

Universal

- Hugh Neutron joins the battle as a DLC character!
- Reworked interaction calculations to ensure consistent outcomes
- RPS
 - Neither player suffers any hitlag whatsoever
 - Base stun frames increased from 30 to 60
 - Percentage penalty multiplier decreased from 0.5 to 0.3
 - Warning color overlay to indicate stun ending now appears later (20f → 30f)
 - Losing RPS no longer causes the character to slowly fall, they'll just be dazed in whatever location they interacted in
 - Spinout no longer forces a character to leave the ground
 - Stuntturn will actively turn the player horizontally similar to how spinout turns the character vertically
 - Now considered an "OnHit" interaction
 - Inactive hitboxes changed from single capsule to mirroring hurtbox values
 - Inactive hitboxes persist throughout the active hitbox states, disappear when the active attack fully ends
- Fixed bug causing momentum to be retained even after losing a stock
- Initiating an air-taunt while holding another player will cause that held character's grab-escape state to be fully actionable
- Picking up an item with light attack no longer requires the user to also hold down
- Halved the speed at which a character can be pushed
- Destroying/Reflecting a projectile will now cause the attacker & projectile to incur whatever base hitlag the projectile would've caused on-hit

Spongebob

- Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)

- Aerial Down Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)

Patrick

- Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun increased (20f → 24f)
 - Blockpush increased (3 → 3.8)
- Up Strong
 - Inactive hitbox appears earlier (6f → 4f)
 - Blockpush increased (3 → 3.2)
- Down Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun increased (20f → 21f)
 - Blockpush decreased (3 → 2.2)
 - Blocklag increased (10f → 12f)
 - Hitlag increased (12f → 14f)
 - Hitlag-self increased (12f → 14f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 19f)
 - Blockpush decreased (3 → 2.8)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockpush increased (3 → 3.2)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun increased (20f → 26f)
 - Blockpush increased (3 → 4.1)
 - Blocklag increased (10f → 16f)
 - Hitlag increased (12f → 18f)
 - Hitlag-self increased (12f → 18f)

Sandy

- Mid Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
 - First hit leg hitbox separated into hip & foot hitboxes for interpolation
 - First hit foot hitbox size increased (0.9 → 1.05)
 - First hit hitlag increased (12 → 24)
 - First hit damage reduced (17 → 8)

- Second hit arm hitbox separated into shoulder & hand hitboxes for interpolation
 - Second hit hand hitbox size increased (0.9 → 1.1)
 - Second hit damage decreased (17 → 14)
- Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
 - First and second hit hitlag increased (12 → 18)
 - First and second hit self-hitlag decreased (12 → 8)
 - First and second hit damage decreased (16 → 5)
 - Third hit damage decreased (16 → 13)
- Down Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
 - Arm hitbox separated into hand & shoulder hitboxes for interpolation
 - Hand hitbox size increased (1 → 1.1)
 - Shoulder hitbox size decreased (1 → 0.85)
 - Leg hitbox now just a hip hitbox
 - Hip hitbox size decreased (1 → 0.8)
 - Animation retimed so the move covers less behind but more down and in front
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (5f → 10f)
 - Blockstun decreased (20f → 18f)

Aang

- Mid Light
 - Angle changed (20° → 26°)
 - Base knockback increased (20 → 25)
 - Knockback gain decreased (82.5 → 75)
 - Base stun increased (20 → 27)
 - Stun gain increased (0 → 9)
- Up Light
 - Angle changed (70° → 72°)
 - Base knockback increased (40 → 70)
 - Knockback gain increased (75 → 85)
 - Base stun increased (20 → 25)
 - Stun gain increased (0 → 14)
- Dash Light

