Character	Command	Adjustment
Hwoarang	8668	Changed the damage from 12 to 14.
Hwoarang	⇒★↓\\$	Increased the lower range of the attack.
Hwoarang	⇒\$\%	Changed the frame advantage when blocked from -10 frames to -8 frames.
Hwoarang	While rising 🎇 🎇	Changed the damage from 13 to 16.
	During sidestep 🛞	Increased the lower range of the attack.
	While in Right Stance S	Changed the frame advantage when blocked from -11 frames to -9 frames.
	While in Right Stance 🖙 🔀	 Changed the frame advantage when blocked from +2 frames to +4 frames.
	During Right Flamingo 48	Changed the damage from 11 to 14.
Xiaoyu	U 888	 Changed the move to send the opponent spinning when it hits them midair.
Xiaoyu	£28 8	•Changed the damage from 12 to 14.
Xiaoyu	⇔888	•Changed the damage from 10 to 15. •Changed the opponent's behavior when the move lands as a counter hit.
Xiaoyu	⇔ <mark>®</mark>	•Changed the frame advantage when blocked from -4 frames to +2 frames.
Xiaoyu	While crouching Sa Sa Sa	•Changed the damage from 10, 10 to 13, 13.
Xiaoyu	During Phoenix ⇔888	·Changed the damage from 10, 10 to 13, 13.
Xiaoyu	Back toward enemy 🋞	•Changed the frame advantage when blocked from -19 frames to -14 frames.
Aldoya		Shortened the recovery time after the move hits by 3 frames.
Bryan	↓☆⇔ <mark>88</mark>	•Changed the damage from 21 to 23. •Changed the frame advantage upon hit from +4 frames to +5 frames.
Heihachi	⇔☆∜\S (At same time)	•Shortened the recovery time after the move misses by 3 frames.
Kazuya	288	•Increased the lower range of the attack.
Kazuya	⇔శ్థ∜ట& (At same time)	•Shortened the recovery time after the move misses by 3 frames.
Kazuya	⇒★↓\28	Increased the move's tracking.
	[888]	Decreased the distance between the character and the opponent when the move hits.
Asuka	⇒848	•Shortened the recovery time when cancelling the move with 🖌 by 2 frames.
Asuka	8	Changed the time of the punch parry's effect from 7-15 frames to 4-15 frames.
		•Fixed an issue where mid-air damage differed from damage on ground.
Asuka	₩88	Reduced the strength of the pushback, and made the move easier to land. Changed time of crouching status from 15-39 frames to 10-39 frames.
Asuka	While rising 🎖	Reduced the strength of the pushback, and made the move easier to land.
Devil Jin	⇔☆∜\\8 (At same time)	Shortened the recovery time after the move misses by 3 frames.
Devil Jin	⇒★⊕公器	Increased the move's tracking.
	While rising 🛞	•Reduced the strength of the pushback, and made the move easier to land.
Lili	⇒ ®	•Changed the move to send the opponent spinning when it lands as a counter hit.
		•Reduced the strength of the pushback, and made the move easier to land.
Lili	₩88	·Increased the range of the attack when successfully stopping opponent's attack.
Lili	¢	Shortened the recovery time by 4 frames.
Lili	Ա⇒88	•Changed the frame advantage when blocked from -10 frames to -9 frames.
Dragunov	0₩	•Fixed an issue in which the move's properties differed from those of 🖓 🎧
Leo	98 <mark>8</mark>	•Fixed an issue where the distance from the opponent when move hits was different from counter hits.
Nina	288	•Changed the opponent's behavior when the move lands as a counter hit.
Nina	2 ₩	•Changed the frame advantage upon hit from +3 frames to +4 frames.
Nina	⇔88	Changed the move to a homing attack.
Nina	∜⊿⇔器	•Changed time of crouching status from 16-49 frames to 10-49 frames.
Nina	During sidestep 🛞	•Changed the frame advantage when blocked from -15 frames to -14 frames.
Akuma	⇒≈₽к⇔ <mark>8</mark>	Changed the frame advantage when blocked from -9 frames to -12 frames.
		Changed the frame advantage upon hit from -1 frames to -4 frames.
	1.00	
Akuma	↓8 °	•Changed the damage from 20 to 17.
	08 ⇔ → 8	•Changed the damage from 20 to 17. •Changed the opponent's behavior when the move lands as a counter hit.
Lee		•Changed the damage from 20 to 17.
	⇔+8	-Changed the damage from 20 to 17Changed the opponent's behavior when the move lands as a counter hitChanged the damage from 13 to 15Changed the damage from 14 to 15Changed the damage from 15 to
	⇔ ⇔%	-Changed the damage from 20 to 17Changed the opponent's behavior when the move lands as a counter hitChanged the damage from 13 to 15Decreased the distance between the character and the opponent when the move hits.
Lee	⇒କହ ୧ଜ ୦ନ୍ତୁ C∰ Time with enemy punch ⇔®	-Changed the damage from 20 to 17Changed the opponent's behavior when the move lands as a counter hitChanged the damage from 13 to 15Decreased the distance between the character and the opponent when the move hitsShortened the recovery time after the move misses by 5 framesEnabled the move to cause a wall bound if it hits.
