

Moving to a new URL because twitter banned the link to these notes ->

<https://docs.google.com/document/d/1vL1bSIS3gJDYgMxG3tUZ25L-FvAmBculpTB5H3BhC9o/edit?usp=sharing>

- o Changes that were mentioned and covered in S5.0 Patch notes
- o Changes that were mentioned that go into more detail
- o Changes that are not mentioned in the S5.0 Patch notes

Abigail

- + Pushbox height increased while knocked down by 3 squares (now standard height harder to corpse hop)
- + Health 1075-> 1100
- + Stun 1000 -> 1050
- + cr.HK roll Hitbox (not the leg Hitbox) JL 0 -> 2 (can now juggle)
- * j.MK given extra large cross up hit box that only hits his VS2
- + EX.Abi Punch first hit vacuums and has better hitbox on the initial connect
- + EX.Nitro Charge Hitbox raised 2 squares
- + EX.Nitro charge Hitbox JI lowered to (now juggles with each step)
- * EX. Nitro charge knockdown, fall speed, knockback has been removed, reduced, and increased to accommodate the juggle
- EX.Nitro Charge Damage reduced by 10 for each hit
- EX.Nitro Charge Stun decreased by 20 for each hit
- CA now generates 0 -> 1/6 of an ex bar for the blocker
- * V-Reversal recovers 2 frames faster on block (same advantage)
- + VT2 lv2 (HP+HK) charges faster by 1 frame
- VT2 lv2 (HP+HK) charge 200->170 damage

Akuma

- st.LP/cr.LP/cr.LK rapid cancel no longer throw OSes
- cr.MP +0.5 squares of pushback (now farther on guard than on hit)
- cr.MK Hurtbox increased Horizontally by 2 squares and no longer pulls back (significantly weaker to whiff punishes)
- st.HP foot Hurtbox increased Horizontally (weaker to low whiff punishes)
- f.HP Strike Hurtbox added 3 squares below him during the hop (Massively weaker to standing punch height buttons)
- f.HP pushback reduced by 1.6 squares on block
- + st.HP TC reduced JI 4->3 (more can continue a juggle combo after it)
- Forward Throw adv reduced by 3 frames
- ? M.FB 'recovery starts' added before it becomes an explosion, probably nothing
- L.Red Fireball Pushback on block reduced by 1 square
- All Grounded Tatsus EX meter gain for opponent increased by 1 per hit / block (300 = 1 EX Bar)
- All Air Tatsus EX meter gain for opponent increased by 4 per hit / block
- EX.Flip Hitbox range reduced by 0.5 squares Horizontally (worse in neutral?)
- EX.Flip Hitbox range reduced below him by 1 square (possibly no longer hits standing, definitely not crouching)
- EX.Flip Hurtbox below him extended Horizontally by 2 squares (significantly weaker to standing AAs)
- EX.Flip->Slide EX meter gain for opponent increased by 3 per hit / block
- V-Reversal adv reduced by 8 frames (on hit)
- ? V-Reversal leaves the opponent 0.5 squares closer on hit (also looks like not as far either)
- VT1 no longer cancels on whiff with any type of fireball
- +/- VT1 DP no longer grants 4x meter on the first hit, grants slightly more meter for hitting with a piece of it
- + VT1 DP downward strike now grants meter (overall less on first hit, 2x if hitting with a piece of it)
- + VT2 EX.Flip -> Slide auto correct window longer by 1 frame
- + VT2 VS1->P now cancels into VT2 specials

Alex

- + Health 1025->1050
- + Stun 1050->1075
- + st.MK start up 8->7f
- + cr.MP start up 8->7f
- + cr.MK extended Hurtbox reduced Horizontally by 4 squares (Massively harder to interrupt with lights and mediums)
- + Lariat +7->+8 advantage on hit
- H.Chop 100->90 damage
- H.Chop block stun reduced by 2f (-4 -> -6 on block)
- + New block stun reintroduces 'Yami Drop' ability to perform backdrop from a blocked Heavy Chop
- H.Chop->Command grab (backturned command grab) -20 damage (regular and EX)
- H.Chop->Command grab -50 stun (regular and EX)
- + MK.Elbow 19f->18f start up
- CA now grants Meter on block for the defender 0->50
- + VS1 30->50 V-Gauge (300 = 1 bar)
- + VS1 52->50f recovery
- + VT1 HP+HK will always force Alex to cross up, and push the opponent behind him (possibly better angle on corner combos)

