

## Shared Changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
Life Gauge	- Changed from 170 to 175.
Wall Hit Damage Scaling	- Changed from 90% to 80%.
Down Near Wall Hit Damage Scaling	- Changed from 60% to 50%.
Damage scaling added for Balcony Break	- Added 90% scaling to the damage.
Damage scaling added for Wall Break	- Added 90% scaling to the damage. *Scaling will be 90%, 80% and 70% for consecutive Wall Breaks in an aerial combo.
☞☆☆☞ ※1	- Increased the lower range of the attack.
☞☆☆☞ ※2	- Increased the lower range of the attack.
☞☆☆☞ ※2	- Increased the lower range of the attack.

※1 Available characters : Paul, King, Hwoarang, Jin, Bryan, Kazuya, Feng, Lili, Dragnov, Leo, Lars, Claudio, Shaheen, Josie, Gigas, Kazumi, Raven, Lee, Bob, Eddy, Miguel, Lei, Marduk, Armor King, Negan, Leroy, Fahkumram

※2 Available characters : Paul, Law, King, Hwoarang, Jin, Bryan, Kazuya, Feng, Lili, Dragnov, Leo, Lars, Claudio, Shaheen, Josie, Gigas, Kazumi, Raven, Lee, Bob, Eddy, Miguel, Lei, Marduk, Armor King, Negan, Leroy, Fahkumram























## PAUL changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage  during hit 	- Changed the damage from 20 to 15.
 	- Changed the frame advantage when blocked from -12 frames to -9 frames. - Shortened the recovery time after the move hits by 3 frames.
	- Changed the damage from 21 to 25. - Decreased the distance between the character and the opponent when the move is blocked. - Changed the opponent's behavior when hit.
	- New move.
	- Changed the opponent's behavior when the move lands as a counter hit. - Updated the motion and increased the range of the attack.
	- Increased the distance between the character and the opponent when the move hits the opponent while they're down.
	- Decreased the distance between the character and the opponent when the move is blocked.
 	- Increased the range of the attack.
 	- Decreased the distance between the character and the opponent when the move is blocked.
 	- Changed the damage from 28 to 23.
 	- Increased the lower range of the attack.
While rising 	- Decreased the distance between the character and the opponent when the move hits.
During sidestep 	- Changed the damage from 23 to 21. - Changed the opponent's behavior when hit.
During sidestep 	- Changed the damage from 18 to 17.
Approach enemy  	- Changed the behavior when Paul performs a throw escape and hits the wall.



















## LAW changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
  	- Changed the opponent's behavior when the move lands as a counter hit.
  	- Enabled the move to cause a wall bound if it hits.
	2nd hit - Changed the frame advantage when blocked from -12 frames to -14 frames. - Increased the recovery time after the move hits by 2 frame.  3rd hit - Reduced the strength of the pushback, and made the move easier to land.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Dragon Charge 	- Changed the frame advantage when blocked from -14 frames to -13 frames.
During Fake Step 	- Changed the frame advantage upon hit from +5 frames to +6 frames.
	- Changed the opponent's behavior when the move lands as a counter hit.
	- Fixed an issue in which the frame advantage when blocked after inputting "  " was not correct.
	- Replaced with a new move.
	1st hit - Increased the range of the attack.  2nd hit - Changed the opponent's behavior when the move lands as a counter hit.
	1st hit - Changed the damage from 12 to 17.  2nd hit - Changed the damage from 17 to 23.
	- Increased the lower range of the attack.
While rising 	- Changed the damage from 13 to 10.

## KING changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
↵	- Increased the range of the attack.
↵↵	- The move can now be canceled by "↵↵←".
↵↵	- Decreased the distance between the character and the opponent when the move hits.
↵↵	- Increased the lower range of the attack.
↵↵↵↵↵↵	- Changed the attack startup from frame 22 to frame 22-23.
↵↵↵↵	- Changed the frame advantage upon hit from +3 frames to +5 frames.
↵↵	- Changed the frame advantage upon hit from +2 frames to +6 frames.
↵↵ during hit from front ↵↵	- New move.
↵↵↵↵	- Increased the lower range of the attack.
While crouching ↵↵	- Increased the range of the attack. - Increased the move's tracking.
Approach enemy ↵↵↵↵	- Increased the move's tracking.
Approach enemy ↵↵↵↵	- The move input can now be buffered. - Fixed an issue in which the move could not be performed when the input of "↵↵" was delayed.
Approach enemy ↵↵↵↵↵↵↵↵	- Increased the move's tracking.
During Leg Cross Hold ↵↵	- Fixed an issue in which input window was not correct when shifting from the 3rd Ultimate Punch to Leg Cross Hold.
Approach (crouching enemy) ↵↵	- Increased the range of the attack.
Approach (crouching enemy) ↵↵	- Increased the range of the attack.
(Enemy on back) by the feet ↵↵↵↵	- Changed the damage from 33 to 28.
Approach (crouching enemy) ↵↵↵↵ (or ↵↵)	- Increased the range of the attack.





















## YOSHIMITSU changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Kincho 	- Can now hit consecutively.
During Kincho 	- New move.
During Kincho 	- <b>The move can now be performed from "During Kincho ".</b>
	- Changed the opponent's behavior when the move lands as a counter hit.
During Flea 	- Fixed an issue in which the opponent's low attack could hit.
	- Changed the opponent's behavior when the move lands as a counter hit. *The frame advantage upon counter hit changed from ±0 frames to +7 frames. - Reduced the strength of the pushback, and made the move easier to land. - Changed the damage from 16 to 17.
	- Changed the damage from 5, 8, 8, 5, 5, 5 to 8, 9, 10, 12, 14, 16.
	- Shortened the recovery time by 2 frames.
	- Changed the frame advantage when blocked from -6 frames to -4 frames.
 during hit from front 	- Changed the damage from 15 to 20.
	- Changed the frame advantage when blocked from -14 frames to -13 frames. - Changed the frame advantage upon hit from +5 frames to +6 frames. - Shortened the recovery time after the move counter hit by 1 frames.
While rising 	- Fixed an issue in which the timing for the opponent's attack to become a hit from the back was early.
	- Shortened the recovery time by 3 frames.
During Mutou no Kiwami 	- Changed the frame advantage when blocked from -16 frames to -15 frames.
During Mutou no Kiwami 	- Shortened the recovery time by 3 frames.
	- Fixed an issue in which inputting  while crouching resulted in  .

## HWOARANG changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☺☺☺	- Changed the damage from 14 to 16. - Changed the opponent's behavior when the move lands as a counter hit.
☺☺☺	- Changed the damage from 12 to 14.
☺☺☺	- Increased the strength of the pushback, and made the move easier to land.
☺☺☺	- Fixed an issue in which the jump status after inputting "☺☺☺☺" was not correct.
☺☺☺☺	- Decreased the distance between the character and the opponent when the move hits.
☺☺☺☺☺	- Changed the attack startup from frame 18 to frame 18-19.
☺☺☺☺☺	- Increased the lower range of the attack.
During Right Stance ☺☺☺☺☺	- Fixed an issue in which the 2nd attack could be blocked after the 1st attack hit from the side.
During Right Stance ☺☺☺☺☺	- Fixed an issue in which the properties of the move were not the same as "During Left Flamingo ☺☺☺".
During Left Flamingo ☺☺	- Changed the frame advantage when blocked from +2 frames to +4 frames. - Decreased the distance between the character and the opponent when the move is blocked. - Reduced the strength of the pushback, and made the move easier to land.
During Left Flamingo ☺☺☺	- Increased the lower range of the attack. - Reduced the strength of the pushback, and made the move easier to land.
During Left Flamingo ☺☺☺	- Fixed an issue in which the jump status after inputting "During Left Flamingo ☺☺☺☺" was not normal. - Adjusted the motion since performing the move in a specific situation led to unnatural behavior.
During Left Flamingo ☺☺☺☺	- Can now shift to Right Stance by "During Left Flamingo ☺☺☺☺".
During Right Flamingo ☺☺	- Changed the frame advantage when blocked from +2 frames to +4 frames. - Decreased the distance between the character and the opponent when the move is blocked. - Reduced the strength of the pushback, and made the move easier to land.
During Right Flamingo ☺☺☺	- Increased the lower range of the attack.
During Right Flamingo ☺☺☺☺	- Increased the lower range of the attack.
During Right Flamingo ☺☺☺☺	- New move.
Approach enemy ☺☺☺	- Changed the frame advantage upon hit from +13 frames to ±0 frames.