- Angle changed ($5^{\circ} \rightarrow 14^{\circ}$)
 - Base knockback decreased ($130^{\circ} \rightarrow 100^{\circ}$)
 - Base stun decreased ($40 \rightarrow 27$)
 - Stun gain increased ($0 \rightarrow 6$)
- Aerial Mid Light
 - Angle changed ($40^{\circ} \rightarrow 56^{\circ}$)
 - Base knockback decreased ($50 \rightarrow 40$)
 - Knockback gain decreased ($105 \rightarrow 70$)
- Aerial Up Light
 - Angle changed ($70^{\circ} \rightarrow 75^{\circ}$)
 - Base stun increased ($20 \rightarrow 24$)
 - Stun gain increased ($0 \rightarrow 8$)
- Aerial Down Light
 - Angle changed ($290^{\circ} \rightarrow 296^{\circ}$)
 - Grounded base stun increased ($20 \rightarrow 24$)
 - Grounded stun gain increased ($0 \rightarrow 19$)
 - Aerial base stun increased ($20 \rightarrow 23$)
 - Aerial stun gain increased ($0 \rightarrow 3$)
- Mid Strong
 - Inactive hitbox appears later ($5f \rightarrow 6f$)
 - Blockstun decreased ($20f \rightarrow 18f$)
 - Angle changed ($30^{\circ} \rightarrow 22^{\circ}$)
 - Base stun decreased ($30 \rightarrow 23$)
 - Stun gain increased ($0 \rightarrow 19$)
- Up Strong
 - Inactive hitbox appears later ($6f \rightarrow 8f$)
 - Blockstun decreased ($20f \rightarrow 18f$)
 - Angle changed ($70^{\circ} \rightarrow 55^{\circ}$)
 - Base stun decreased ($30 \rightarrow 23$)
 - Stun gain increased ($0 \rightarrow 27$)
- Down Strong
 - Inactive hitbox appears later ($6f \rightarrow 10f$)
 - Blockstun decreased ($20f \rightarrow 18f$)
 - Angle changed ($280^{\circ} \rightarrow 286^{\circ}$)
 - Base knockback increased ($70 \rightarrow 110$)
 - Base stun increased ($30 \rightarrow 36$)
 - Stun gain increased ($0 \rightarrow 11$)
- Dash Strong
 - Angle changed ($15^{\circ} \rightarrow 22^{\circ}$)
 - Base knockback increased ($90 \rightarrow 135$)
 - Base stun decreased ($30 \rightarrow 27$)
 - Stun gain increased ($0 \rightarrow 16$)
- Aerial Mid Strong
 - Inactive hitbox appears later ($6f \rightarrow 9f$)

- Blockstun decreased (20f → 18f)
- Angle changed (20° → 25°)
- Base knockback decreased (70 → 60)
- Knockback gain increased (230 → 235)
- Base stun decreased (30 → 28)
- Stun gain increased (0 → 17)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (70° → 74°)
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 18)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (270 → 284)
 - Base knockback increased (70 → 130)
 - Knockback gain decreased (230 → 200)
 - Base stun decreased (30 → 19)
 - Stun gain increased (0 → 11)
- Down Special
 - Angle changed (270° → autolink (30°-150°))
 - Base knockback increased (3 → 50)
 - Knockback gain increased (0 → 20)
 - Stun gain increased (0 → 5)
- Getup Attack
 - Angle changed (30° → 40°)
 - Base knockback increased (30 → 35)
 - Knockback gain increased (20 → 25)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 6)
- Edge Attack
 - Angle changed (45° → 32°)
 - Base knockback increased (60 → 70)
 - Knockback gain decreased (25 → 20)
 - Base stun decreased (30 → 23)
 - Stun gain increased (0 → 9)

Toph

- Mid Light
 - Angle changed (15° → 28°)
 - Base knockback increased (40 → 50)
 - Knockback gain decreased (127.5 → 80)

