

Original Link: http://www.ggxrd.com/rev/gginfo_july.pdf

Sin:

2S: Lowered damage from 32 to 27.

6HS: Lowered damage from 42 to 38.

2D: Added base proration 90%

J6HS: Lowered damage from 44 to 36

Hungry motion: Unable to purple RC it anymore.

Every special move: Lowered meter gain from 150 to 100 except for Jump move and 236HS follow up.

BeakDriver: Lowered 1st hit damage from 46 to 36, added 10F recovery time. Charged version damage went from 76 to 66.

BeakDriver(Air): Lowered damage from 50 to 40.

ElkHunt: Base proration changed from 90% to 85%, added 2F recovery. (aka it's not plus frames on block anymore)

Meat: Gains 1000 calory meter back on frame 25, full gain on frame 43. (Slower timing of gain calory)

RTL: Unable to change direction if it whiffs.

Elphelt:

Air Throw: Causes lower bounce on hit

Berry Pine(Bomb): Bigger hurtbox

Berry Pine(Self-Explode): Able to block, causes higher bounce, proration goes from 50 -> 80

Stance Roll: Invincible frame against attack changed from 16F to 10F

Close S: Bigger vertical hurtbox

Far S: Bigger horizontal hurtbox

2S: Bigger vertical hurtbox

2HS: Bigger vertical hurtbox before it becomes low-profile

6HS: Bigger horizontal hurtbox

JS: Added Base proration of 85%

Sniper: Nerfed meter increase. Normal reload: 150 to 50, Perfect reload: 200 to 100, Shot itself: 400 to 200.

Shotgun: Nerfed meter increase. Reload: 100 to 50, shot: 200 to 100.

Shotgun stance S move: Attack level lowered from 3 to 2. Bigger hurtbox.

Bridal Express(OTG): Attack level lowered from 4 to 3

Bridal Express(Air): Added 4 more frames of landing recovery so it changed from 3F to 7F

Vertical down motion: Bigger hurtbox

Johnny

Guts: Lowered from 4 to 3

Forward step: Meter gain goes down from 30 to 15

6P: Increase 3F recovery

6K: Attack level changed from 3 to 2
Far S: Bigger horizontal hurtbox
2S: Increased 5F recovery, bigger hurtbox
HS: Damage changed from 42 to 38, bigger hurtbox
2HS: Damage changed from 48 to 42, bigger hurtbox
6HS: Damage changed from 65 to 52, bigger hurtbox
2D: Damage buff on 1st hit, 25 to 30. 2nd hit damage lowered from 25 to 20
JS: Bigger hurtbox
JD: Lowered damage from 44 to 36
MF Stance: no meter gain for canceling into stance
MF: Meter gain changed to Lv1: 100 Lv2: 150 Lv3: 200
Upper MF: Damage increase from 29 to 30
Lv3 MF: Damage nerf from 70 to 60, air version 60 to 55
Bacchus Sigh: UB property is gone, MF now triggers stagger motion instead of UB. Base proration changed from 70% to 60%. Fixed glitch.

Jack-O

Far S: Increased recovery from 16 to 20, bigger hurtbox
2S: increase recovery from 18 to 22
Ghost setup: when Ghost got destroyed there will be a cool-down time to set another ghost. Auto meter increase changed from 5 to 3. Unable to gain meter during super animation (when time freezes)
Servant: Bigger hurtbox.
Ghost pickup: Attack level changed from 4 to 2.

May

Crouching hitbox: Slightly enlarged vertically.
6H: If the button is held for a certain amount of time, max hold version comes out automatically (apparently full charge version needs less time now).
J.H,J.D: Damage increased from 35 to 38
S dolphin hoop: Wall stick from hit following dolphin ride reduced by 4 frames, but startup reduced to match other buttons.

Sol

Crouching hitbox: Enlarged vertically.
Standing hitbox: Enlarged vs both lows and overheads.
Face up knockdown, falling down hitboxes: Both enlarged.
6H: Fixed a bug when being hit during 6h did not cause counter state.
Air Grab: Dropping down after air grab has been delayed by 4 frames.

Leo

Standing guard: Hitbox slightly enlarged from above.

Faust

Up facing knockdown: Hitbox enlarged towards the bottom.

Going my Way: Damage increased from 12 to 14.

Minimum jump time: (to be able to follow up with action): Reduced from 18 to 16 frames.

Just a Taste (pogo tongue): untechable time increased from 28 to 32 frames.

Growing Flower: Max charge version untechable time increased from 54 to 60 frames.

See? I'm a flower!: Normal version untechable time increased from 28 to 32 frames, max charge version untechable time increased from 40 to 46 frames, with higher float.

Ky

Knockdown hitboxes: Enlarged.

3h: Cancel window increased by 4f.

J.s: Hitbox enlarged towards the bottom.

Split ciel: Stagger time increased by 2F.

Axl

Sparrowhawk Stance: Unable to cancel attack after the 6th hit.

Potemkin

Crouching State: Hitbox made smaller towards the bottom.

Ground Throw: Bounce added to allow follow up after Red Roman Cancel.