## XIAOYU changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
⇒☹☹	- Increased the lower range of the attack.
↖☹☹	- Changed the damage from 11 to 13. - Changed the frame advantage when blocked from -4 frames to -2 frames. - Changed the frame advantage upon hit from +7 frames to +9 frames.
↘☹☹	- Changed the damage from 11 to 13.
↗☹☹	- Changed the damage from 30 to 25. - Added clean hit property.
↖☹☹	- New move.
⇄☹☹	- Changed the frame advantage when blocked from +2 frames to +3 frames. - Changed the frame advantage upon hit from +7 frames to +8 frames. - Shortened the recovery time after the move counter hit by 1 frames.
While rising ☹☹☹	1st hit - Increased the move's reach.  2nd hit - Increased the move's forward movement, decreasing the distance between the character and the opponent.
Back towards enemy ↘☹☹	- Changed the damage from 10 to 12.
Back towards enemy ↘☹☹	- Changed the opponent's behavior when the move lands as a counter hit. - Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Phoenix ☹☹	- Changed the frame advantage when blocked from -4 frames to -3 frames. - Changed the frame advantage upon hit from +7 frames to +8 frames.
During Phoenix ↖☹☹☹ During Phoenix ↗☹☹☹ During Phoenix ↘☹☹☹	- Increased the lower range of the attack.

## JIN changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Changed the damage from 30 to 26.
	- Changed the damage from 7 to 9.
	- Changed the frame advantage upon hit from +2 frames to +4 frames. - Decreased the distance between the character and the opponent when the move hits.
	- Changed the move to send the opponent spinning when it lands as a counter hit.
	1st hit - Decreased the distance between the character and the opponent when the move lands as a regular hit or a counter hit. - Decreased the distance between the character and the opponent when the move is blocked.  2nd hit - Fixed an issue in which hitting from the back led to unusual behavior.
	1st hit - Decreased the distance between the character and the opponent when the move is blocked.  2nd hit - Changed the frame advantage when blocked from -16 frames to -14 frames.
	- Changed the damage from 13 to 11. - Increased the distance between the character and the opponent when the move lands as a counter hit. - Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
	- Changed the frame advantage when blocked from -13 frames to -11 frames.
	- Now blocking the 2nd attack leads to consecutive blocks.
	- Changed the frame advantage when blocked from +4 frames to ±0 frames.
	- Changed the damage from 10 to 14. - Changed the frame advantage upon counter hit from +6 frames to +9 frames.
	- New move.
	- Increased the upper range of the attack.



**BRYAN changes**

Damage = The amount of health taken away from the opponent when an attack hits.  
 1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.  
 Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Changed the opponents behavior when the move lands as a counter hit.
	- Increased the range of the attack.
	- Changed the opponents behavior when the move lands as a counter hit. - Increased the range of the attack.
	- New move.
	- Changed the frame advantage upon hit from +1 frames to +4 frames.
	- Changed the frame advantage upon hit from +4 frames to +8 frames.
	- Increased the range of the attack.
	- Can now sidestep from "During Swaying ".
	- Changed the opponents behavior when the move lands as a counter hit.
	- Changed the frame advantage when blocked from +2 frames to +7 frames.
	- Changed the damage from 15 to 16.
	- Changed the damage from 23 to 25. - Changed the opponent's behavior when hit in midair.
	- Reduced the strength of the pushback, and made the move easier to land.
	- Changed the frame advantage when blocked from -10 frames to -9 frames.
	- Changed the frame advantage when blocked from -10 frames to -9 frames.
	- Changed the opponents behavior when the move lands as a counter hit.
	- Increased the range of the attack.
While rising	- Decreased the distance between the character and the opponent when the move lands as a counter hit.

## HEIHACHI changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage ↓☹☹	- Decreased the distance between the character and the opponent when the move is blocked.
☹☹	- Changed the frame advantage when blocked from -12 frames to -10 frames. - Shortened the recovery time after the move hits by 2 frames.
⇒☹☹	- Decreased the distance between the character and the opponent when the move is blocked.
During Raijin Stance ☹☹	- Increased the lower range of the attack.
During Raijin Stance ☹☹	- Increased the lower range of the attack.
☹☹	- Changed the damage from 23 to 25. - Changed the frame advantage upon hit from +5 frames to +6 frames. - Reduced the strength of the pushback, and made the move easier to land.
←☹☹	- Changed the attack startup from frame 14-16 to frame 14-15. - Increased the lower range of the attack.
←☹☹☹	- New move.
←☹☹☹	- Delayed the time when the move starts by 1 frame.
←☹☹	- Changed the opponent's behavior when the move lands as a counter hit.
←☹☹	- Changed the frame advantage upon hit from +2 frames to +8 frames.
⇒★☹☹☹	- Added crouching status.
⇒★↓☹☹☹☹☹☹☹☹	- Changed the frame advantage when blocked from -16 frames to -14 frames. - Changed the frame advantage upon hit from -5 frames to -3 frames.
While rising ☹☹☹	- Changed the opponent's behavior when hit.

## KAZUYA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage ⇨ ☆ ↓ ↘ ⚡	- Changed the damage from 45 to 41.
⚡ ⚡	- Changed the damage from 7 to 10.
⚡	1st hit - Reduced the strength of the pushback, and made the move easier to land. - Increased the lower range of the attack.
⚡	2nd hit - Changed the frame advantage when blocked from -14 frames to -13 frames. - Shortened the recovery time after the move hits by 1 frames. - Decreased the distance between the character and the opponent when the move hits.
↘ ⚡ ⚡	- Changed the frame advantage when blocked from -4 frames to -3 frames. - Changed the frame advantage upon hit from +17 frames to +18 frames.
↘ ⚡	- Increased the range of the attack.
↓ ⚡	- Changed the frame advantage upon hit from +1 frames to +3 frames. - Changed the opponent's behavior when hit.
While rising ⚡	- New move.
During sidestep ⚡	- Changed the frame advantage when blocked from -6 frames to -3 frames.

## STEVE changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage ↘☹☹☹	1st hit to 4th hit - Fixed an issue in which the opponent could shorten the recovery time via sidestep input when the move was blocked.  5th hit - Changed the opponent's behavior when the move hits or hits in midair.
During Rage ↘☹	1st hit - Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.  2nd hit - Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
During Ducking Left ☹☹☹	- Changed the opponent's behavior when the move lands as a counter hit.
During Ducking ☹☹	- Changed the damage from 3 to 5.
During Peekaboo ⇄☹☹	- Replaced with a new move.
During Peekaboo ↘☹☹	- Changed the damage from 12 to 11.
During Peekaboo ⇄☹☹	- Changed the frame advantage when blocked from -14 frames to -13 frames. - Shortened the recovery time after the move hits by 1 frames.
↓☹☹	- Changed the damage from 14 to 12.
↓☹☹	- Changed the damage from 13 to 11.
⇄☹☹	- Changed the damage from 20 to 15.
During Swaying ☹☹☹☹	- Fixed an issue in which performing throw escape in specific situations led to unintended behavior.
During Flicker Stance ☹☹☹☹☹☹	- Changed the opponent's behavior when hit.
During Flicker Stance ☹☹	- Changed the opponent's behavior when hit.
⇄⇄⇄☹☹	- Increased the lower range of the attack. - Fixed an issue in which the opponent could shorten the recovery time via crouch input when the move was blocked.
While rising ☹☹	- Decreased the distance between the character and the opponent when the move hits.

## JACK-7 changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
⇐☹☹	- Decreased the distance between the character and the opponent when the move hits.
⇐☹☹☹	- New move.
⇐☹☹☹☹	- Changed the damage from 20 to 24.
⇐☹☹	- Fixed an issue in which the damage upon hit in midair was not the same as on the ground.
↙☹☹	1st hit - Decreased the distance between the character and the opponent when the move hits.
	2nd hit/3rd hit/4th hit - Decreased the distance between the character and the opponent when the move hits. - Increased the range of the attack.
⇐☹☹☹	- Changed the damage from 20 to 17. - Changed the opponent's behavior when the move lands as a counter hit.
⇒☹☹☹	- Changed the opponent's behavior when the move lands as a regular hit or a counter hit. - Decreased the distance between the character and the opponent when the move is blocked.
While crouching ↙☹☹	- Decreased the distance between the character and the opponent when the move hits.
During sidestep ☹☹	- Changed the frame advantage when blocked from +5 frames to +6 frames. - Decreased the distance between the character and the opponent when the move hits.
During enemy wall stun ☹☹ (or ☹☹)	- Changed the damage from 45 to 60. - Can now perform the move from "During enemy wall stun ↙☹☹".

## ASUKA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	2nd hit - Fixed an issue in which the opponent could shorten the recovery time via crouch input when the move hit.
	4th hit - Changed the frame advantage when blocked from -10 frames to -7 frames. - Shortened the recovery time upon hit by 3 frames.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	- Changed the attack startup from frame 28-29 to frame 23-24.
	- Changed the damage from 10, 13, 20 to 10, 13, 25.
	- Reduced the strength of the pushback, and made the move easier to land.
	1st hit - Changed the frame advantage upon hit from +4 frames to +7 frames.
	2nd hit - Increased input window from 20 to 23.
	- Changed the attack startup from frame 23-24 to frame 20-21.
	- <b>Can now shift to crouching by canceling the move from "←↵↓".</b>
	- Increased the range of the attack.
	- Changed the frame advantage when blocked from -8 frames to -7 frames.
	- <b>New move.</b>
	- Changed the damage from 20, 20 to 20, 25.
	- Increased the lower range of the attack.
While rising	- Changed the frame advantage when blocked from -12 frames to -8 frames. - Shortened the recovery time upon hit by 1 frame. - Increased input window for the 2nd attack from 15 frames to 21 frames.
While rising	8th hit/9th hit - Decreased the distance between the character and the opponent when the move hits.
Time with enemy attack  (or	- Shortened the recovery time by 5 frames.

