincible to projectiles when rushing forward.

KAZAMA KAZUKI		
Defense	–	Increased defense.
Vertical Jumping Medium Slash	With	↓ + Medium Slash is now a command move.
(Holding Forward) Kick	With / Without	No longer knocks down grounded opponents. Now does not knock down opponents when hit in air. Reduced recovery on guard.
Advancing Kick	With / Without	Reduced recovery on guard.
Surprise Attack	With	No longer knocks down grounded opponents.
Exploding Death (Lv.3)	With	Now invincible to aerial attacks during attack.
Exploding Death (MAX Rage) (Lv.3)	With	Now invincible to aerial attacks during attack.

WANFU		
Surprise Attack	With	No longer knocks down grounded opponents.
Weapon Pickup	Without	All recovery frames have been reduced.