- Base stun increased (20 → 25)
 - Stun gain increased (0 → 11)
- Up Light
 - Angle changed (70° → 85°)
 - Knockback gain decreased (120 → 80)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 16)
- Down Light
 - Angle changed (45° → 38°)
 - Base knockback decreased (120 → 80)
 - Knockback gain increased (97.5 → 115)
 - Stun gain increased (0 → 9)
 - Fixed issue where it wasn't using the newer, reduced endlag
- Dash Light
 - Angle changed (5° → 9°)
 - Base knockback increased (100 → 120)
 - Base stun decreased (40 → 28)
 - Stun gain increased (0 → 7)
- Aerial Mid Light
 - Base knockback increased (30 → 50)
 - Knockback gain increased (50 → 55)
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 7)
- Aerial Up Light
 - Angle changed (70 → 82)
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 8)
- Aerial Down Light
 - Angle changed (290° → 280°)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 19)
 - Aerial knockback gain increased (22.5 → 25)
 - Aerial base stun decreased (30 → 21)
 - Aerial stun gain increased (0 → 5)
- Mid Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
 - Body base stun decreased (30 → 25)
 - Body stun gain increased (0 → 21)
- Up Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (0 → 14)
 - Body stun gain increased (0 → 14)

- Down Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Dash Strong
 - Base knockback increased (70 → 110)
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 7)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
 - Base knockback increased (90 → 100)
 - Knockback gain increased (120 → 125)
 - Base stun increased (30 → 28)
 - Stun gain increased (0 → 9)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (70° → 66°)
 - Base knockback increased (100 → 110)
 - Knockback gain decreased (120 → 90)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 9)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (270° → 305°)
 - Base stun decreased (30 → 20)
 - Stun gain increased (0 → 14)
- Down Special
 - Damage increased (10 → 22)
 - Angle changed (290° → 284°)
 - Base stun decreased (30 → 14)
 - Stun gain increased (0 → 12)
 - Hitlag decreased (18 → 14)
 - Block push increased (1 → 3.6)
- Getup Attack
 - Damage increased (6 → 10)
 - Angle changed (30° → 40°)
 - Knockback gain increased (10 → 20)
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 5)
- Edge Attack
 - Damage increased (5 → 11)
 - Angle changed (45° → 55°)

- Knockback gain increased (10 → 25)
- Base stun decreased (30 → 28)
- Stun gain increased (0 → 10)

Korra

- Attribute
 - Fixed issue where light attacks wouldn't pick up items
 - Previous on-hit cancel system was replaced with a new cancel system unique to Korra, where an attack portion ending means the move can be immediately canceled along a predetermined chain. The following applies both on the ground and in the air:
 - Light mids can cancel into light up & light down
 - Lights can cancel into strongs or specials
 - Strongs can cancel into specials
- Mid Light
 - Second hit angle changed (20° → 38°)
 - Second hit knockback gain decreased (112.5 → 65)
 - Second hit base stun increased (15 → 25)
 - Second hit stun gain increased (20 → 11)
- Up Light
 - Second hit angle changed (25° → 72°)
 - Second hit base stun increased (15 → 29)
 - Second hit stun gain increased (0 → 13)
- Down Light
 - First hit angle changed (10° → 296°)
 - First hit knockback gain increased (0 → 90)
 - First hit base stun increased (20 → 31)
 - First hit stun gain increased (0 → 6)
 - First hit aerial base knockback increased (30 → 110)
 - First hit aerial knockback gain increased (0 → 65)
 - First hit aerial base stun increased (20 → 24)
 - First hit aerial stun gain increased (0 → 9)
 - Second hit angle changed (310° → 48°)
 - Second hit base stun increased (20 → 37)
 - Second hit stun gain increased (0 → 7)
- Dash Light
 - Angle changed (5° → 14°)
 - Base knockback decreased (130 → 88)
 - Base stun decreased (40 → 30)
 - Stun gain increased (0 → 6)
- Aerial Mid Light
 - Damage decreased (9 → 7)
 - Base stun increased (20 → 23)