## DEVIL JIN changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☉☉☉	- Changed the opponent's behavior when hit while downed.
↘☉☉☉☉	- Changed the damage from 10, 8, 16 to 12, 10, 20.
↘☉☉☉	- Increased the range of the attack.
↘☉☉	- Changed the opponent's behavior when the move lands as a counter hit.
↙☉☉☉	1st hit - Increased the lower range of the attack.  2nd hit - Changed the damage from 23 to 21. - Delayed the time when the move starts by 1 frame.
↘☉☉	- Decreased the distance between the character and the opponent when the move hits.
↘☉☉☉☉	- New move.
↘☉☉☉☉☉☉	1st hit - Changed the opponent's behavior when the move hits after inputting "↘☉☉☉☉☉☉".  2nd hit - Changed the damage from 30 to 28. - Decreased the distance between the character and the opponent when the move hits.
While rising ☉☉	- Decreased the distance between the character and the opponent when the move hits.
While rising ☉☉☉	- Increased the range of the attack.
Approach enemy ↘☉☉☉☉	- The move can input can now be buffered.

## FENG changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☹☹	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -13 frames to -12 frames.</li> <li>- Shortened the recovery time upon hit by 1 frame.</li> <li>- Increased the range of the attack.</li> <li>- Changed the time of punch parry effect from 2-7 frames to 2-9 frames.</li> </ul>
☹☹☹☹	- New move.
☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -12 frames to -11 frames.</li> <li>- Changed the opponent's behavior when the move lands as a counter hit.</li> </ul>
During Counter Hit ☹☹☹☹	- New move.
☹☹☹☹	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
Back towards enemy ☹☹☹☹	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
☹☹☹☹	- Increased the range of the attack.
☹☹☹☹	- Decreased the distance between the character and the opponent when the move hits.
☹☹☹☹	- Increased the lower range of the attack.
☹☹☹☹	- Increased the lower range of the attack.
☹☹☹☹	- Increased the range of the attack.
☹☹☹☹☹☹	- Increased the lower range of the attack.
While rising ☹☹☹☹☹☹	1st hit - Changed the attack startup from frame 14 to frame 13.  3rd hit - Changed the opponent's behavior when the move lands as a counter hit.
While rising ☹☹	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -9 frames to -7 frames.</li> <li>- Changed the opponent's behavior when hit.</li> <li>- Shortened the recovery time after the move hits by 2 frames.</li> </ul>
While crouching ☹☹☹☹	- Decreased the distance between the character and the opponent when the move hits.
During sidestep ☹☹	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.



## LILI changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Changed the damage from 10 to 13.
	- Increased the lower range of the attack.
	- Changed the opponent's behavior when the move lands as a counter hit. *The frame advantage when the move lands as a counter hit changed from +1 frame to +5 frames.
	- Changed the damage from 20 to 25.
	- Changed the opponent's behavior when hit from the side.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	- Changed the frame advantage when blocked from -14 frames to -12 frames.
	- Fixed an issue in which the distance between the character and the opponent was unusually long when the move hit from the back.
Back towards enemy	- Changed the frame advantage upon hit from +5 frames to +8 frames.
Back towards enemy	- New move.
Back towards enemy	4th hit - Changed the damage from 20 to 15.
Back towards enemy	2nd hit - Decreased the distance between the character and the opponent when the move hits. - Increased the distance between the character and the opponent when the move lands as a counter hit.
Back towards enemy	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
Back towards enemy	- Changed the opponent's behavior when the move lands as a counter hit.
	- Fixed an issue in which the range of the attack after inputting "" was not correct.
	- Changed the frame advantage when blocked from -12 frames to -10 frames.
	- Can now shift to back turned position after the move from "".
	- Fixed an issue in which inputting "" shortened the duration of the attack's hitbox being active.
	- Increased the distance between the character and the opponent when the move hits the opponent while they're down.
Hold	- Increased the distance between the character and the opponent when the move hits the opponent while they're down.
	- Changed the frame advantage when blocked from -19 frames to -17 frames.
	- Changed the frame advantage upon hit from -8 frames to -6 frames.
	- Changed the opponent's behavior when hit from the side.
While crouching	- Changed the frame advantage when blocked from -9 frames to -6 frames.
	- Decreased the distance between the character and the opponent when the move hits.

## DRAGUNOV changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Changed the damage from 35 to 40.
	- Changed the damage from 25 to 23.
	- New move.
	- Changed the frame advantage when blocked from ±0 frames to +1 frames. - Changed the frame advantage upon hit from +7 frames to +8 frames. - Shortened the recovery time after the move counter hit by 1 frames. - Increased the range of the attack.
	=E13- Shortened the recovery time after the move hits by 1 frames.
	- Changed the opponent's behavior when the move lands as a counter hit. *Changed the frame advantage on counter hit from +5 frames to +12 frames.
	- Changed the frame advantage when blocked from +3 frames to +5 frames. - Shortened the recovery time after the move hits by 2 frames.
	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
	- Changed the opponent's behavior when hit in midair.
While rising	- Changed the frame advantage when blocked from -13 frames to -15 frames.

## LEO changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☺☺	- Increased the range of the attack.
☺☺☺	- Changed the frame advantage when blocked from -13 frames to -12 frames. - Changed the frame advantage upon hit from +4 frames to +6 frames.
⇒☺☺☺	- Changed the frame advantage upon hit from +6 frames to +8 frames. - Shortened both characters' recovery time when blocked by 2 frames, making the pace faster.
⇒☺☺	- Fixed an issue in which the input window for moves that can be performed during Jin Ji Du Li was not correct.
During Jin Ji Du Li ☺☺	- Changed the opponent's behavior when hit.
During Jin Ji Du Li ☺☺	- Changed the frame advantage upon hit from +4 frames to +9 frames.
During Jin Ji Du Li ☺☺	- Changed the frame advantage upon counter hit from +10 frames to +9 frames.
During Jin Ji Du Li ☺☺	- New move.
⇒☺☺	- Changed the attack startup from frame 18-19 to frame 17-18.
☺☺☺	- Changed the damage from 19 to 20.
↓☺☺	- Changed the frame advantage when blocked from -3 frames to -2 frames.
↓☺☺↓	- Changed the frame advantage upon hit from +4 frames to +5 frames. - Shortened the recovery time after the move counter hit by 1 frames.
↓☺☺ during hit ☺☺	- Shortened the recovery time after the move hits by 7 frames.
During Fo Bu ☺☺	- Increased the range of the attack.
During Fo Bu ☺☺	- Changed the damage from 20 to 23.
During Fo Bu ☺☺	- Increased the lower range of the attack.
During Fo Bu ☺☺	- Decreased the distance between the character and the opponent when the move hits.
⇐☺☺	1st hit - Decreased the distance between the character and the opponent when the move hits.
☺☺☺ during hit ☺☺	- Shortened the recovery time when the move hits by 7 frames.
☺☺☺	- Increased the lower range of the attack.
⇒☺☺ during hit ☺☺	- Shortened the recovery time after the move hits by 7 frames.
⇐☺☺☺☺	- Changed the frame advantage when blocked from -17 frames to -13 frames.
⇐☺☺☺☺ ☺☺☺☺	- Shortened the recovery time after the move hits by 2 frames.
↓☺☺☺☺	- Changed the opponent's behavior when the 1st attack lands as a counter hit.
⇒☺☺☺☺	- Increased the lower range of the attack.
While rising ☺☺	1st hit - Changed the opponent's behavior when the move lands as a counter hit.
During sidestep ☺☺	- Changed the frame advantage when blocked from -10 frames to -9 frames. - Shortened the recovery time after the move hits by 1 frames.


















## LARS changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage During Dynamic Entry 	- New move.
	- Changed the damage from 7, 10, 15 to 7, 8, 20.
 ↓	- Changed the frame advantage when blocked from -12 frames to -10 frames. - Changed the frame advantage upon hit from +5 frames to +7 frames.
During Dynamic Entry 	- Changed the frame advantage when blocked from +4 frames to +6 frames. - Decreased the distance between the character and the opponent when the move is blocked.
During Silent Entry 	- Changed the opponent's behavior when the move lands as a counter hit.
During Silent Entry 	- Changed the frame advantage when blocked from -13 frames to -12 frames. - Changed the frame advantage upon hit from +5 frames to +6 frames.
During Silent Entry 	- New move.
	1st hit - Increased the lower range of the attack.
	3rd hit - Changed the opponent's behavior when the move lands as a counter hit.
	- Changed the damage from 12 to 15.
	- Changed the attack from a high attack to a mid attack. - Changed the frame advantage when blocked from -7 frames to -14 frames.
	- Changed the frame advantage when blocked from -12 frames to -10 frames. - Changed the frame advantage upon hit from -1 frames to +1 frames.
	- Changed the damage from 17 to 19. - Decreased the distance between the character and the opponent when the move hits.
During Counter Hit 	- Changed the damage from 23 to 28.
	- Changed the frame advantage when blocked from -11 frames to -9 frames.
	- Increased the lower range of the attack. - Fixed an issue in which the opponent could shorten the recovery time via crouch input when the move was blocked.
While rising 	- Changed the opponent's behavior when the move lands as a counter hit.