Birdie

- + **Health 1025->1050**
- **Hurtbox no longer shrinks to 'normal character size' during prejump frames**
- st.MP Hurtbox now takes 6f longer to pull back (Massively weaker to whiff punishes of all height levels)
- st.MP recovery on whiff increased by 4f (Significantly weaker to whiff punishes of all height levels)
- **cr.MP can no longer AA cross ups**
- st.HP extended Hurtbox now lingers 6f -> 16f after active frames (Massively weaker to whiff punishes faster than 16f)
- **cr.HP 150->120 stun**
- **f.HK (overhead) reduced block stun by 1f (-6->-7 on block)**
- **Regular/VT1 L/M/H.Bullhead no longer cause counterhit pushback OS**
- * **Regular EX.Bullhead appears to still cause counterhit pushback OS**
- **Regular/VT1 BullHorn reelback duration slowed down by 5f (less evasive to beating frametraps)**
- **Regular BullHorn no longer projectile invincible on frame 3, now projectile invincible on frame 6**
- **VT1 BullHorn block stun reduced by 6f (-12 -> -18 on block)**
- **VT1 BullHorn is now grounded 6f faster to accommodate the greater advantage on block**
- **Regular/VT1 L/M/H.Bullhead 200->150 stun**
- **Regular/VT1 EX.Bullhead 250->200 stun**
- **M/H/EX.Command grab stun reduced by 20**
- + **M.Hanging Chain recovery reduced by 10f if combo Hitbox, and 7f if 'projectile' Hitbox (unsure if this changes adv)**
- + **H.Hanging Chain reduced recovery by 5f (+ 5 adv)**
- **CA EX Meter build gives the opponent 0->50 on block (300 = 1 bar)**
- **V-Reversal block stun increased, no change to adv (easier to react to blocking v-reversal)**

Blanka

- + **Health 1000->1025**
- + **Stun 1000->1050**
- + **Pushbox height increased while knocked down by 3 squares (now standard height harder to corpse hop)**
- + **BackRise and Quick Rise now properly push opponent farther away**
- + **f.MP overhead block stun reduced by 1 frame (-6->-7)**
- + **Forward hop 30 -> 28f recovery**
- + **Back Hop 31 -> 29f recovery**
- + **M.Blanka Ball speed increased (effective range increased by 4 squares)**
- + **EX.Blanka Ball adv -21f-> -18f on block**
- + **EX.Up Ball can now hit cross up**
- +/- **V-Skill-> K (jump) less floaty at the end, now falls at same speed as ascent**
- + **V-Skill-> K (jump) pushbox raised (easier to cross up)**
- **V-Reversal startup 16f->17f (now standard knockdown v-reversal start up)**
- + **VT1 Blanka Ball speed increased (range increased by 5 squares)**
- + **VT1 Blanka Ball bounces back 8 more squares farther back on block**
- + **VT1 Blanka Ball adv increased on block -36-> -18 on block**
- + **VT1 Rainbow Roll Juggle Limit 2->3 (picks up juggle combo from more moves)**
- + **VT1 Electricity 13f->12f start up**

Boxer

- + **Health 1000->1025**
- + **Stun 1000->1050**
- + **Forward Dash recovers 1 square closer to the opponent**
- + **st.LP Hitbox range increased by 0.1 squares**
- **cr.LP can no longer throw tech OS**
- + **st.HK VT2 Cancel buffer window increased by 7 frames before the active frame (will read your input before it connects now)**
- ? **st.HK unclear, but may cancel into VT1 & VT2 on whiff?**
- + **st.LK->st.MK TC can now cancel into VT2 command grab**
- + **cr.MK->MK TC can now cancel into VT2 command grab**
- * **All Dash Punches I don't see any changes to charge time requirements**
- + **EX.Straight cancels into VT1 versions have higher priority than EX versions on block**
- + **EX.Screw Smash can now cancel into VT2 activation**
- **VS1->overhead block stun reduced by 1 frame (-6 -> -7)**
- + **VT2 command grab range increased by 2 squares**
- + **VT2 command grab adv increased by 4 frames**

