

Original Link: [http://www.ggxrd.com/rev/gginfo\\_july.pdf](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.