## ALISA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage ⇨☹☹	2nd hit - Changed the frame advantage when blocked from ±0 frames to +1 frames. - Shortened the recovery time after the move hits by 1 frames.
During Boot ☹☹	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Dual Boot ☹☹	
During Boot ☹☹	- New move.
☹☹	
During Destructive Form ☹☹	- Changed the time when Power Crush starts from 6 frames to 8 frames.
☹☹☹☹	- Reduced the strength of the pushback, and made the move easier to land.
☹☹	- Increased the lower range of the attack.
During Destructive Form ⇨☹☹	- Changed the frame advantage when blocked from +2 frames to +3 frames.
During Destructive Form ⇨☹☹	- Changed the frame advantage when blocked from +7 frames to +8 frames.
During Destructive Form ☹☹	- Changed the damage from 5, 5, 5, 5 to 3, 3, 3, 20.
During Destructive Form ☹☹ Hold	- Changed the damage from 5, 5, 5, 5, 5 to 3, 3, 3, 3, 20.














## CLAUDIO changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Increased the lower range of the attack. - Decreased the distance between the character and the opponent when the move hits.
	1st hit - Changed the damage from 15 to 17.  2nd hit - Changed the frame advantage when blocked from -5 frames to ±0 frames. - Decreased the distance between the character and the opponent when the move is blocked.
	- Changed the frame advantage when blocked from -5 frames to ±0 frames.
	- Decreased the distance between the character and the opponent when the move is blocked.
	- Changed the opponent's behavior when the move hits in midair after sending the opponent spinning.
	- Changed the attack startup from frame 25 to frame 25-26. - Changed the frame advantage when blocked from -9 frames to -3 frames. - Changed the jump status from 9-24 frames to 9-25 frames.
 While crouching 	- Increased the range of the attack.
	- New move.
While rising 	- New move.
During Starburst 	- Changed the damage from 15 to 17.
During Starburst 	- Changed the damage from 35 to 38.
During Starburst While rising 	- New move.

## KATARINA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Decreased the distance between the character and the opponent when the move is blocked. - Increased the upper range of the attack.
During Harrier	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Harrier	- New move.
	- Changed the frame advantage when blocked from -3 frames to -2 frames.
	- Changed the attack startup from frame 27 to frame 25. - Delayed the time when the move starts by 1 frame.
	- Changed the attack startup from frame 29-30 to frame 26-27. - Delayed the time when the move starts by 1 frame.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	- Increased the distance between the character and the opponent when the move is blocked.
	- Changed the frame advantage when blocked from -4 frames to -1 frames.
	- Changed the attack startup from frame 25-27 to frame 24-25.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	1st hit - Changed the damage from 10 to 15. - Increased the move's tracking.
	- Increased the move's forward movement, decreasing the distance between the character and the opponent.
	- Changed the damage from 25 to 28.
(While enemy is down)	- Changed the frame advantage when blocked from -20 frames to -12 frames. - Changed the frame advantage upon hit from -9 frames to -1 frames.

## LUCKY CHLOE changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
 During Left Twist Back towards enemy after proper timing	- Changed the opponent's behavior when hit.
	- Changed the damage from 23 to 25.
	- Fixed an issue in which the damage after inputting "" was not normal.
	- Decreased the distance between the character and the opponent when the move hits or is blocked.
	- New move.
	- Changed the damage from 15 to 20.
	- The move can now be canceled by "".
During Left Twist in time with the rhythm	- Changed the damage from 19 to 23.
During Left Twist in time with the rhythm	- New move.
During Right Twist	- New move.
	- Changed the damage from 20 to 25.
	- Changed the opponent's behavior when hit.
	- Changed the damage from 15 to 17.
	- Changed the opponent's behavior when the move lands as a counter hit.
 During Left Twist 	- Changed the frame advantage upon hit from +4 frames to +5 frames.
	2nd hit
	- Changed the damage from 20 to 23.
	- Shortened the recovery time after the move hits by 4 frames.
While rising	- Decreased the distance between the character and the opponent when the move is blocked.
While crouching	- Changed the damage from 15 to 18.



## SHAHEEN changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
↻	- Changed the damage from 20 to 18.
⇒	- Changed the attack startup from frame 21-22 to frame 20-21.
⇒	- Changed the damage from 17 to 21.
↓	- Changed the damage from 14 to 12. - Increased the range of the attack.
↻	- Changed the opponent's behavior when hit.
↻	- Changed the opponent's behavior when hit.
↻	- Changed the frame advantage when blocked from +1 frames to +2 frames.
↻	- New move.
During Counter Hit ↻	- New move.
↻	- Changed the frame advantage upon hit from +2 frames to +4 frames. - Shortened the recovery time after the move counter hit by 2 frames.
During Stealth Step ↻	- Changed the damage from 20 to 17.
During Stealth Step ↻	- Changed the opponent's behavior when the move lands as a counter hit.
While rising ↻	- Changed the damage from 16 to 14.
Time with enemy punch ↻ ↻ upon successful parry	- Changed the frame advantage when blocked from -6 frames to -1 frames.






























## JOSIE changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage 	- Changed the attack startup from frame 20 to frame 20-21.
During Switch Stance 	- Changed the frame advantage when blocked from -7 frames to -1 frames.
 	- Changed the attack startup from frame 23 to frame 23-24.
 	- Changed the frame advantage when blocked from -14 frames to -13 frames.
	- New move.
  	- Changed the damage from 30 to 28.
 	- Increased the move's tracking.
  	- Changed the opponent's behavior when the move lands as a counter hit.
 	- Changed the attack startup from frame 22 to frame 22-23. - Increased the range of the attack.
  	- Changed the frame advantage when blocked from -16 frames to -14 frames.
 	- Increased the lower range of the attack. - Increased the move's tracking.
  	- Increased the range of the attack.
  	- Changed the attack startup from frame 24-26 to frame 24-27. - Increased the lower range of the attack.
While crouching 	- Decreased the distance between the character and the opponent when the move hits. - Increased the range of the attack.






























## GIGAS changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During rage drive 	- Changed the damage from 25 to 30. (*From 40 to 45 when the walk distance is long)
	- Changed the damage from 24 to 28.
	- Changed the frame advantage upon hit from +2 frames to +4 frames.
	- Changed the frame advantage when blocked from -9 frames to -5 frames. - Increased the distance between the character and the opponent when the move is blocked.
During Goliath 	- Changed the damage from 20 to 25. (*From 35 to 40 when the walk distance is long)
	- Changed the opponent's behavior when the move lands as a counter hit. - Can now shift to Golem Set Up from "  ".
	- Changed the damage from 20 to 17.
	- Decreased the range of the attack sideways and increased the lower range of the attack.
	- The move can now be performed using slide input (  ), (  ).
	- Changed the damage from 20 to 23.
	- Reduced the strength of the pushback, and made the move easier to land.
	- The move can now be performed using slide input (  ), (  ).
During Golem Set Up 	- New move.
	- Changed the opponent's behavior when the move lands as a counter hit. - Can now shift to Golem Set Up from "  ".
	- Increased the lower range of the attack.
	- Fixed an issue in which the opponent who was downed (face-down) behaved in an unintended way.
While down (facing down) 	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack. - Increased the strength of the pushback, and made the move easier to land.
During Golem Set Up  Approach enemy  Approach enemy  Approach enemy  Approach enemy  Approach enemy 	- Increased the distance which allows the move to shift to a throw.

## KAZUMI changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage →↘☹☹	- Fixed an issue in which the damage upon the 2nd hit in midair was not the same as on the ground.
☹☹	- Changed the damage from 18 to 15.
→☹☹	- Increased the lower range of the attack.
During Fearless Warrior ☹☹	- Changed the opponent's behavior when the move lands as a counter hit.
During Fearless Warrior ☹☹	- Changed the opponent's behavior when the move lands as a counter hit.
During Fearless Warrior ☹☹	- Changed the damage from 8, 20 to 7, 20.
↓☹☹	- Fixed an issue in which the opponent could not buffer attack inputs when the move landed as a counter hit.
↘☹☹	- Changed the damage from 14 to 12.
↘☹☹	- Changed the opponent's behavior when the move lands as a counter hit.
↘☹☹	- Changed the opponent's behavior when hit.
↘☹☹☹☹	- Changed the frame advantage when blocked from -7 frames to ±0 frames.
↘☹☹☹☹	- Increased the range of the attack.
↘☹☹☹☹	- Increased the move's tracking.
↘☹☹☹☹	- Increased the lower range of the attack.
→→→☹☹☹	- New move.
→→→☹☹☹	- Changed the damage from 24 to 25.
While rising ☹☹	- Changed the attack startup from frame 15-16 to frame 14-15.
Time with enemy attack ⇄☹☹	- Shortened the recovery time by 5 frames.
Time with enemy attack ⇄☹☹	- Shortened the time when Power Crush ends by 5 frames.
Time with enemy attack ⇄☹☹	- Changed the damage from 0, 30 to 5, 30.
after a successful attack reversal	- Changed the attack startup from frame 30-34, 36-81 to frame 25-34, 31-76.