Cammy

- + **Health 900->925**
- + **Stun 900->925**
- + Knockdown Pushbox height increased (harder to corpse hop)
- **st.LP/cr.LP/cr.LK can no longer use throw tech OS**
- + f.HK (Knee Bullet) 1st hit now causes a free Juggle state
- + f.HK 1st hit causes reduced fall speed and knockback to allow for better juggle
- f.HK 2nd hit increased knockback by 2 squares to limit juggle follow ups
- + f.HK 1st hit Juggle Increase Reduced 1->0 (more can juggle after this move)
- f.HK 2nd hit Juggle Increase 1->4 (less can juggle after this move)
- f.HK can no longer hit cross up opponents (discourages using as an AA)
- f.HK Hitbox height reduced by 2.5 squares (discourages using new juggle in unintended ways or as an AA)
- b.MP->st.HK TC no longer a free juggle state
- + **b.MP ->st.HK TC now V-Trigger Activation cancellable**
- + **b.MP->st.HK TC VT2 Activation and VT2 Specials (HP+HK) given same cancel window as EX.Hooligan (earlier in the launch)**
- + **b.MP->st.HK->EX.Hooligan->Divekick Juggle Limit 0 -> 1 (can now continue a juggle combo)**
- + **Air Throw recovery adv increased by +13f**
- + L/M/H.Spiral Arrow 1st hit Juggle Limit 1 -> 2 (picks up juggle from more moves)
- + **L.Spiral Arrow '2nd hit' (her foot hurtbox) Juggle Limit 0 -> 1 (can now continue a juggle combo)**
- + EX.Spiral Arrow 1st hit Juggle Limit 1->2 (picks up juggle from more moves)
- + EX.Spiral Arrow 2nd hit Juggle Limit 2->3 (picks up juggle from 1st hit)
- + L/M/H.DP Hitboxes Juggle Limit 1 -> 2 (picks up juggle from more moves)
- **CA EX Meter build for opponent 0->50 on block**
- **VS1 no longer 'reels back' on frame 1, now reels back on frame 4 (less evasive)**
- + **VT2 Overhead 2nd hit is now an overhead again**
- + **VT2 Overhead 1st hit block stun reduced by 2f (more can interrupt before 2nd hit?)**
- + **VT2 Overhead 2nd hit block stun increased by 5f (-7 -> -2 on block)**
- **VT2 Overhead 2nd hit stun reduced by 2f (+5 -> +3 on hit)**
- VT2 Overhead 1st hit air hit knockback increased
- + VT2 Overhead Juggle Increase 1 -> 0 (more moves can continue a juggle after this move)
- ? VT2 Overhead 1st & 2nd hit knockback increased on air hit

Chun Li

- + **Health 950->975**
- + **Stun 950->1000**
- + Forward Dash moves the opponent forward 0.1 squares more forward
- **Forward Throw adv reduced by 2f**
- +/- Forward Throw distance traveled reduced by 4-5 squares
- **Regular/VT1 st.LP/cr.LP/cr.LK can no longer throw tech OS**
- Regular/VT1 cr.LP pushback on hit 0.8 squares
- + Regular/VT1 cr.LP pushbox reduced horizontally by 2 squares (overall pushback reduced by 1.2 squares if point blank)
- Regular/VT1 cr.LP pushback on block increased by 0.6 squares (hit and block now have same pushback)
- + Regular/VT1 cr.LP pushbox reduced horizontally by 2 squares (overall pushback reduced by 1.4 squares if point blank)
- Regular/VT1 cr.LK pushback on hit increased by 0.2 squares
- + Regular/VT1 cr.LK pushbox reduced horizontally by 2 squares (overall pushback reduced by 1.8 squares if point blank)
- Regular/VT1 cr.LK pushback on block increased by 0.3 squares (hit and block now have same pushback)
- + Regular/VT1 cr.LK pushbox reduced horizontally by 2 squares (overall pushback reduced by 1.7 squares if point blank)
- + st.MP pushback on block reduced by 1 square (now same pushback on hit and block)
- + Regular/VT1 st.MK Hurtbox reduced horizontally by 2 squares on first 2 frames of startup (no longer thicker than standing)
- + cr.MK +2 hitstun (+2 more adv)
- + cr.MK Range increased by 0.1 squares
- + **Regular/VT1 st.HP block stun increased by 1f (1 more adv on block)**
- Regular/VT1 st.HP increased pushback by 1 square (1 less square than on hit)
- **st.HP extended foot Hurtbox lingers longer on recovery (lingers 7f -> 15f, Massively weaker to low whiff punishes)**
- + j.MP Juggle Start 4->3 (more moves can pick up a juggle from this starter)
- + Regular/VT1 j.MPxxL.AirLegs hitstun decreased by 1f (less knockback?)
- + j.d.MK (stomps) can now cancel into any type of Air legs from the 'pop up' of the stomp landing
- st.MP xx L.Legs Last Hit knockback increased by 1 square on hit
- + L/M/H.Legs cancel windows forcibly land all kicks of the sequence (also easier to confirm from extended buffer window)
- + **H.Legs now pop up the opponent on grounded hit**
- + H.Legs knockback reduced by 2 squares and cause 7f less hitstun
- + **VS1 active frames 4f->6f**