Lee Lee Lee	⇒ 등 문 2 명 수 문 수 문 Ime with enemy punch ← 행 문 upon successful party	-Changed the damage from 20 to 17Changed the opponent's behavior when the move lands as a counter hitChanged the damage from 13 to 15Decreased the distance between the character and the opponent when the move hitsShortened the recovery time after the move misses by 5 framesEnabled the move to cause a wall bound if it hitsChanged the move to send the opponent spinning when it hits them midair.
Lee	⇒କହ ୧ଜ ୦ନ୍ତୁ C∰ Time with enemy punch ⇔®	-Changed the damage from 20 to 17Changed the opponent's behavior when the move lands as a counter hitChanged the damage from 13 to 15Decreased the distance between the character and the opponent when the move hitsShortened the recovery time after the move misses by 5 framesEnabled the move to cause a wall bound if it hits.
Lee Lee Lee Eddy	⇔ + 용	-Changed the damage from 20 to 17Changed the opponent's behavior when the move lands as a counter hitChanged the damage from 13 to 15Decreased the distance between the character and the opponent when the move hitsShortened the recovery time after the move misses by 5 framesEnabled the move to cause a wall bound if it hitsChanged the move to send the opponent spinning when it hits them midair.
Lee Lee Eddy Eddy	ୁକହୁ ଜୁହୁ ୁକୁ Time with enemy punch ⇔ଛୁ ହୁ upon successful parry ରଷ କୁ	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters.
Lee Lee Eddy Eddy Miguel	ୁକ୍ଳ ୧ଜ ଜୁ ଜୁ Time with enemy punch ⇔ ଜୁ upon successful parry କ୍ଷ ୧୫ ୦୦୦ଜନ୍ଥ	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack.
Lee	⇒ 응일 21월 수월 수월 Time with enemy punch ←행 월 upon successful parry 유럽 → → → 하월 During Rage 21월 During Savage Stance 8% During Savage Stance 2%	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit.
Lee Lee Eddy Eddy Miguel Miguel Miguel	⇒ জু	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively.
Lee Lee Eddy Eddy Miguel Miguel Miguel Geese	⇒ 응일 21월 수월 수월 Time with enemy punch ←행 월 upon successful parry 유럽 → → → 하월 During Rage 21월 During Savage Stance 8% During Savage Stance 2%	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage on the tenth hit from 25 to 20.
Lee Lee Eddy Eddy Miguel Miguel Geese	⇒ 응용 2 응용 - 응용 - · · · · · · · · · · · · · · · · · · ·	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if t hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 15.
Lee Lee Eddy Eddy Miguel Miguel Geese Geese	⇒ 응일 같일 수입 Time with enemy punch 수없 은 upon successful parry 응입 만 upon successful parry 응답 은 upon successful parry 우 한 아파다명 Savage Stance 영양 During Rage 상용 During Savage Stance 양양 During Rage 상용 가 오너희 during 태도 영웅 관광 관광 등 일 during 태도 영웅 관광 문화 등 일 during 태도 영웅 관광 문화 등 입 during 태도 영웅 관광 문화 등 입 during 태도 영웅 관광 문화 등 입 during hit 영웅 관광 등 일 during	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 25. Changed the damage from 20 to 15. Changed the frame advantage when blocked from -7 frames to -12 frames.
Lee Lee Eddy Eddy Miguel Miguel Geese Geese	⇒ 응일 2월 2월 수월 1778 with enemy punch ←행 월 upon successful parry 응행 4월 수학 수행 수학 5월 0000000000000000000000000000000000	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if t hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 15.
Lee Lee Eddy Eddy Miguel Miguel Geese Geese	⇒ 응일 같일 수입 Time with enemy punch 수없 은 upon successful parry 응입 만 upon successful parry 응답 은 upon successful parry 우 한 아파다명 Savage Stance 영양 During Rage 상용 During Savage Stance 양양 During Rage 상용 가 오너희 during 태도 영웅 관광 관광 등 일 during 태도 영웅 관광 문화 등 일 during 태도 영웅 관광 문화 등 입 during 태도 영웅 관광 문화 등 입 during 태도 영웅 관광 문화 등 입 during hit 영웅 관광 등 일 during	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Shortened the recovery time after the move misses by 5 frames. Changed the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Changed opponent's behavior on the second hit. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the damage from 20 to 15. Changed the frame advantage when blocked from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move is blocked.
Lee Lee Eddy Eddy Miguel Miguel Geese Geese Geese Geese Geese	→ 응일 2월 2월 수월 수월 1170e with enemy punch 수행 29 upon successful parry 5% 5% upon successful parry 5% 5% 0 5%	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed the damage from 20 to 23. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the damage from 20 to 15. Changed the damage from 20 to 15. Changed the distance tween the character and the opponent when the move is blocked. Changed the frame advantage upon hit from +4 frames to +11 frames.