## NINA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Fixed an issue in which the move could not be performed while running.
	- Fixed an issue in which sometimes landing the 1st attack as a counter hit caused unintended behavior.
	- Changed the attack startup from frame 13 to frame 13-14. - Increased the range of the attack.
	1st hit - Increased the lower range of the attack.  2nd hit - Changed the frame advantage upon hit from +1 frames to +5 frames. - Increased the lower range of the attack.
	- Changed the damage from 5, 10 to 5, 14.
	- Reduced the strength of the pushback, and made the move easier to land.
	- Increased the move's reach.
	- Changed the command from "" to "".
	- New move.
	- Fixed an issue in which landing the 1st attack as a counter hit caused unintended frame advantage.
	- Decreased the distance between the character and the opponent when the move lands as a counter hit.
	- Decreased the distance between the character and the opponent when the 1st attack hits.
	- Fixed an issue in which the move could not be performed while running.
	- Changed the frame advantage when blocked from -9 frames to -7 frames.
	- Reduced the strength of the pushback, and made the move easier to land.
	- Changed the frame advantage when blocked from -6 frames to ±0 frames.
	- Changed the frame advantage upon hit from +3 frames to +5 frames.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	- Fixed an issue in which the move could not be performed during special step in a specific situation.
	- Changed the attack startup from frame 20-21 to frame 17-18.
	- Changed the opponent's behavior when the move lands as a counter hit.
	- Changed the frame advantage when blocked from -15 frames to -13 frames.
	- Changed the opponent's behavior when hit. - Shortened the recovery time after the move hits by 3 frames.
	- Decreased the distance between the character and the opponent when the move is blocked.
While rising	- Increased the move's reach.

## MASTER RAVEN changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage ⇒ during hit	- Can now shift to a throw when the move hits from the side.
During Rage ⇒ during hit ↓	- New move.
【】	- Decreased the distance between the character and the opponent when the 1st attack hits. - Changed the jump status to "17-31 frames".
During Haze	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
⇒	- Increased the move's reach.
⇒	- Changed the opponent's behavior when the move lands as a counter hit.
↓	- Increased the range of the attack.
↙	1st hit - Increased the lower range of the attack. - Reduced the strength of the pushback, and made the move easier to land.  2nd hit - Reduced the strength of the pushback, and made the move easier to land.
↙	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack. - Decreased the distance between the character and the opponent when the move hits.
↙	- Decreased the distance between the character and the opponent when the move is blocked.
Back towards enemy ⇒	- Changed the attack startup from frame 13 to frame 13-14. - Changed the frame advantage when blocked from -8 frames to -6 frames. - Reduced the strength of the pushback, and made the move easier to land.
Back towards enemy ⇒	- Changed the frame advantage when blocked from -11 frames to -9 frames.
Back towards enemy ⇒	- Reduced the strength of the pushback, and made the move easier to land.
↘	- Increased the range of the attack.
↓ ⇒	- Can now hit consecutively.
↓ ⇒	- Increased the lower range of the attack.
While crouching ↘	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
Approach enemy ⇒ ↓ ↙ ↘ ↙ ↘	- The move can now be performed by "Back towards enemy" (or "↙").

## BOB changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
⇒☹☹	- Changed the damage from 25 to 23.
↓☹☹	- Changed the frame advantage when the move is blocked from -11 frames to -9 frames. - Changed the frame advantage upon hit from +5 frames to +7 frames. - Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
↓☹☹☹☹	- Changed the damage from 14 to 11. - Changed the frame advantage when blocked from -10 frames to -9 frames. - Changed the frame advantage upon hit from +1 frames to +2 frames.
↓☹☹☹☹	- Changed the frame advantage when blocked from -10 frames to -13 frames.
↓☹☹	1st hit - Increased the move's reach.
☹☹	- Replaced with a new move.
⇒☆↓↘☹☹	- Changed the frame advantage when the move is blocked from -2 frames to -4 frames. - Changed the move to send the opponent spinning when it hits.
⇒☆↓↘☹☹☹☹	1st hit Changed the opponent's behavior when the move lands as a counter hit.  2nd hit - Changed the opponent's behavior when hit in midair.
While rising ☹☹☹	- Changed the damage from 12 to 14.

## LEE changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Rage ↓	- The move can now be performed from "During Hitman ↓ During Rage".
	- Changed the frame advantage when blocked from -10 frames to -11 frames.
	- Changed the frame advantage upon hit from +1 frames to ±0 frames.
[ ] (when hit or guarded)	- Changed the damage from 20 to 25.
During Hitman	- Changed the frame advantage upon hit from ±0 frames to +2 frames.
During Hitman	2nd hit
	- Decreased the distance between the character and the opponent when the move hits.
	- Increased the distance between the character and the opponent when the move hits.
	2nd hit
	- Changed the damage from 24 to 20.
	- Changed the frame advantage when blocked from -16 frames to -14 frames.
	- Changed the damage from 18 to 17.
	- Changed the opponent's behavior when the move lands as a counter hit.
	- Changed the damage from 22 to 20.
	- Changed the damage from 25 to 20.
	- Increased the lower range of the attack.
While rising	- New move.
While rising	- New move.
During (right) sidestep	- Changed the frame advantage when blocked from -11 frames to -9 frames.
During (right) sidestep	- Changed the frame advantage when blocked from -14 frames to -12 frames.



## AKUMA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Hyakkishu 卍	- Changed the damage from 21 to 17.
During Hyakkishu ↓ ↘ ↙ 卍	- New move.
During Counter Hit ⇒ ↘ ↙ 卍	- Changed to "During hit from front ⇒ ↘ ↙ 卍".
↓ ↘ ↙ 卍	- Changed the damage from 6, 6, 6, 20 to 10, 10, 10, 20.  4th hit - Changed the frame advantage when blocked from -12 frames to -8 frames. - Shortened the recovery time after the move hits by 4 frames.
During Jump ↓ ↘ ↙ 卍	- Changed the damage from 10 to 20. - Changed the damage from 6, 6, 20 to 10, 10, 20.
During Hisenkyaku ↓ ↘ ↙ 卍	3rd hit - Changed the frame advantage when blocked from -15 frames to -8 frames. - Shortened the recovery time after the move hits by 7 frames.
↘ 卍	- Decreased the distance between the character and the opponent when the move hits.
↘ 卍	- Changed the damage from 23 to 20.
↓ 卍	- Changed the frame advantage when blocked from -11 frames to -13 frames.
While crouching 卍	- Changed the frame advantage upon hit from -2 frames to -4 frames.
↓ 卍	- Increased the range of the attack.
While crouching 卍	- Changed the damage from 15 to 12.
↘ 卍	- Changed the damage from 21 to 18.
⇒ ↘ 卍 during hit 卍	- Fixed an issue in which the 2nd attack was performed when Jin's "Time with enemy attack ↘ 卍 (or ↘ 卍)" successfully landed.
⇒ ↘ 卍	- Changed the frame advantage when blocked from +1 frames to +6 frames.
While rising 卍	- Changed the damage from 17 to 12.

## KUMA & PANDA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☹	- Reduced the strength of the pushback, and made the move easier to land.
☹☹☹	- Increased the range of the attack. - Reduced the strength of the pushback, and made the move easier to land.
During Hunting ☹☹	- Can now shift to "front roll" from "During Hunting ☹☹⇨".
⇨☹	- Reduced the strength of the pushback, and made the move easier to land.
⇨☹☹	- Changed the damage from 25 to 20. - Changed the frame advantage when blocked from -12 frames to -15 frames. - Increased the recovery time after the move hits by 2 frame. - Changed the opponent's behavior when hit in midair.
⇨☹☹☹	- New move.
☹☹	- Changed the attack startup from frame 42-43 to frame 37-38.
While rising ☹☹	- Increased the strength of the pushback, and made the move easier to land.
While rising ☹☹☹	- Now landing the 1st attack as a counter hit leads to consecutive hits. - Changed the damage from 34 to 23. - Changed the attack startup from frame 41-42 to frame 27-28. - Changed the frame advantage when blocked from +5 frames to -9 frames. - Shortened the recovery time upon hit by 3 frames. - Changed the opponent's behavior when the move lands as a counter hit.
During Forward Roll ☹☹	- Increased the move's tracking.
During Forward Roll ☹☹	- Increased the move's tracking.
Approach enemy ⇨☹☹	- Reduced the strength of the pushback, and made the move easier to land.
Approach enemy ⇨☹☹⇨⇩⇧⇨☹☹	- Reduced the strength of the pushback, and made the move easier to land.