Claw

- + **Health 1000->1025**
- + **Stun 950->975**
- + Knockdown Pushbox height increased (harder to corpse hop)
- Crouching Hurtbox height increased by 1.5 squares to standard height (significantly easier to cross up without whiffing)
- **st.LP/cr.LK can no longer throw tech OS**
- + **Claw.st.LP hitstun increased by 2f (+2 more adv)**
- + Claw.st.MP range increased by 1 square
- + Claw.f.HP range increased by 0.7 squares
- + cr.HK Juggle Limit 1->2 (can pick up juggles from more moves)
- + **f.MK (overhead) now throw invincible frame 13 until frame 20**
- **f.MK (overhead) block stun reduced by 1 frame (-1 less adv on block)**
- M.ASE Juggle Increase 1->2 (less can juggle after this move in a juggle combo)
- **EX.ASE Juggle Start 0->1 (no longer a free juggle state on hit)**
- H.Roll Juggle Start 1->2 (less can juggle after this move starts a juggle)
- + **EX.Barcelona (walldive air grab) Hitbox added to improve Hitbox for opponents crossed up from vega's dive**
- ? **EX.Barcelona knockback on air hit changed (unclear)**
- + **EX.Barcelona Attack 1st hit (walldive slash) new Hitbox added above the old one (possibly combo stability)**
- + **EX.Barcelona Attack final hit (Hitbox height increased to cover Claw's Hurtbox (combo stability? Prevent jumping out of raw dive??)**
- + **CA now tracks whether to hit the player 3f earlier in the start up (better comboability in the corner)**
- **CA EX build 0->50 on block for the opponent**
- + **VT1 Air now cancels from L/M/H.Roll & L/M/H/EX.ASE**
- + VT1 Air recovery reduced by 3f (+3 more adv on hit and block)
- + **VT1 Air Pushbox extended downward 4 squares while in a combo (better combo stability)**
- VT1 Air no longer causes free juggle state when hitting an airborne opponent
- + **VT2 Kick start up reduced by 1 frame (18f->17f start up)**
- + VT2 Kick range increased by 1 square

Cody

- + **Health 1000->1025**
- + **Stun 1000->1050**
- **Regular/VT1 st.LP/cr.LP/cr.LK can no longer Throw tech OS**
- + **st.MK startup 8f->7f**
- + **st.HP startup 7f->6f**
- + **cr.HP now has a crush counter**
- + cr.HK reduced recovery by 4f (+4 more adv on hit, same adv on block, whiffs faster)
- + **Regular/VT2 f.HP Overhead adv increased by 1f (0->+1 on hit)**
- + **L/M/H/EX.FB can now cancel into VT1 Knife Reload even on whiff**
- +/- M.Ruffian slowed initial movement to accommodate 5th active frame
- + **M.Ruffian block stun increased by +2 frames (-10 -> -8 on block for first Hitbox)**
- + M.Ruffian reduced recovery by 1f (meaty hit with last active frame now -4 on block)
- + M.Ruffian increased hitstun by 1f (+1 adv, pushes farther away)
- * **M. Ruffian No sign of reducing the knockback on hit**
- + **H.Ruffian increased blockstun by 2f**
- + j.MK extended Hurtbox height raised by 2 squares (significantly harder to AA with lights)
- + j.MK extended Hurtbox behind him reduced Horizontally by 3 squares (significantly harder to AA as a cross up)
- + **VS1 recovery reduced by 11f (-29 -> -18 on block, +11 adv on hit)**
- **V-Reversal recovery increased by 10f, hit stun reduced by 2f (looks like -12 adv???)**
- + **VT1 st.LP hitstun increased by 1f (+5->+6 on hit)**
- + **VT1 st.MP startup 11f->8f**
- + **VT1 cr.MP startup 8f->6f**
- **VT1 st.HP hitstun increased by 1f (+8->+7 on hit)**
- + VT1 cr.HP Later active frames now also special cancellable (not just first Hitbox)
- + VT1 cr.HP extended Hurtbox height reduced by 1.5 squares (significantly stronger AA)
- + VT1 cr.HP extended Hurtbox shorter by 1.5 squares until after active frames (harder to stuff w/ crouching mediums, any crush counter buttons until recovery frames)
- + **VT1 cr.HP extended Hurtbox lingers 1 frame less long (slightly stronger against whiff punishes of all levels)**
- + VT1 j.MP range increased by 2 squares (significantly stronger Air to Air)
- + VT1 j.HP 'Knife Hitbox' extended horizontally by 1 square towards Cody (Miss spaced jumps hit earlier)
- + VT1 j.HP 'Arm Hitbox' lowered by 2.5 squares (Miss spaced jumps hit earlier, less important to hit with the knife)
- + VT1 Knife Reload 600->300 V-Duration consumption (VT1 2000 Duration)