- Stun gain increased (0 → 8)
- Aerial Up Light
 - Stun gain increased (0 → 9)
 - New hitbox property added to final active frame on foot hitbox, which sends the opponent behind and away
- Aerial Down Light
 - Angle changed (290° → 304°)
 - Knockback gain decreased (112.5 → 95)
 - Base stun decreased (30 → 23)
 - Stun gain increased (23 → 14)
 - The aerial version of the move now actually works & isn't immediately overwritten by the grounded version no matter what. Oops
- Mid Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 19f)
 - Base stun decreased (45 → 29)
 - Stun gain increased (0 → 24)
 - Charged blockstun increased (20f → 22f)
 - Charged stun gain increased (0 → 27)
- Up Strong
 - Blockstun decreased (20f → 19f)
 - Base stun decreased (45 → 33)
 - Stun gain increased (0 → 11)
 - Charged blockstun increased (20f → 22f)
 - Charged base stun increased (30 → 35)
 - Charged stun gain increased (0 → 19)
- Down Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 19f)
 - Base stun decreased (45 → 35)
 - Stun gain increased (0 → 13)
 - Charged blockstun increased (20f → 22f)
 - Charged base stun increased (30 → 41)
 - Charged stun gain increased (0 → 15)
- Dash Strong
 - Angle changed (10° → 18°)
 - Stun gain increased (0 → 16)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 19f)
 - Base stun decreased (45 → 25)
 - Stun gain increased (0 → 21)
 - Charged blockstun increased (20f → 22f)
 - Charged base stun increased (30 → 31)

- Charged stun gain increased (0 → 24)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 19f)
 - Base stun decreased (45 → 27)
 - Stun gain increased (0 → 11)
 - Charged blockstun increased (20f → 22f)
 - Charged stun gain increased (0 → 14)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 19f)
 - Base stun frames decreased (45 → 12)
 - Stun gain frames increased (0 → 11)
 - Charged blockstun increased (20f → 22f)
 - Charged base stun decreased (30 → 13)
 - Charged stun gain increased (0 → 12)
- Mid Special
 - Stun gain increased (0 → 16)
- Up Special
 - Can now turn around just before ascent
 - Initial, more powerful hitbox lingers longer (1 frame → 4 frames)
 - Height gained from recovery now dependant on how long the move has been charging overall
 - Hitbox active frames extended by 5
 - Consequently, the first available ledge-grab is delayed by 5 frames
 - Y-Velocity no longer clamped as harshly when the attack ends, now falls at a much more reasonable speed
 - Ledge-grab box is raised at peak of recovery height
 - Hand hitbox size increased (0.7 → 1.1)
 - Elbow hitbox size increased (0.7 → 0.95)
 - Strong-hit stun gain increased (0 → 15)
 - Max strong-hit stun gain increased (0 → 21)
 - Rising base stun decreased (35 → 26)
 - Rising stun gain increased (0 → 11)
 - Max rising base stun decreased (30 → 28)
 - Max rising stun gain increased (0 → 19)
- Down Special
 - Using the aerial version to completion will refresh an expired midair jump
 - Aerial foot hitbox size increased (0.9 → 1.15)
 - Aerial knee hitbox size increased (0.9 → 1)
 - Aerial hitbox now reversible
 - Aerial base knockback increased (10 → 55)
 - Aerial knockback gain increased (0 → 90)
 - Aerial base stun decreased (50 → 29)

- Aerial stun gain increased (0 → 14)
- Grounded base stun decreased (35 → 22)
- Grounded stun gain increased (0 → 12)
- Getup Attack
 - Angle changed (30° → 34°)
 - Base stun decreased (30 → 24)
 - Stun gain increased (0 → 8)
- Edge Attack
 - Angle changed (45° → 57°)
 - Base knockback increased (60 → 65)
 - Knockback gain increased (20 → 30)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 7)

Leonardo

- Mid Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 12f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 15f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 12f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)

Michelangelo

- Mid Strong
 - Inactive hitbox appears later (6f → 14f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Down Strong

- Inactive hitbox appears later (6f → 15f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 15f)
 - Blockstun decreased (20f → 18f)

