

- Doll has overall less life but also recharges faster
- + 5B attack level up: 5B 5C is now tight even on IB
- + 5C > 6B gatling added
- + 5B > 3C gatling added
- + CT is much faster: 3C > uncharged CT combos
- + Anima can now catch airborne opponents
- + 2C is jump cancellable on block and hit. 2C, sj.A, stuff is a combo. Corner 2C, CT still works even without wall bounce
- + j.C has more untech time
- + j.B increased attack level
- + 4D has super armor
- + 4D is a fatal counter
- + SMP removed, penalty is much more lenient and doesn't affect hitstun [universal system change]
- + 6D slide on ground hit removed. Still slides on air hit.
- + 3D attack level up
- + Brio has more wallstick time [unconfirmed]
- + Cantabile is much faster now, further range 5C > cantabile is more consistent
- + OD Super gives hard KD again
- + 5A jump cancellable on block
- Mashing 2B won't give 2B > 6B anymore
- new 2D: Ada does 4 punches, all mids. Completely tight even on IB. Seems to pick up OTG opponents easily
- 46D removed
- new 4D: Tenerezza is now the new 4D
- new 6C: hopping overhead. High 20s frame startup. Special cancellable. Ground bounces on air hit. Carl can't link normals on this 6C unlike previous games. Unsafe on block.
- 2C no longer wallbounces
- Fuoco wallbounces if most the hits hit the opponent
- Allegretto does not wallbounce
- 5C attack level decreased
- Tenerezza does 1 hit only
- j.C 5A pickup is supposedly harder
- 5A 6A doesn't work as consistently
- 3C doesn't float as much, 3C > fermata no longer works
- Volante makes a buzzing sound the entire time it's out. Think of the buzzing sound that George makes
- 6B has slower startup, 5B > 6B doesn't combo at higher prorations

- A Vivace no longer goes through bursts