Dhalsim

- + **Health 925->950**
- cr.LP can no longer throw tech OS
- + st.MP hit recovery reduced by 2f on hit (+2f more adv on hit)
- + EX.FB (All versions) recovery reduced by 2f (+2f more adv)
- + EX.FB & VS2 FBs [multi hit FBs] (not CA) 1st & 2nd hit changed air knockback (looks like it carries farther?? unclear)
- + EX.FB & VS2 FBs [multi hit FBs] (not CA) 1st & 2nd hit increased hitstun adv on grounded hit (possibly for more combo hitstun?)
- + **VT2 Activation 1st Hitbox changed air knockback (looks like it carries farther?? Unclear, same as other multihit fireball changes)**
- + **VT2 Activation 1st Hitbox increased hitstun adv on grounded hit (possibly for more combo hitstun?, same as other multihit fireballs)**
- **CA meter now grants EX meter on block: Lv1/Lv2/Lv3.CA 0/0/0->46/46/46**
- + **VS1/VS2 now cancels from cr.MP/b.HP**
- + **VT2 (HP+HK) now cancels from j.LP/j.LK/j.MP/j.MK/j.HP/j.HK**

Dictator

- + **Knockdown Pushbox height increased (harder to corpse hop)**
- **cr.LP/cr.LK can no longer throw OS**
- st.HP range reduced by 1 square
- st.HP Hitbox downward Hitbox reduced by 2 squares (no longer reaches shoto low forwards or non-cancellable low forwards)
- df.HP (psycho axe) Proximity guard range reduced by 3 squares until recovery (range at which your character will be forced to standblock instead of walking backward)
- **df.HP recovery increased by 5f on whiff**
- df.HP Hurtbox extended behind Dictator 2.5 squares behind him (significantly weaker to cross ups on whiff)
- EX.Psycho Blast (all versions) no longer causes free juggle state when counter hitting
- V-Reversal block stun increased (adv the same, have more time to react to blocking the v-reversal)
- V-Reversal pushback reduced by 2 squares on block
- + Regular/VT1 L/M/H.Scissor Kicks 1st Hit knockback on hit reduced by 4.7 squares
- + VT2 Psycho Crusher Hurtbox reels back farther on start up

E Honda

- + **Health 1025->1050**
- + **Stun 1050->1075**
- f.HK knockback on hit increased by 2 squares
- + j.HP start up back steering 0.2 -> 0.3 squares per frame
- + j.HP start up front steering 0.3->0.4 squares per frame
- + j.HP active frames back steering 0.1->0.2 squares per frame
- + j.HP active frames front steering 0.2->0.3 squares per frame
- + **M/H/EX.Headbutt grounded Hitbox damage 120/120/140->140/160/160**
- + **M/H/EX.Headbutt airborne Hitbox damage 100/100/120-> 110/120/130**
- + L.Hands range increased by 1 square
- M.Hands pushback on block decreased by 1 square
- + L/M.Hands range increased by 1 additional square if hit/blocked
- + **VT1 HP+HK 1200->1000 V-Duration consumption (VT1 3000 duration)**

Ed

- + Health 1000->1025
- + Stun 1000->1050
- + Back Walk 0.32->0.34 squares per frame (same speed as Chun Li back walk)
- st.LP/st.LK/cr.LP/cr.LK can no longer throw OS
- + cr.LK pushback reduced on hit by 0.4 squares (now less pushback than on block)
- + cr.MK startup 8f->7f
- + st.HP extended Hurtbox no longer hangs out past his Hitbox (harder to whiff punish)
- st.HP extended Hurtbox lingers for 2f longer after active frames (slightly easier to whiff punish)
- + st.HP (held) 1st active frame given more Hitfreeze (HitFreeze introduced as a visual tell when he is able to get a grounded conversion)
- + Psycho Flicker forward movement increased by 2 squares (2 squares more range too)
- + Psycho Flicker now cancels into VT2
- Psycho Flicker (mash) EX Meter build 10->5 on whiff 28->25 on hit
- + PP 100->120 damage
- PP reelback reduced by 3 squares (significantly less evasive on startup)
- PP Throw Hurtbox corrected to be standing when Ed 'stands up' (vulnerable to standing only throws in this start up)
- + PP Juggle Limit 1->4 (this move can pick up more juggle combos)
- + PPP range increased on hit by 2 squares (harder for opponent to drop out when hitting an extended hurtbox)
- + PPP range increased an additional 1 square if performed as a cancel
- + KK range increased by 1 square
- + KK->P Juggle Increase 10->20 (nothing should be able to pick up this juggle combo after this move)
- + VT2 snatcher -> CA cancel Pushbox changed to not let opponent cross up, increased range on hit, raised hitbox (all to keep the opponent from falling out)
- CA EX meter build for opponent on block 10->50
- + VS1 air snatcher Juggle Limit 3->4 (can pick up more juggle combos)
- + VT1 blockstun increased by 1f (+1 more adv on block)
- + VT1 Juggle Limit 7->15 (can now pick up a juggle from nearly any juggle combo)
- + f.VT1 startup 13f->12f
- VT2 ground snatcher decreased hitstun (+7->+6 on hit)
- + VT2 ground snatcher increased blockstun (+2->+3 on block)
- + VS1/VT2 air snatcher autocorrect and hitbox corrected to make him face opponent
- + VS1/VT2 air snatcher Pushbox no longer allows the opponent to cross over Ed during the motion