## EDDY changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☹☹	- Changed the damage from 12 to 14.
⇒☹☹☹	- Changed the attack startup from frame 20 to frame 20-21. - Changed the opponent's behavior when hit in midair.
↓ [☹☹☹]	- Changed the damage from 15 to 17.
⇐☹☹☹☹	- New move.
↻☹☹	- Changed the frame advantage when blocked from -2 frames to +1 frames.
↖☹☹	- Decreased the distance between the character and the opponent when the move hits.
↑☹☹	- Increased the lower range of the attack.
↘☹☹	- Changed the damage from 20 to 25.
While crouching ☹☹	- Fixed an issue in which the frame advantage was not the same as "While crouching ☹☹".
While crouching ☹☹☹	- Changed the damage from 12 to 14.
During Negativa ☹☹☹	- Fixed an issue in which a move could not be performed using input buffering.
During Negativa ☹☹	- Changed the frame advantage when blocked from -15 frames to -14 frames.
































## ELIZA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During EX Moon Glide  (must hit)	- Shortened the time when Blood Gauge increases by 60 frames.
  	- Changed the attack from "special mid > special mid > special mid > special mid > special mid" to "special mid > throw" only when the 1st attack hits from front.
During Moon Glide 	- Changed the input window for the 2nd hit from 14 frames to 22 frames.
During Moon Glide 	- New move.
During Moon Glide  (must hit)	- Shortened the time when Blood Gauge increases by 60 frames.
 	- Shortened the time when Blood Gauge increases by 60 frames.
 	- Changed the frame advantage when blocked from -13 frames to -12 frames.
 	- Changed the frame advantage upon hit from -2 frames to +2 frames.
 	- Decreased the distance between the character and the opponent when the move lands as a counter hit.
 	- Made the opponent's behavior upon counter hit the same as regular hit.
While crouching 	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
While crouching 	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
While crouching 	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
While crouching 	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
While down (facing up) 	- Shortened the time when Blood Gauge increases by 30 frames.
 	- Changed the damage from 23 to 17.
 	- Shortened the time when the 3rd attack starts by 2 frames.
 	- Can now cancel the 3rd attack by "    ↓".
While crouching ↓ (1 sec)	- Shortened the time when Blood Gauge increases by 30 frames.

## MIGUEL changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
⇒☹☹☹☹ ⇒☹☹☹☹→	- New move.
⇒☹☹☹	- Changed the damage from 12 to 17.
⇒☹☹	- Can now shift to "Savage Stance" from "⇒☹☹→".
☹☹☹☹☹	- Changed the opponent's behavior when the move lands as a counter hit.
☹☹	- Reduced the strength of the pushback, and made the move easier to land. - Increased the distance between the character and the opponent when the move is blocked. - Increased the distance between the character and the opponent when the move hits.
☹☹☹ ☹☹☹→	- Changed the frame advantage when blocked from -13 frames to -12 frames. - Changed the frame advantage upon hit from +3 frames to +4 frames. - Decreased the distance between the character and the opponent when the move hits.
☹☹	- Changed the move to a homing attack.
☹☹☹ ☹☹☹→	- Changed the damage from 21 to 23. - Changed the frame advantage when blocked from +3 frames to +4 frames. - Decreased the distance between the character and the opponent when the move hits. - Increased the lower range of the attack.
During Savage Stance ☹☹ During Savage Stance ☹☹→	- Changed the frame advantage when blocked from -2 frames to ±0 frames.
During Savage Stance ☹☹☹☹ During Savage Stance ☹☹☹☹→	1st hit - Changed the frame advantage upon hit from +1 frames to +6 frames.  2nd hit Changed the frame advantage upon hit from -2 frames to +3 frames. - Reduced the number of input windows from 30 to 28.
During Savage Stance ☹☹	- Changed the frame advantage when blocked from -5 frames to ±0 frames.
During Savage Stance ↓☹☹☹☹ During Savage Stance ↓☹☹☹☹→	- Changed the damage from 15 to 17.
During Savage Stance ⇄☹☹☹☹	1st hit - Changed the move to a homing attack.  2nd hit - Changed the opponent's behavior when the move lands as a counter hit.

## GEESE changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
⇒↓↘↘☹☹	1st hit - Changed the attack startup from frame 19-20 to frame 19-21. - Shortened the opponent's recovery time when the move is blocked by 1 frame.  2nd hit - Changed the damage from 17 to 15.
⇒↓↘☹☹	1st hit - Changed the attack startup from frame 23-24 to frame 23-25. - Shortened the opponent's recovery time when the move is blocked by 1 frame.  2nd hit - Changed the damage from 17 to 15.
During MAX mode ⇒↓↘☹☹	1st hit - Changed the attack startup from frame 23-24 to frame 23-25. - Shortened the opponent's recovery time when the move is blocked by 1 frame. - Changed the opponent's behavior upon hit.  2nd hit - Changed the damage from 17 to 15.
↓↘↘☹☹☹	- Decreased the distance between the character and the opponent when the move hits.
↓☹☹	- Changed the damage from 20 to 15.
↘☹☹☹	- Decreased the distance between the character and the opponent when the move hits.
↘☹☹☹	- Changed the damage from 10, 18 to 8, 23.
↘☹☹☹	- New move.
While rising ☹☹	- Changed the damage from 10 to 15.
While crouching ↘☹☹	- Changed the damage from 20 to 17.
During sidestep ☹☹	- Changed the frame advantage upon hit from +6 frames to +4 frames. - Decreased the distance between the character and the opponent when the move lands as a counter hit.

## NOCTIS changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
⇒☉☉	- Changed the damage from 21 to 23.
⇒☉	- Changed the damage from 20 to 24.
↘☉☉☉	- New move.
↘☉☉☉☉	1st hit - Changed the attack startup from frame 14 to frame 14-15.  3rd hit - Now landing the 1st attack as a counter hit leads to the 2nd and the 3rd hits in succession. *This is not the case when the input for the 2nd hit is delayed.
↓☉☉	2nd hit - Decreased the distance between the character and the opponent when the move hits.
↗☉☉	- Increased the range of the attack.
↗☉☉ Hold	- Changed the damage from 28 to 32. - Changed the frame advantage when blocked from +2 frames to +6 frames. - Decreased the distance between the character and the opponent when the move is blocked.
⇐☉☉☉	- Decreased the distance between the character and the opponent when the move hits. - Changed the opponent's behavior when the move lands as a counter hit. - Increased the range of the attack.
⇐☉☉	- Changed the attack startup from frame 15-16 to frame 14-15.
↗☉☉	- Changed the attack startup from frame 14-15 to frame 13-14. - Decreased the distance between the character and the opponent when the move hits.
During Jump ☉☉ During midair hit ☉☉☉	1st hit - Increased the move's tracking.  3rd hit - Increased the move's tracking.
Forward Jump peak ☉☉	- Changed the frame advantage when blocked from +5 frames to +9 frames. - Shortened the recovery time after the move hits by 4 frames.
While rising ☉☉☉	- Decreased the distance between the character and the opponent when the move hits.
During sidestep ☉☉	- Changed the opponent's behavior when guarding the move.

## ANNA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
↵↵↵	- Changed the opponent's behavior when the move lands as a counter hit.
↵↵	- Decreased the distance between the character and the opponent when the move hits.
↵↵↵	- Changed the opponent's behavior when the move lands as a counter hit.
↵↵↵	- Changed the opponent's behavior when the move hits from the back.
↵↵↵	- Fixed an issue in which the input window for "During Chaos Judgement ↵↵" was not the same as other moves.
↵↵↵	- Changed the attack startup from frame 19 to frame 19-20. - Changed the frame advantage when blocked from -14 frames to -11 frames. - Increased the lower range of the attack.
↵↵↵	- Changed the attack startup from frame 13 to frame 13-14. - Increased the range of the attack.
↵↵↵	- Changed the damage from 16 to 13. - Changed the attack startup from frame 16-17 to frame 15-16.
↵↵↵↵	2nd hit - Delayed the time when the move shifts to sidestep by inputting "↑ (or ↓)". 3rd hit - Changed the attack startup from frame 15 to frame 15-16.
↵↵↵↵	2nd hit - Changed the frame advantage upon hit from +1 frames to +5 frames. - Increased the lower range of the attack. 3rd hit - Changed the opponent's behavior when the move lands as a counter hit.
↵↵↵	- Changed the frame advantage when blocked from -1 frames to +1 frames. - Changed the frame advantage upon hit from +5 frames to +7 frames.
↵↵↵	- Reduced the strength of the pushback, and made the move easier to land.
↵↵↵↵	1st hit - Changed the attack startup from frame 15-16 to frame 14-15. 2nd hit - Changed the frame advantage when blocked from -2 frames to -6 frames.
↵↵↵	- Fixed an issue in which the opponent's attack hit before the move started when some low combo attacks from the opponent were blocked.
During Chaos Judgement ↵↵	- Changed the frame advantage upon hit from +15 frames to +14 frames.
During Chaos Judgement ↵↵	- New move.
During Chaos Judgement ↵↵↵	- Changed the damage from 6 to 8. - Changed the state after the move from "standing" to "crouching".
During Chaos Judgement ↵↵↵	- Added crouch status. - Changed the time when the status is judged as airborne from 7-40 frames to 8-35 frames.
↵↵↵	- Decreased the distance between the character and the opponent when the move lands as a regular hit or a counter hit.
↵↵↵	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
↵↵↵↵↵↵	- Fixed an issue in which the properties of the move was not the same as "↵↵↵↵↵↵".
↵↵↵↵	- Can now shift to crouching after the move by "↵↵↵↵↵↵".
↵↵↵↵↵↵	1st hit - Changed the frame advantage when blocked from -14 frames to -8 frames. 2nd hit - Changed the attack startup from frame 31-32 to frame 32-33.
While rising ↵↵	- Increased the range of the attack.
While rising ↵↵	- Changed the opponent's behavior when hit in midair.
During sidestep ↵↵	- Changed the opponent's behavior when the move lands as a counter hit.
During sidestep ↵↵	1st hit - Changed the damage from 8 to 5. - Changed the opponent's behavior when hit. 2nd hit - Changed the damage from 21 to 7. - Changed the frame advantage when blocked from -4 frames to -9 frames.