April O'Neil

- Mid Strong
 - Inactive hitbox appears earlier (6f → 4f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears earlier (6f → 4f)
 - First hit blockstun decreased (20f/15f/14f → 18f/13f/12f)
- Dash Strong
 - Launch angle changed (10° → 20°)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f/15f/14f → 18f/13f/12f)
- Up Special
 - This attack being canceled for any reason will incur a penalty of 10 fuel
 - Landing at any point during the up special (initialize, fly, depletion) will cause 20 frames of landing lag

Shredder

- Mid Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)

- Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Blockstun decreased (20f → 18f)
- Aerial Mid Light
 - Blockstun decreased (3f → 1f)
 - Finisher blockstun decreased (7f → 4f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Blockstun decreased (20f → 18f)

Lincoln Loud

- Mid Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)

Lucy Loud

- Mid Light
 - Base knockback decreased (30 → 25)
 - Knockback gain increased (112.5 → 115)
 - Base stun increased (20 → 23)

- Stun gain increased (0 → 8)
- Vampire base knockback decreased (30 → 20)
- Vampire knockback gain decreased (112.5 → 105)
- Vampire base stun decreased (20 → 19)
- Vampire stun gain increased (0 → 10)
- Ghost base stun increased (20 → 32)
- Ghost stun gain increased (0 → 8)
- Up Light
 - Knockback gain decreased (97.5 → 92)
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 12)
 - Vampire base knockback decreased (60 → 55)
 - Vampire knockback gain decreased (92.5 → 86)
 - Vampire base stun decreased (30 → 24)
 - Vampire stun gain increased (0 → 13)
 - Ghost base stun increased (30 → 31)
 - Ghost stun gain increased (0 → 10)
- Down Light
 - Base knockback increased (40 → 55)
 - Knockback gain decreased (105 → 85)
 - Base stun decreased (40 → 35)
 - Stun gain increased (0 → 4)
 - Aerial base knockback decreased (130 → 115)
 - Aerial knockback gain increased (75 → 80)
 - Aerial base stun decreased (40 → 20)
 - Aerial stun gain increased (0 → 9)
 - Vampire base knockback increased (40 → 45)
 - Vampire knockback gain decreased (105 → 75)
 - Vampire base stun decreased (40 → 33)
 - Vampire stun gain increased (0 → 6)
 - Vampire aerial base knockback decreased (130 → 110)
 - Vampire aerial knockback gain decreased (75 → 70)
 - Vampire aerial base stun decreased (40 → 21)
 - Vampire aerial stun gain increased (0 → 11)
 - Ghost base knockback increased (40 → 65)
 - Ghost knockback gain decreased (180 → 165)
 - Ghost base stun decreased (40 → 34)
 - Ghost stun gain increased (0 → 5)
 - Ghost aerial base knockback increased (130 → 135)
 - Ghost aerial knockback gain decreased (135 → 125)
 - Ghost aerial base stun decreased (40 → 19)
 - Ghost aerial stun gain increased (0 → 12)
- Dash Light
 - Base knockback decreased (120 → 100)