Falke

- + Health 950->975
- + Stun 950->1000
- + st.LP hitstun increased by 1f (+4->+5 on hit)
- + st.MP knockback on block reduced by 1.5 squares (now less than on hit)
- + st.MK->st.HK->VS2 TC added
- + cr.MK pushback reduced by 1.5 squares on hit (now the same pushback as on block)
- + j.HK now cancels to Charge Shot Air on hit / block
- + j.HK now creates a juggle state on air hit
- + j.d.MK (stomp) pop up height reduced by 0.2 squares per frame on hit/block (don't pop up as high)
- + PP/PPP 1st hit active frames 2->3 (now has Hitbox during entire active part, instead of a pause between hit 1 and 2)
- * This extra active frame is applied to PP, cancel PP, and PPP, but not cancel PPP
- PP no longer upper body invincible during 1st AA active frame
- + PP cancel version range increased by 1.5 squares
- + Charge Shot Standing stick Hurtbox now projectile invincible
- + Charge Shot Standing/Air/Crouching charge time 60f->50f (sonic booms are 45f charge time/ dash punch 40f)
- + Regular/VT1 Charge Neutral Shot increased hitstun on airborne opponents by 2f
- + cr.MK/VS1 now cancels into CA
- + VT1 VS1 V-Duration consumption 1000->0 (VT1 is 3000 V-Duration)
- + VT2 activation range increased by 1 square
- + VT2 HP+HK jump attack forward steering 0.2->0.3 squares per frame
- + VT2 HP+HK grounded attack V-duration consumption changed from usage on cancel (no longer consumes from raw)

FANG

- + Health 950->975
- + Stun 950->1000
- st.LP Hitbox height lowered by 1 square (significantly worse AA)
- + st.MK AA Hitbox (2nd hit) now special cancellable
- + cr.MP Hitbox extended horizontally closer to FANG (harder to whiff against opponents point blank with FANG)
- + df.HP 1st hit is now special cancellable
- + j.MP now creates a juggle state on airborne hit
- + Fly now cancels from j.MP
- + M/H.Sotoja (dash punch) reduced recovery by 1f (+1 more adv on hit, same adv on block)
- + EX.Sotoja (dash punch) reduced recovery by 1f (+1 more adv on hit and block)

- CA EX meter build for opponent 0->50 on block (300 = 1 bar)

G

- + Stun 1000->1050
- + Knockdown Pushbox height increased (harder to corpse hop)
- + cr.MK hitstun increased by 1f (+1 more adv on hit)
- cr.MK knockback on hit increased by 1.5 squares
- cr.MK blockstun reduced 2f (-2 less adv on block)
- + cr.MK knockback on block increased by 0.7 squares
- cr.HP Hitbox reduced by 1 square behind him (weaker to AAing cross ups)
- + EX/lv3/VT1.FB can now cancel into taunt during projectile Hitbox (same cancel window of VS2)
- + EX/lv3/VT1/VT2.FB 1st & 2nd hit pushback on block increased by 1.5 squares
- + EX/lv3.Under xx VT2 Explosion cancel window extended 8 frames (easier to confirm or frame trap?)
- + CA reduced meter gain for opponent on block by 3 (300 = 1 bar)
- + VT2 Command grab damage 250->200
- + VT2 Command Grab 1500->1200 V-Duration (VT2 is 3000 V-Duration)
- * Don't see the consumption for on hit
- VT2 Command Grab adv reduced by 2f
- + VT2 Explosion Pushbox height raised (harder for the opponent drop out during corner combos on startup)