## LEI changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Increased the move's reach.
	- Fixed an issue in which the status was not judged as airborne when the opponent's attack hit in the later part of the move.
	- New move.
	- Decreased the distance between the character and the opponent when the move hits.
	- Changed the attack startup from frame 23 to frame 20.
	- Shortened the recovery time by 3 frames.
	- Changed the frame advantage when blocked from +3 frames to +5 frames. - Shortened the recovery time after the move hits by 2 frames.
	- Fixed an issue in which input buffering could not be performed after shifting to Panther.
	- Reduced the strength of the pushback, and made the move easier to land.
	- Changed the opponent's behavior when hit in midair.
While rising	1st hit - Changed the damage from 12 to 15. 2nd hit - Decreased the distance between the character and the opponent when the move hits.
While rising	- Increased the lower range of the attack.
While rising	- Decreased the distance between the character and the opponent when the move hits.
While rising	- Changed the damage from 14 to 20.
During sidestep	- Changed the damage from 14 to 16. - Increased the range of the attack.
During Snake	- Decreased the distance between the character and the opponent when the move hits.
During Snake	- Changed the damage from 15 to 11.
During Snake	- New move.
During Snake	- Changed the frame advantage when blocked from -10 frames to -9 frames. - Decreased the distance between the character and the opponent when the move is blocked.
During Panther	- Decreased the distance between the character and the opponent when the move is blocked.
During Tiger	- Fixed an issue in which input buffering could not be performed when the opponent's attack was parried.
During Tiger	- Fixed an issue in which input buffering could not be performed after shifting to Snake.
During Crane	- Fixed an issue in which input buffering could not be performed after shifting to Panther.
During Crane	- Fixed an issue in which input buffering could not be performed after shifting to Snake.
During Drunken Master Walk	- Fixed an issue in which low parry could not be performed in the later part of the move.
Back towards enemy	- Changed the frame advantage when blocked from -8 frames to -6 frames. - Shortened the recovery time after the move hits by 2 frames.
Back towards enemy	- Changed the frame advantage when blocked from -15 frames to -12 frames. - Decreased the distance between the character and the opponent when the move is blocked.
During Sidewind (Feet first)	- Fixed an issue in which low parry could not be performed.
During Sidewind (Feet first)	- Fixed an issue in which the status was not judged as airborne when the opponent's attack hit in the later part of the move.
During Sidewind (Head first)	- Increased the range of the attack.
During Play Dead (Head first)	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.

## ARMOR KING changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Changed the damage from 12 to 15.
	- Changed the damage from 10 to 14.
	- Increased the strength of the pushback to reduce the frequency at which the character would switch places with the opponent.
	- Changed the damage from 20 to 25.
	- Decreased the distance between the character and the opponent when the move hits.
	- Changed the frame advantage upon hit from -1 frames to +4 frames.
During Shadow Step	- New move.
During Shadow Step	- Changed the move to send the opponent spinning when it hits them midair.
	- Increased the lower range of the attack.
	- Changed the damage from 20 to 23.
	- Changed the move to a homing attack.
	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
	- Changed the damage from 15 to 17.
	- Changed the frame advantage when blocked from -11 frames to -9 frames.
	- Changed the frame advantage upon hit from ±0 frames to +2 frames.
	- Decreased the distance between the character and the opponent when the move is blocked.
	- Fixed an issue in which the properties of the move were not the same as other characters.
	- Increased the lower range of the attack.
	- Increased the range of the attack.
	- Changed the frame advantage when blocked from -11 frames to -8 frames.
	- Changed the frame advantage when blocked from ±0 frames to +2 frames.
	- Increased the lower range of the attack.
While rising	- Increased the move's reach.
While rising	- Changed the frame advantage when blocked from -10 frames to -9 frames.
While rising	- Changed the frame advantage upon hit from +2 frames to +3 frames.
	- Changed the frame advantage upon hit from +5 frames to +8 frames.
Approach enemy	- Increased the move's tracking.
Approach enemy	- Input buffering can now be performed.
Approach enemy	- Fixed an issue in which the move could not be performed when the input of  was delayed.
Approach enemy	- Increased the move's tracking.

## MARDUK changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
	- Changed the frame advantage when blocked from $\pm 0$ frames to +4 frames. - Changed the frame advantage upon hit from +4 frames to +8 frames. - Can now shift to "Ready Position" from "".
During Ready Position	- Changed the frame advantage when blocked from -10 frames to -9 frames.
During Ready Position	2nd hit - Increased the move's reach.
	- Decreased the distance between the character and the opponent when the move lands as a counter hit.
	- Increased the range of the attack.
	- Changed the frame advantage when blocked from $\pm 0$ frames to +4 frames. - Changed the frame advantage upon hit from +4 frames to +8 frames. - Can now shift to "Ready Position" from "".
	- Changed the frame advantage when blocked from $\pm 0$ frames to +4 frames. - Changed the frame advantage upon hit from +4 frames to +8 frames. - Can now shift to "Ready Position" from "".
	1st hit - Changed the frame advantage when blocked from -9 frames to -4 frames.  2nd hit - Increased the lower range of the attack.
	- Increased the range of the attack.
	- Changed the frame advantage upon hit from +1 frames to +4 frames.
	- New move.
	- Changed the command from "" to "".
While crouching	- Changed the frame advantage when blocked from -4 frames to -7 frames. - Increased the lower range of the attack.
Approach enemy	- Increased the move's tracking.
(While enemy is down) by the feet	- Changed the damage from 40 to 35.
Time with enemy attack  (or )	- Fixed an issue in which the damage dealt to the opponent in a specific situations was not correct.

## JULIA changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
↓ ↘	- Fixed an issue in which low parry could not be performed.
⇒ ○○ ○○	- <b>Can now cancel the 2nd attack by "⇒ ○○ ↓" and shift to crouching.</b>
⇐ ○○	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
⇐ ○○	- Changed the frame advantage when blocked from +1 frames to -2 frames.
⇐ ○○	- Changed the frame advantage when blocked from -13 frames to -14 frames.
⇐ ○○	- Decreased the distance between the character and the opponent when the move is blocked. - Increased the recovery time after the move hits by 1 frame.
⇒ ⇒ ○○	- <b>New move.</b>
⇒ ⇒ ○○	- Changed the damage from 27 to 23.
↓ ↘ ○○ ○○	- Changed the frame advantage when blocked from -7 frames to -9 frames.
↓ ↘ ○○ ○○	- Shortened the recovery time after the move hits by 5 frames.
⇒ ⇒ ⇒ ○○ ○○	- Changed the opponent's behavior when hit in midair.
While rising ○○	- Decreased the distance between the character and the opponent when the move lands as a counter hit.
While rising ○○	- Changed the damage from 21 to 17.
While rising ○○	- <b>Changed the frame advantage when blocked from -15 frames to -12 frames.</b>
While crouching ↘ ○○ ○○	- Changed the damage from 23 to 20.
During sidestep ○○	- Decreased the distance between the character and the opponent when the move hits.
During sidestep ○○	- Changed the frame advantage upon hit from +3 frames to ±0 frames.
During sidestep ○○	- Reduced the frequency at which the character would move through the opponent in specific situations.
Approach mid-air enemy ⇒ ○○ ○○	- Changed the damage from 30 to 35.





