- Base stun decreased (40 → 26)
 - Stun gain increased (0 → 7)
- Aerial Mid Light
 - Knockback gain decreased (90 → 60)
 - Base stun increased (20 → 26)
 - Stun gain increased (0 → 5)
 - Vampire base knockback decreased (80 → 60)
 - Vampire knockback gain decreased (90 → 55)
 - Vampire base stun increased (20 → 23)
 - Vampire stun gain increased (0 → 7)
 - Ghost base knockback increased (80 → 95)
 - Ghost knockback gain decreased (150 → 135)
 - Ghost base stun increased (20 → 26)
 - Ghost stun gain increased (0 → 4)
- Aerial Up Light
 - Base stun increased (20 → 22)
 - Stun gain increased (0 → 11)
 - Vampire base knockback decreased (50 → 45)
 - Vampire knockback gain decreased (105 → 100)
 - Vampire base stun increased (20 → 21)
 - Vampire stun gain increased (0 → 12)
 - Ghost base knockback increased (50 → 60)
 - Ghost knockback gain increased (165 → 170)
 - Ghost base stun increased (20 → 25)
 - Ghost stun gain increased (0 → 13)
- Aerial Down Light
 - Base knockback decreased (50 → 40)
 - Knockback gain decreased (105 → 80)
 - Base stun decreased (30 → 27)
 - Stun gain decreased (0 → 14)
 - Aerial base knockback decreased (130 → 110)
 - Aerial knockback gain decreased (67.5 → 50)
 - Aerial base stun decreased (30 → 20)
 - Aerial stun gain decreased (0 → 3)
 - Vampire base knockback decreased (50 → 35)
 - Vampire knockback gain decreased (105 → 75)
 - Vampire base stun decreased (30 → 28)
 - Vampire stun gain decreased (0 → 15)
 - Vampire aerial base knockback decreased (130 → 105)
 - Vampire aerial knockback gain decreased (67.5 → 45)
 - Vampire aerial base stun decreased (30 → 19)
 - Vampire aerial stun gain decreased (0 → 3)
 - Ghost base knockback increased (50 → 60)
 - Ghost knockback gain decreased (165 → 135)

- Ghost base stun decreased (30 → 26)
- Ghost stun gain decreased (0 → 12)
- Ghost aerial base knockback decreased (130 → 115)
- Ghost aerial knockback gain decreased (135 → 85)
- Ghost aerial base stun decreased (30 → 21)
- Ghost aerial stun gain decreased (0 → 4)
- Mid Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
 - Base knockback increased (90 → 110)
 - Base stun decreased (30 → 26)
 - Stun gain decreased (0 → 21)
 - Vampire base knockback increased (90 → 100)
 - Vampire knockback gain decreased (210 → 200)
 - Vampire base stun decreased (30 → 27)
 - Vampire stun gain decreased (0 → 22)
 - Ghost base knockback increased (110 → 115)
 - Ghost base stun decreased (30 → 28)
 - Ghost stun gain decreased (0 → 21)
- Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
 - Base knockback increased (80 → 110)
 - Knockback gain increased (180 → 195)
 - Base stun decreased (30 → 27)
 - Stun gain decreased (0 → 18)
 - Vampire base stun decreased (30 → 28)
 - Vampire stun gain decreased (0 → 19)
 - Ghost base knockback increased (80 → 115)
 - Ghost knockback gain increased (170 → 195)
 - Ghost base stun decreased (30 → 26)
 - Ghost stun gain decreased (0 → 17)
- Down Strong
 - Angle changed (60° → 295°)
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
 - Base knockback increased (80 → 110)
 - Knockback gain decreased (215 → 40)
 - Base stun decreased (30 → 36)
 - Stun gain decreased (0 → 7)
 - Vampire base knockback increased (80 → 100)
 - Vampire knockback gain decreased (215 → 35)
 - Vampire base stun decreased (30 → 37)
 - Vampire stun gain decreased (0 → 8)

- Ghost base knockback increased (80 → 115)
 - Ghost knockback gain decreased (280 → 65)
 - Ghost base stun decreased (30 → 35)
 - Ghost stun gain decreased (0 → 11)
- Dash Strong
 - Angle changed (10° → 26°)
 - Base stun decreased (30 → 27)
 - Stun gain decreased (0 → 17)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
 - Base stun decreased (30 → 24)
 - Stun gain decreased (0 → 18)
 - Vampire base knockback decreased (90 → 85)
 - Vampire knockback gain decreased (210 → 195)
 - Vampire base stun decreased (30 → 25)
 - Vampire stun gain decreased (0 → 19)
 - Ghost base knockback increased (90 → 110)
 - Ghost knockback gain decreased (280 → 245)
 - Ghost base stun decreased (30 → 23)
 - Ghost stun gain decreased (0 → 17)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
 - Base stun decreased (30 → 26)
 - Stun gain decreased (0 → 13)
 - Vampire base knockback decreased (100 → 75)
 - Vampire knockback gain decreased (180 → 170)
 - Vampire base stun decreased (30 → 27)
 - Vampire stun gain decreased (0 → 14)
 - Ghost base knockback increased (80 → 105)
 - Ghost knockback gain increased (180 → 270)
 - Ghost base stun decreased (30 → 27)
 - Ghost stun gain decreased (0 → 19)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (290° → 288°)
 - Base knockback increased (70 → 110)
 - Base stun decreased (30 → 15)
 - Stun gain decreased (0 → 13)
 - Vampire base knockback increased (70 → 100)
 - Vampire knockback gain decreased (220 → 205)
 - Vampire base stun decreased (30 → 16)