Guile

- + Health 950->975
- + Stun 950->975
- st.LP/cr.LP/cr.LK/L.Sonic Boom/L.FlashKick can no longer throw tech OS
- + cr.MK hitstun increased by 1f (+1->+2 on hit)
- f.MP & TC f.MP (overhead) blockstun reduced (-6 -> -7 on block)
- + H.Flash Kick 1st AA Hitbox range increased by 0.5 squares
- + CA Hitbox range increased by 1 square
- + Regular/VT1 CA Hitbox height extended upwards 2 squares (maybe to catch flash kick launches?)
- Regular/VT1 CA EX Meter build for opponent 0->50 on block (300 = 1 EX bar)

Ibuki

- cr.LP/cr.LK can no longer throw tech OS
- st.LP->st.MP->st.HP recovery duration increased by 4f (-5 -> -9 on block)
- + j.HK strike only Hurtbox below Ibuki raised by 1.5 squares (slightly stronger against light AAs)
- Back Throw adv reduced by 5f (-5 less adv)
- EX.Air Kunai reduced adv on hit by 4f (-4 less adv on hit)
- EX.Air Kunai reduced adv on block by 2f (-2 less adv on block)
- ? EX.Air Kunai no longer causes more Hitfreeze on block than it does on hit
- Kunai Release (Ground) no longer special cancellable if Ibuki only has 1 Kunai
- Kunai Release (Ground) can no longer OS cancel into a special move on block and VTrigger activation on hit (still works upclose?)
- +/- CA Pushbox pushed back 4-5 squares (harder to cross ibuki up during active frames, leaves ibuki point blank on block)
- CA EX Meter Build for opponent 0->50 on block (300 = 1 EX bar)
- + VS1 reelback delayed from frame 2->5 (less evasive, both lv 1 & lv 2)
- + VT1 explosion now creates a free juggle state
- VT2 (Horizontal) blockstun increased by 2f (-2 -> -4 on block)
- VT2 (Horizontal) on its way back to Ibuki Juggle Start 1->4 on air hit, now the same as on its way away from Ibuki (less moves can pick up a juggle combo this move starts)

Juri

- + Health 950->975
- + Stun 950->1000
- st.LP/cr.LP/cr.LK can no longer throw tech OS
- f.MK (overhead) airborne status changed to throw invincibility (no longer flips out when interrupted)
- f.MK (overhead) blockstun reduced by 1 (-6->-7 on block)
- + L/M/H.Fuha reduced buffer for cancelling into other strengths of Fuha
- + M.Fuha knockback on hit reduced by 0.3 squares
- + M.DP range on grounded Hitbox increased by 1 square
- + M.DP now has a 3rd Hitbox as Juri leaves the ground
- + H.DP range on grounded Hitbox increased by 1.5 squares
- CA EX Meter build for opponent 0->50 on block (300 = 1 EX bar)
- ? V-Reversal doesn't look like recovery has changed, unsure what this means for adv of v-reversal
- + VT2 V-Duration 750->759 (1 is assumed to be 1 frame)
- + VT2 Strike Hitbox range increased by 1 square (as opposed to the 'wind pull Hitbox', so opponent won't fall out)
- + VT2 Drain Hitbox range increased by 2 squares

Kage

Karin

Ken

- + Health 1000->1025
- + Stun 1000->1050
- st.LP/cr.LP/cr.LK can no longer throw tech OS
- + cr.MP pushback on hit reduced by 0.6 squares (still more pushback on hit than on block)
- + cr.MK hitstun increased by 2f (+2 more adv on hit)
- st.HP can no longer counter hit pushback OS
- + cr.HP throw Hurtbox no longer thicker on recovery
- + b.MP range increased by 0.5 squares
- + f.HK/b.MK (held) (overheads) block stun reduced by 1f (-6 -> -7 on block)
- + EX.DP no longer cancels into VT2 during the '2nd shoryu'
- + CA EX meter build for opponent 0->50 on block
- V-Reversal no longer airborne
- + Regular/VT1.M.DP inv to air attacks til frame 6->7
- + Regular/VT1.H.DP range of final hit increased by 1 square on hit
- + Regular/VT1.H.DP pushback on 1st hit reduced by 4 squares (preventing drop out)
- + Regular/VT1.H.Tatsu range increased by 0.5 squares (reverted from previous nerf)
- Regular/VT1.H.Tatsu range kept nerfed when cancelled from st.HP
- * VT2 Shinryuken I don't see any sign of 'eased combo count'
- VT2 Shinryuken Lv1/Lv2 140/170->110/140 damage, 200/200->150/150 stun
- + VT2 Shinryuken juggle state knockback altered (too many changes for me to predict)
- + VT2 Shinryuken on hit v-skill cancellable
- + VT2 Shinryuken can now buffer into special cancel moves before Ken lands
- VT2 Shinryuken (HP+HK) special after activation, fireball inv on frame 1, now on frame 4