## NEGAN Changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
  Hold	- Changed the frame advantage when blocked from -8 frames to -5 frames. - Changed the frame advantage upon hit from +3 frames to +6 frames.
  	- Changed the frame advantage when blocked from -5 frames to -4 frames. - Changed the frame advantage upon hit from +6 frames to +7 frames.
During Intimidation 	- Changed the damage from 15 to 19. - Changed the attack startup from frame 18 to frame 17. - Changed the frame advantage when blocked from -7 frames to -2 frames. - Changed the frame advantage upon hit from +27 frames to +7 frames. - Changed the frame advantage upon counter hit from +27 frames to +13 frames.
During Intimidation 	- Changed the attack startup from frame 25-26 to frame 20-21. - Decreased the range of the attack.
During Intimidation  	- Changed the damage from 20 to 26.
 	- Increased the move's tracking.
 	- Increased the lower range of the attack.
  	- Can now shift to "Intimidation" from "   Hold".
 	- Changed the damage from 15 to 16. - Increased the move's tracking.
  Hold	- Increased the lower range of the attack.
	- Changed the opponent's behavior when the move lands as a counter hit.
	- Decreased the distance between the character and the opponent when the move hits.
	- New move.
 Hold	- New move.
	- Reduced the strength of the pushback, and made the move easier to land.
While rising 	- Changed the frame advantage when blocked from -6 frames to -5 frames. - Changed the frame advantage upon hit from +5 frames to +6 frames. - Increased the move's forward movement, decreasing the distance between the character and the opponent. - Reduced the strength of the pushback, and made the move easier to land.

## ZAFINA Changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☺★	- Fixed an issue in which the graphics were corrupted when ☺ was inputted again in the 21st to 22nd frame after ☺★.
During Rage ☺☺	1st hit - Decreased the distance between the character and the opponent when the move hits. - Increased the move's reach.
☺☺	- Changed the frame advantage when blocked from -10 frames to -9 frames. - Shortened the recovery time after the move hits by 1 frames.
☺☺	- Changed the damage from 11 to 10.
☺☺☺☺	- Changed the frame advantage when blocked from -14 frames to -13 frames. - Shortened the recovery time after the move hits by 1 frames.
During Tarantula Stance ☺☺	☺☺ - Increased the upper range of the attack. - Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
☺☺	- Changed the damage from 15 to 13.
☺☺ during hit from front ☺☺	- Changed the damage from 42 to 36.
☺☺	- Increased the range of the attack.
☺☺	- Changed the damage from 20 to 19.
☺☺	- Increased the lower range of the attack.
☺☺	- Changed the damage from 22 to 20. - Increased the lower range of the attack.
During Tarantula Stance ☺☺	- Changed the damage from 11 to 13.
During Tarantula Stance ☺☺	- Increased the range of the attack.
During Scarecrow Stance ☺☺☺	- New move.
During Scarecrow Stance ☺☺☺	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Scarecrow Stance ☺☺☺↓	
During Scarecrow Stance ☺☺☺↓	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Scarecrow Stance ☺☺☺	1st hit - Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Mantis Stance ☺☺☺	2nd hit - Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During Mantis Stance ☺☺	- Can now shift to "Tarantula Stance" from "During Mantis Stance ☺☺↓".
During Mantis Stance ☺☺	- Changed the damage from 13 to 10.
During Mantis Stance ☺☺☺	- New move.
During Mantis Stance ☺☺☺	- Changed the frame advantage when blocked from -10 frames to -9 frames.
During Mantis Stance ☺☺☺↓	- Shortened the recovery time after the move hits by 1 frames.
Time with enemy attack ☺☺ (or ☺☺)	- Changed the damage from 0, 30 to 5, 30.

## GANRYU Changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
☺☺☺☺	- Changed the frame advantage when blocked from -11 frames to -13 frames.
During Tachiai ☺☺	- Changed the attack startup from frame 26 to frame 23.
During Tachiai ⇄☺☺	- New move.
⇄☺☺	- Changed the frame advantage when blocked from -18 frames to -14 frames.
☺☺☺	- Decreased the distance between the character and the opponent when the move hits.
☺☺☺	- Changed the damage from 20 to 23.
☺☺☺	- Can now cancel the move by "☺☺☺☺" and shift to Tachiai.
☺☺☺	- Increased the lower range of the attack.
☺☺☺	- Can now shift to "Tachiai" by "☺☺☺☺".
☺☺☺	- Increased the lower range of the attack.
⇄⇄☺☺	- Changed the command from "⇄⇄☺☺" to "⇄⇄☺☺".
⇄⇄☺☺☺☺	- Changed the damage from 45 to 35.
While rising ☺☺☺☺	- Replaced with a new move.
While rising ☺☺☺☺☺☺	- New move.
While rising ☺☺	- Increased the lower range of the attack.

## LEROY Changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
During Hermit ○○○	- Changed the frame advantage upon hit from ±0 frames to +1 frames.
During Hermit ⇌○○	- Changed the attack startup from frame 26-30 to frame 26-29. - Decreased the range of the attack.
During Hermit ⇌○○	- Decreased the distance between the character and the opponent when the move is blocked.
During Hermit ⇌○○	- Decreased the distance between the character and the opponent when the move hits.
⇌○○	- Changed the damage from 17 to 14.
⇌○○○	- Changed the frame advantage when blocked from -6 frames to -12 frames. - Changed the frame advantage upon hit from ±0 frames to -6 frames.
↓○○	- Changed the damage from 15 to 11.
↓○○	- Decreased the move's reach.
↗○○○	- Changed the opponent's behavior when the move lands as a counter hit.
↗○○○	- Changed the damage from 29 to 25.
↗○○	- Changed the damage from 15 to 13.
⇌○○	- Changed the damage from 17 to 14.
⇌○○	- Decreased the distance between the character and the opponent when the move is blocked.
↘○○	- New move.
↘○○	- Changed the attack startup from frame 21-23 to frame 23-25.
⇌→○○○	- Changed the damage from 15 to 13.
⇌→○○	- Decreased the move's reach.
↓↘⇌○○	- New move.
While rising ○○ (must hit)	3rd hit - Changed the damage from 12 to 10.
While rising ○○	- Changed the damage from 17 to 14.
While rising ○○○○	- Changed the frame advantage when blocked from -6 frames to -12 frames. - Changed the frame advantage upon hit from ±0 frames to -6 frames.
While crouching ↘○○	- Adjusted the motion since it was difficult for the opponent in jump status to land a mid attack.
During sidestep ○○	- Changed the damage from 16 to 17. - Changed the opponent's behavior when hit.
After Twin Dragon Gate succeeds ○○ (or ○○)	5th hit - Changed the damage from 20 to 10. - Changed the opponent's behavior when hit.



## FAHKUMRAM Changes

Damage = The amount of health taken away from the opponent when an attack hits.

1 frame = 1/60 of a second. A unit of measurement used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

All notes in this list are written from the perspective of you, the player, hitting the opponent (or making them guard) with the move in question.

Command	Adjustment
←←	- Decreased the backward movement of the back dash.
↺↺↺↺	- Changed the frame advantage when blocked from -6 frames to -10 frames. - Changed the frame advantage upon hit from +7 frames to +3 frames.
↺↺↺↺[↺↺↺] ↺↺[↺↺↺] ↺[↺↺↺] ↓↺↺[↺↺↺]	- Changed the opponent's behavior when the move lands as a regular hit or a counter hit.
↺↺↺↺	- New move.
↺↺↺↓↺↺	- Changed the damage from 18 to 15.
↺[↺↺↺] ⇒↺↺[↺↺↺] While rising ↺[↺↺↺]	- Changed the opponent's behavior when the move lands as a regular hit or a counter hit.
⇒↺↺	- Changed the frame advantage when blocked from -4 frames to -7 frames. - Changed the frame advantage upon hit from +7 frames to +4 frames.
⇒↺↺	- Changed the damage from 26 to 21.
↺↺↺↺	1st hit - Changed the frame advantage upon hit from +8 frames to +6 frames.  2nd hit - Changed the opponent's behavior when the move lands as a counter hit.
↺↺[↺↺↺] ⇒↺[↺↺↺]	- Changed the frame advantage when blocked from ±0 frames to -3 frames.
↺↺[↺↺↺]↺↺ ⇒↺[↺↺↺]↺↺ While crouching ↺↺↺	- Changed the damage from 25 to 23.
↓↺↺	- Adjusted the motion since the opponent's low attack did not hit in specific situations.
↓↺↺	- Changed the opponent's behavior when hit.
←↺↺	- Changed the frame advantage upon hit from -4 frames to -6 frames.
←↺↺	- Changed the opponent's behavior when the move lands as a counter hit.
←↺↺↺	- Changed the frame advantage when blocked from -9 frames to -10 frames. - Changed the frame advantage upon hit from +2 frames to +1 frames.
↻↺↺	- Fixed an issue in which the opponent's low attack hit before the move started.
↻↺↺	- New move.
↻↺↺	- Increased the lower range of the attack.
While rising ↺↺	- Changed the frame advantage upon hit from +7 frames to +4 frames.
During sidestep ↺↺	- Increased both characters' recovery time when blocked by 2 frames, making the pace slower.