- Vampire stun gain decreased (0 → 15)
 - Ghost base stun decreased (30 → 14)
 - Ghost stun gain decreased (0 → 12)
- Down Special
 - Fixed an issue where Lucy would stay invisible indefinitely if the move was prematurely canceled

Ren & Stimpy

- Mid Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears earlier (6f → 4f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)

Powdered Toast Man

- Mid Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 12f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 12f)

- Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 11f)
 - Blockstun decreased (20f → 18f)
- Down Special
 - Can now reflect projectiles
 - Holding special keeps the move out indefinitely
 - Hurtboxes for outstretched arm are now intangible

Nigel Thornberry

- Down Light
 - Fixed issue where aerial characters couldn't be hit
- Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Light
 - Blockstun decreased (3f → 1f)
 - Finisher blockstun decreased (10f → 7f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Blockstun decreased (20f → 18f)

Danny Phantom

- Mid Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 8f)

- Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (15f → 16f)
 - Blockstun decreased (20f → 18f)

Reptar

- Mid Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun increased (20f → 21f)
 - Blockpush increased (3 → 3.6)
- Up Strong
 - Inactive hitbox appears later (6f → 14f)
 - Blockstun increased (20f → 23f)
 - Blockpush increased (3 → 3.1)
- Down Strong
 - Inactive hitbox appears later (6f → 12f)
 - Blockstun increased (20f → 26f)
 - Blockpush decreased (3 → 2.4)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun increased (20f → 21f)
 - Blockpush increased (3 → 3.5)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 16f)
 - Blockstun increased (20f → 24f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 15f)
 - Blockstun increased (20f → 30f)
 - Blockpush increased (3 → 5.5)
 - Blocklag increased (10 → 16)

Helga

- Mid Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
- Up Strong

- Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 10f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Up Special
 - Can now cancel into her uppercut 6 frames earlier
 - Ledge-grab can occur 10 frames earlier

Zim

- Gir
 - Alt costume eye color fixed
- Mid Light
 - Base stun increased (20 → 22)
 - Stun gain increased (0 → 12)
- Up Light
 - Knockback decreased (60 → 52)
 - Knockback gain increased (67.5 → 87)
 - Base stun increased (30 → 33)
 - Stun gain increased (0 → 11)
- Down Light
 - Grounded angle changed (300° → 310°)
 - Grounded knockback gain decreased (67.5 → 60)
 - Grounded base stun decreased (40 → 34)
 - Grounded stun gain increased (0 → 6)
 - Aerial angle changed (300° → 310°)
 - Aerial base knockback decreased (120 → 110)
 - Aerial knockback gain decreased (30 → 20)
 - Aerial base stun decreased (40 → 25)
 - Aerial stun gain increased (0 → 6)
- Dash Light
 - Damage decreased (8 → 6)
 - Base knockback decreased (120 → 100)
 - Base stun decreased (40 → 27)