Kolin

- + Knockdown Pushbox height increased (harder to corpse hop)
- Regular/VT2.st.LP/cr.LP/cr.LK can no longer throw tech OS
- Regular/VT2.st.HP extended low Hurtbox now lingers until the end of its recovery (significantly weaker to low whiff punishes)
- b.HK extended Hurtbox added to linger for 2f longer (slightly weaker to standing/crouching punch height whiff punishes)
- + f.MK (overhead) range on 2nd Hitbox increased by 1 square (harder to drop out at max range?)
- f.MK (overhead) blockstun reduced by 1f (-6->-7f on block)
- + Regular/VT2.EX.Hail grounded Hitbox now has a strike Hitbox (in addition to a projectile Hitbox)
- + Regular/VT2.EX.Hail upper body invincible until after grounded Hitbox
- + Regular/VT2.EX.Hail grounded Hitbox now juggles the opponent 3f longer
- + L.Parry on hit recovery reduced by 1f (+1 more adv)
- LM.Parry on hit recovery increased by 4f (-4 adv, now same as non EX low parry)
- + EX.LM.Vanity Step->Dash Punch can now cancel into VT1 specials/activation on hit/block
- CA EX Meter Build for opponent 0->50 on block
- + VT1 startup 19f->17f

Laura

Lucia

Menat

R. Mika

Nash

Necalli

Poison

Rashid

Ryu

- + Health 1000->1025
- + Stun 1000->1050
- cr.LK can no longer throw OS
- + st.LP Pushbox no longer pushes opponent out 2 squares on hit/block
- + cr.MP Pushbox reduced by 2 squares, now gone on start up (reduced pushback overall)
- + cr.MK range increased by 0.3 squares
- + cr.MK blockstun increased by 2 (-3->-1 on block, should be able to true blockstring his FBs)
- + st.HP can now cancel into EX.Donkey Kick while in VT1 on crush counter
- + st.MP->st.HP TC recovery reduced by 7f (-9-> -2 on hit, -16->-9 on block)
- M.DP no longer air attack inv once airborne (same as VT1 M.DP now)
- Regular/VT1.M.DP CA cancel shortened to first 2 hits (no longer 3rd when ryu is airborne)
- + M.Tatsu 1st hit range increased by 2 squares
- + H.Tatsu 1st hit range increased by 1 square
- + EX.Donkey Kick moves forward farther (resulting in +1 square of range)
- + EX.Donkey Kick now cancels to Tatsu on hit
- + Regular/VT1.CA Hitbox height raised on first 2 frames when cancelled from DP
- Regular/VT1.CA EX Meter build for opponent 0->50 on block
- + VS1 Parry Hurtbox increased horizontally by 0.5 squares (possibly easier to parry fireballs?)
- VT1 V-Duration 1000->800
- + VT1 L/M/H/EX.FB & L/M/H/EX.DP no longer consumes V-Duration
- * VT2 fixed a bug where the parry reward counter hit and caused more adv (probably on forced counter hit moves)

Sakura

- + Health 950->975
- + Stun 950 -> 1000
- st.LP/cr.LP can no longer throw OS
- + st.MK on hit and block recovery reduced by 2f (4 -> 2 frames longer than whiff recovery)
- + cr.HK 9 -> 8f start up
- + df.HK recovery reduced by 2 frames, hit and blockstun reduced by 1f and 2f (overall +1 adv on hit same on block)
- + EX.Tatsu now cancellable from st.LP & cr.MK (start up is more combo friendly)
- + EX.Tatsu animation transition corrected on hit
- + Max charge Upward FB increased travel duration for 10 frames (range and active frames increased)
- CA now generates EX meter on block for the opponent 0->50 (300 = 1 EX Bar)
- + VS1 -> P (and all P follow ups) Hitbox extended downward by 0.5 squares (combo stability?)
- + VS1 -> P (and all P follow ups) Blockstun increased by 3f (more adv on block)
- + V-Reversal removed extra recovery frames on whiff common to “Sweep V-Reversals” (now the same as knockdown V-reversals)
- + VT1 HP+HK No longer increased knockback on airborne opponents
- + VT1 FB Juggle Increase 9->8 (more can juggle after during a juggle combo)
- + VT1 Upward FB Juggle Increase 10->9 (more can juggle after during a juggle combo)
- + VT1 Upward FB travel duration +5 frames
- + VT1 Upward FB Horizontal Hitbox extended forward by 1 square
- VT1 Upward FB Knockback on grounded opponents increased on hit by 2 squares
- + VT1 Upward FB Juggle Start 10->9 (more can juggle after it STARTS a juggle combo)

Urien

Zangief

Zeku