Original Link: http://www.qqxrd.com/rev/qqinfo_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 ->

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

Close S: Bigger vertical hurtbox Far S: Bigger horizontal hurtbox

2S: Blgger 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 rom 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 form 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.

AxI

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.