- Stun gain increased (0 → 7)
- Aerial Mid Light
 - Hitbox size decreased (3 → 2.7)
 - Hitbox active frames decreased (6f → 4f)
 - Knockback gain decreased (60 → 40)
 - Base stun increased (20 → 26)
 - Stun gain increased (0 → 5)
- Aerial Up Light
 - Angle changed (65° → 52°)
 - Knockback gain increased (67.5 → 80)
 - Base stun increased (20 → 22)
 - Stun gain increased (0 → 10)
- Aerial Down Light
 - Grounded angle changed (290° → 285°)
 - Grounded knockback gain increased (67.5 → 80)
 - Grounded base stun decreased (30 → 23)
 - Grounded stun gain increased (0 → 14)
 - Aerial angle changed (290° → 285°)
 - Aerial base knockback decreased (120 → 116)
 - Aerial base stun decreased (30 → 23)
 - Aerial stun gain increased (0 → 1)
- Mid Strong
 - Inactive hitbox appears later (4f → 6f)
 - Blockstun decreased (20f → 18f)
 - Base knockback decreased (90 → 80)
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 14)
- Up Strong
 - Inactive hitbox appears later (7f → 9f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (70° → 80°)
 - Base knockback increased (110 → 114)
 - Knockback gain increased (200 → 228)
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 11)
- Down Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (300° → 305°)
 - Base knockback increased (80° → 115)
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 15)
- Dash Strong
 - Angle changed (15° → 20°)

- Base knockback increased (100 → 130)
 - Stun gain increased (0 → 15)
- Aerial Mid Strong
 - Blockstun decreased (20f → 18f)
 - Base knockback decreased (90 → 75)
 - Knockback gain decreased (210 → 195)
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 12)
- Aerial Up Strong
 - Inactive hitbox appears later (1f → 9f)
 - Blockstun decreased (20f → 18f)
 - Angle changed (70° → 80°)
 - Base knockback decreased (180 → 96)
 - Knockback gain increased (190 → 246)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 9)
- Aerial Down Strong
 - Inactive hitbox appears later (1f → 6f)
 - Blockstun decreased (20f → 18f)
 - Base knockback increased (60 → 100)
 - Base stun decreased (30 → 17)
 - Stun gain increased (0 → 12)
- Getup Attack
 - Angle changed (30° → 40°)
 - Base knockback decreased (30 → 26)
 - Knockback gain increased (10 → 22)
 - Base stun decreased (30 → 24)
 - Stun gain increased (0 → 6)
- Edge Attack
 - Base knockback decreased (60 → 55)
 - Knockback gain increased (10 → 18)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 9)

CatDog

- Attributes
 - Fixed issue where dog couldn't be swapped to
- Mid Strong
 - Dog inactive hitbox appears later (6f → 12f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)

- Down Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Dog inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
 - Now jump-cancelable On-Hit

Oblina

- Mid Strong
 - Inactive hitbox appears earlier (6f → 4f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Strong
 - Inactive hitbox appears earlier (6f → 5f)
 - Blockstun decreased (20f → 18f)

Garfield

- Mid Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 10f)

- Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 7f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Light
 - Blockstun decreased (3f → 1f)
 - Finisher blockstun decreased (10f → 8f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 9f)
 - Blockstun decreased (20f → 18f)

Jenny

- Attributes
 - Weight decreased (122 → 112)
- Mid Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Up Strong
 - Inactive hitbox appears later (6f → 8f)
 - Blockstun decreased (20f → 18f)
- Down Strong
 - Inactive hitbox appears later (6f → 20f)
 - Blockstun decreased (20f → 18f)
- Aerial Mid Strong
 - Inactive hitbox appears later (6f → 20f)
 - Blockstun decreased (20f → 18f)
- Aerial Up Strong
 - Inactive hitbox appears later (6f → 13f)
 - Blockstun decreased (20f → 18f)
- Aerial Down Light
 - Blockstun decreased (3f → 1f)
 - Finisher blockstun decreased (12f → 8f)
- Aerial Down Strong
 - Inactive hitbox appears later (6f → 12f)
 - Blockstun decreased (20f → 18f)
- Up Special
 - Base airtime decreased (60f → 55f)
 - Additional up-specials without landing depletes airtime by 7 frames, down to a minimum of 30 frames