Lee Lee Eddy Eddy Miguel Miguel Geese Geese Geese Geese Geese	⇒ জু	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the damage from 20 to 15. Changed the frame advantage when blocked from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the move is blocked. Changed the move is blocked. Changed the move is tracking.
Lee Lee Lee Eddy Eddy Miguel Miguel Geese Geese Geese Geese Anna Anna Anna	⇒କହ ୧ଜ ୧ ଅ Time with enemy punch ୦୦୦ ହ upon successful parry ୨୦୦ ୨୦୦ ୨୦୦ ୨୦୦ During Rage ୬୦୦ During Rage ୬୦୦ During Rage ୬୦୦ During Rage ୨୦୦ During Rage ୨୦୦ During Rage ୨୦୦ ୦୦୦ During Rage ୨୦୦ ୦୦୦ During Rage ୨୦୦ ୦୦୦ ୦୦୦ ୦୦୦ ୦୦୦ ୦୦୦ ୦୦୦ ୦୦୦ ୦୦୦ ୦୦୦	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if t hits. Changed the move to cause a wall bound if t hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the damage from 20 to 15. Changed the frame advantage upon hit from -7 frames to -12 frames. Obecreased the distance between the character and the opponent when the move is blocked. Changed the frame advantage upon hit from +4 frames to +1 frames.
Lee Lee Lee Led Led Led Led Led Led Led	⇒ ন্থ	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed the range of the attack. Changed the damage from 20 to 23. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the damage from 20 to 15. Changed the frame advantage when blocked from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the frame advantage upon hit from +4 frames to +1 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the frame advantage upon hit from +4 frames to +1 frames.
Lee Lee Lee Eddy Eddy Miguel Miguel Geese Geese Geese Geese Anna Anna Anna Anna Anna Anna Anna Ann	⇒କହ ମଳ ମଳ କଳ ମଳ କଳ କଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ତୁ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ ଦଳ	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed the range of the attack. Changed the move to to 20 to 23. Changed the damage from 20 to 23. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the frame advantage when blocked from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the frame advantage upon hit frames to +1 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the damage from 14 to 17. Changed the damage from 14 to 17.
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Lee Lee Lee Lee Led Lee Led Led Led Led	>>® 2% 2% 2% 2% C 2% C 2% 2% 2% 2% 2% 2% 2% 2% 2% 2%	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Changed the range of the attack. Changed the range of the attack. Changed the range of the attack. Changed the move to send the opponent blt. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the frame advantage when blocked from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the damage from 14 to 17. Changed the damage from 14 to 17. Changed the distance between the character and the opponent when the move hits. Changed the distance between the character and the opponent when the move hits. Decreased the distance between the character and the opponent when the move hits. Changed the damage from 14 to 17. Changed the distance between the character and the opponent when the move hits. 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 hits. 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 hits. 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 hits. 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 hits.
Lee Lee Lee Lee Led Lee Led Led Led Led	⇒ € ⇒ € 2 % 2 % - (%) -	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Changed the range of the attack. Changed the range of the attack. Changed the range of the attack. Changed the move to send the opponent blt. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 23. Changed the frame advantage when blocked from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the damage from 14 to 15. 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 hits. Changed the damage from 14 to 17. Changed the distance between the character and the opponent when the move hits. 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 hits. 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 hits. 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 hits. 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 hits. Decreased the distance between the character and the opponent when the move hits. Decreased the distance between the character and the opponent when t
Lee Lee Lee Lee Led Led Led Led Led Led	>>® 2% 2% 2% 2% C 2% C 2% 2% 2% 2% 2% 2% 2% 2% 2% 2%	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed the range of the attack. Changed the damage from 20 to 23. Changed the damage from 20 to 23. Changed the damage from 20 to 24. Changed the damage from 20 to 15. Changed the frame advantage when blocked from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move is blocked. Changed the frame advantage upon hit from +4 frames to +11 frames. Decreased the distance between the character and the opponent when the move hits. Changed the damage from 14 to 17. Changed the distance between the character and the opponent when the move hits. 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 hits. 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 hits. 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 hits. 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 hits. 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
Lee Lee Lee Led Lee Led Led Led Led Led	→ 응 ··························	Changed the damage from 20 to 17. Changed the opponent's behavior when the move lands as a counter hit. Changed the damage from 13 to 15. Decreased the distance between the character and the opponent when the move hits. Shortened the recovery time after the move misses by 5 frames. Enabled the move to cause a wall bound if it hits. Changed the move to cause a wall bound if it hits. Changed the move to send the opponent spinning when it hits them midair. Fixed an issue in which the move's properties differed from other characters. Increased the range of the attack. Changed opponent's behavior on the second hit. Can now hit consecutively. Changed the damage from 20 to 23. Changed the damage from 20 to 15. Changed the frame advantage upon hit from -7 frames to -12 frames. Decreased the distance between the character and the opponent when the move hits. Changed the damage from 14 to 17. Changed the damage from 14 to 17. Changed the distance between the character and the opponent when the move hits. 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 hits. 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 hits. 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 hits. 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 hits. Decreased the distance between the character and the opponent when the first hit is blocked. Changed the damage on the second hit from 12 to 15.